Usenet Newsgroup Archive: comp.sys.atari.st

1990-01 - 1990-05

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1990-01-01 through 1990-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,676

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Monochrome monitor modification

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 00:04:49 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830067@hpldola.HP.COM>
Source record: 245195

```
>
>Hmm, uw+ka9q = NCSA Telnet clone for the ST? Yes, you too can run an anonymous
>ftp site on your Atari...
>
>Steven Grimm Moderator, comp.{sources,binaries}.atari.st
>koreth@ebay.sun.com ...!sun!ebay!koreth

Where is uw available from? I lost the note containing this info.

Dave Ritchie
ritchie@hp-lsd
```

2. Hard Drive woes

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 00:38:45 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5189@blake.acs.washington.edu>
Source record: 245196

Wondering if someone could help me diagnose
my hard drive problem...

Symptoms: Occasionally... and sometimes frequently,
my Quantum drive slows down and then comes
back up. When it slows i obviously can't
read or write to the drive.

Conditions: The drive has been running smoothly
and without a hitch since last February when i
bought it new. I have had it running pretty much
24 hours a day since i purchased it. I have a good
fan and the housing is always very cool to the touch.

My house definitely needs re-wiring. Fuse blows are common.
The other day, i came down to the basement and saw that my drive
and system must have lost power at some time during the night.
My monitor displayed just floppies. Later that morning, when
turning on the oil furnace, another fuse blew...

I didn't seem to have any problems with the drive the subsequent
day. A few things seemed strange while i cleaned out and zeroed
out a few partitions to install a 530,000 word dictionary..
unpacked it and ran some checks on the files with wc and grep...
the heads were working hard.. but i couldn't see how that should
harm a the drive in any way.

I moved the system upstairs to an office on a different electrical
circuit.. then i started noticing the spin problems.. for a
few days i tried different outlets and surge protectors etc..
sometimes the drive wouldn't even come up to speed. This morning
i moved the system back to the basement to perhaps isolate the
problem to be the house wiring upstairs..

I just sat down to my 1040 and saw that a file i had downloaded from
my host was not written to my drive: "Check drive.. could be damaged"
warning... i hit retry and the file saved.

So the problem is not intermittent... Therefore, it will be hard to
isolate it and make if fail for a technician. Anybody out there
ever have similar problems?

My guess and hope is that it is my power supply... i couldn't find
any info on "trouble shooting" in the quantum manual...

Thanks for the help

-kevin
ramsiri@blake.acs.washington.edu

(BTW: Supra host adaptor)

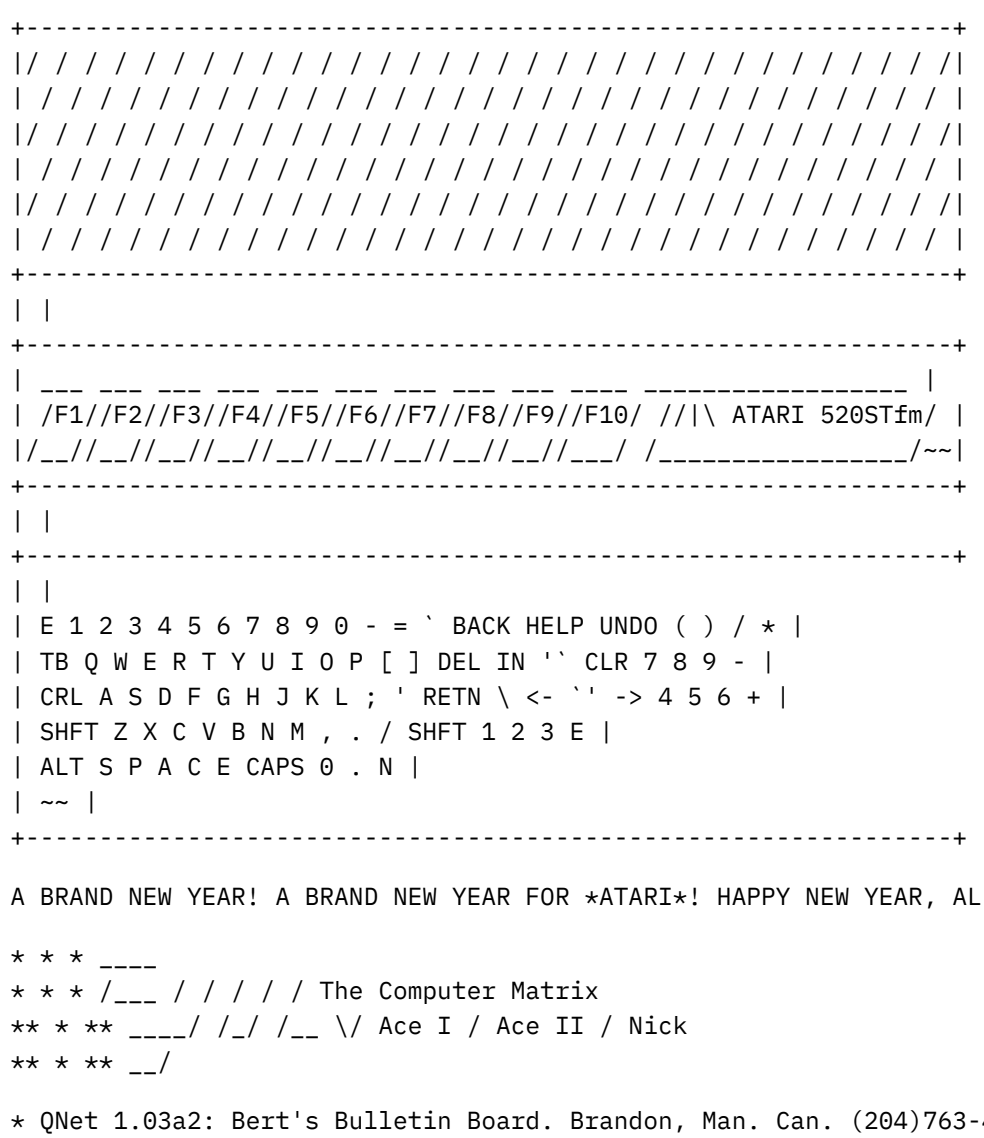
3. Re: HAPPY NEW YEAR, ALL!

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 01:48:00 UTC
From: sylvia.jumaga@canremote.uucp
Message-ID: <90011904271621@masnet.uucp>
Source record: 245197

TO: ALL

Hey there, All!

H-H-H-HAPPY NEW YEAR, FELLOW ATARIANS!!!



A BRAND NEW YEAR! A BRAND NEW YEAR FOR *ATARI*! HAPPY NEW YEAR, ALL!

```
* * * ____
* * * /___ / / / / / The Computer Matrix
** * ** ____/ /_/ /__ \/ Ace I / Ace II / Nick
** * ** __/
```

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man. Can. (204)763-4684

4. Lharc

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 02:31:06 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <488@watserv1.waterloo.edu>
Source record: 245198

>>Well it seems that the LHARC is going to take over the atari archiving
>>world.
>
>Don't jump to conclusions Paul. This does not seem too likely to me.
>I tried that program on a file that was posted a couple of months ago.
>It was a disaster.
>
>--
LHarc is the only compression to use are is passe and zoo is old. LHARC
is faster now compresses 3 times more than arc and has its own dearcing
or self dearcing file programs. Many BBS's use verbose lzh listings
now.

Dave. T.
SUPER BBS (519) 749-1206 24HRS
"Never Say Never"

5. Re: AddressPhoneDial-out desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 14:31:22 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <902@lzaz.ATT.COM>
Source record: 245199

In article <1127890841087354@dynasoft.UUCP>, john@dynasoft.UUCP (John Stanley) writes:
> [In article <25340@cup.portal.com>,
> Dave_Ninjajr_Flory@cup.portal.com writes ...]
>
> > There is an excellent DA called cardfile
> > would like it I'll UUENCODE and post it here.
>
> Please don't...! Any program over ~5000 bytes should not be posted to
> comp.sys.atari.st which is a discussion newsgroup.
>
> Post it to comp.binaries.atari.st which is where binaries are suppost

As the Summary says, ...

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

6. Re: Hard Drive woes

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 14:40:28 UTC
From: hcj@lzaz.ATT.COM
Message-ID: <903@lzaz.ATT.COM>
Source record: 245200

In article <5189@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> Wondering if someone could help me diagnose
> my hard drive problem...
>
> Symptoms: Occasionally... and sometimes frequently,
> my Quantum drive slows down and then comes
> back up. When it slows i obviously can't
> read or write to the drive.
>
>
> My guess and hope is that it is my power supply... i couldn't find
> any info on "trouble shooting" in the quantum manual...
>
My guess is that the ability to read is failing on your servo track.
This surface is used to control speed and bit rate.
BACK UP YOUR DRIVE! IT WILL SOON BE DEAD!

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

7. Looking for C source to spell program

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 19:13:59 UTC
From: david@bdt.UUCP
Message-ID: <554@bdt.UUCP>
Source record: 245101

I have an archive of a program called "Micro Spell". The README
says that the source is available but I haven't been able to find
it. Does anybody have this source archive? The ARC file I have
was called "USPELL.ARC" and the README references an archive called
"SPELLSRC.ARC".

If anybody has source to any other spell checkers that they'd be
willing to share, I'd be interested.

Thanks.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"

8. PageStream fonts

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 19:35:59 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan1.193559.24673@cs.dal.ca>
Source record: 245102

I finally have a version of PageStream (1.8) which is stable enough to use, but among the many problems I am having, the fonts are weird. Tyme and Helv work OK, but Saturn and Hudson, despite the presence of printer files for these fonts, do not print correctly -- many of the letters appear only in outline form (i e and x in Saturn, about half the letters in Hudson). I don't use these fonts very much, but it is annoying.

Does anyone have printer drivers for some of the other fonts which PS supports only for PostScript, such as Symbol and dingbats? These would be nice -- the quality of the output on even a 9-pin Panasonic KX-P1180 is excellent!

It would be nice to pick up some tips about PS from this newsgroup, since the old PPPro manual is obsolescent, and SoftLogik doesn't seem to have plans to update it, just bits and pieces on loose sheets of paper with each new release. Do the new versions come with a up-to-date manual?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

9. Re: cambridge lisp

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 19:48:27 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan1.194827.25118@cs.dal.ca>
Source record: 245103

In article <5188@blake.acs.washington.edu> ski2@blake.acs.washington.edu (Chris Kacoroski) writes:
>I am interested in a lisp (or scheme) interpreter for the Atari ST. I
>have seens ads for Cambridge Lisp in magazines and wonder if anyone could
>tell me about it. I have Xlisp, but am not too happy with it. Really
>appreciate any replies. Thank you

I picked up a copy cheap from my dealer under the impression that
MetaComCo had dropped it. Since I got it to learn LISP and haven't
gotten around to it yet, I can't comment on it, but it looks like a
reasonably well put together package. But does anyone know if it is
still in production? As I recall, I sent in the registration card but
it bounced back to me!

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

10. Make BIOS think screen is 80x20?

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 20:43:21 UTC
From: nut@wet.UUCP
Message-ID: <897@wet.UUCP>
Source record: 245104

Can anyone out there in NetLand tell me how to make TOS think that the screen is only 80x20? What I am trying to do is implement a 5-line status bar across the top of the screen but still be able to use normal scrolling text. Is is possible to just push Logbase up while keeping Physbase the same, creating a bottom-of-the-screen area?

--
== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
=== UUCP: nut@wet.UUCP BBS: Eleusesthai, (415)871-9451 12/2400, 24Hrs ===
============= Disclaimer? My employer? What, me work? ==================

11. com packages with host mode

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 21:27:49 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5197@blake.acs.washington.edu>
Source record: 245105

```
Besides INTERLINK... (and MASTERLINK.. if it ever materializes),
are there any communication programs that support
a host mode? How about remote execute of TOS programs?

Thanks

-kevin
ramsiri@blake.acs.washington.edu
```

12. Re: My request about menus.

Newsgroup: comp.sys.atari.st
Date: 1990-01-01 22:03:35 UTC
From: frankg@nikhefk.UUCP
Message-ID: <608@nikhefk.UUCP>
Source record: 245106

```
In article <2885@dogie.macc.wisc.edu> gilmore@vms.macc.wisc.edu (Neil Gilmore) writes:
>Due to the kind intervention of Steve (up at thelake), I now have the
>info I need. He sent me a menu converted to C using rsc2c.ttp (the
>program I can't get to work). It'will give me all the info I need to get
>menus working properly. Still nothing definitive on vro_cpyfm yet,
>though. An example would be nice, though, as last night I tried a simple
>example, thoroughly compared and crosschecked with the Abacus book, the
>ST Applications book, the GFA manual, and the Laser C manual. Still no
>results.
>
>+---------------------------------------------------------------------+
>| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
>| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
>| Middle Kingdom Madison, Wi |
>+---------------------------------------------------------------------+

The german Atari Profi book reads on page 245:

COPY RASTER, OPAQUE(VDI 109)

void vro_copyfm(handle,wr_mode,pxyarray,psrcMFDB,pdesMFDB)
int handle,wr_mode,pxyarray[];
MFDB *psrcMFDB,*pdesMFDB;
{
intin[0]=wr_mode;
i_ptr(psrtMFDB); /* contrl[7/8] = psrcMFDB */
i_ptr2(pdesMFDB); /* contrl[9/10] = pdesMFDB */
pioff = pxyarray;
contrl[0] = 109;
contrl[1] = 4;
contrl[2] = 1;
contrl[3] = 1;
contrl[6] = handle;
vdi();
pioff = ptsin;
}

Call in C:
vro_copyfm(handle,wr_mode,pxyarray,&psrcMFDB,&pdesMFDB);

Hopes this helps.

--
Frank Geerling
(frankg@nikhefk.uucp)
```

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands
Frank Geerling
(frankg@nikhefk.uucp)

Usenet: {seismo, philabs, decvax}!mcvax!frankg@nikhefk

Normal mail: Frank Geerling
NIKHEF-K (PIMU)
Postbus 4395
1009 AJ Amsterdam
The Netherlands

13. ATW

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 01:35:05 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5199@blake.acs.washington.edu>
Source record: 245107

I've been reading comp.sys.transputer and comp.sys.next.
The ATW has been mentioned with high acclaim in both
groups... as a matter of fact... there is at least one
NeXT owner who wishes he had known more about the ATW before
he bought the NeXT.. particlulary now that he has seen one.

This person claims that the ATW has a good chance at
becoming a serious contender in the workstation market..
Perhaps even stealing some parties hooked on the NeXT.

How about the front cover of Byte.... seems like it wouldn't hurt.
Every other machine that's ever been made or made "into" anything
has made it on the cover...

-kevin
ramsiri@blake.acs.washinton.edu

14. Turtle 3.0's archive option

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 06:50:41 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891227.19144827.002918@SFA.CP6>
Source record: 245108

Hello all,

I've a question regarding George Woodside's excellent hard drive
backup utility. Regarding the archive bit....
I have TOS 1.4 and was hoping that the setting of the bit would
allow me to use the archive option to back up only the files that have been
added to or modified since my last backup.
This is not the case, though. When attempting a new backup, none of
my new, added, or modified files were flagged and put in the backup
window. In fact, nothing showed up in the window at all except for a
message saying that the backup had been successful. Yeah, right...
Ok, dullard that I am, am I misinterpretating what is suppose
to be really happening? Could someone tell me the "rest of the story"?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

15. WINNER "UFO" JoyStick

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 06:50:42 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891228.21420606.003093@SFA.CP6>
Source record: 245109

Howdy folks,

If you are tired of the 'same old same old' joystick, give the Winner UFO joystick a try. This is an infrared cordless mouse that looks like a yellow version of the American Stealth bomber. It is great.
Your left thumb controls the directions via a small pressure knob and your right contrils the fire buttons. Interestingly, there is a 'turbo' mode which gives you rapid fire. Yep, this box gives rapid fire for the ST.
The receiver is a big ugly yellow box about the size of a fat deck of cards. Double adhesive tape is included so that you can attach this thing to your computer's side.
The infrared transmitter is powerful! You do not have to be careful to aim the stick toward the receiver at all. Indeed, I was playing Joust from about thirty feet. Sheesh, I didn't last long. Couldn't see the screen!
This is an impressive peripheral. Playing games while standing up lends to strange gyrations since you are no longer strapped to a chair. I can imagine how this thing could be via a projection tv and some really graphics/action intensive game. Shades of Star Trek's HoloDeck!
At any rate, I'm impressed, and the the klutz in me loves the rapid fire, something that I've never been able to get on any other joystick for the ST.
Just thought that everyone might like to know about this one. I've never seen it before. Oh well, back to my real world.... COBOL. sigh

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

16. What format is traditional?

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 06:50:43 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891230.11521122.003356@SFA.CP6>
Source record: 245110

Hello all,

I have a file to submit to the archives but am confused as to what format to use for compression. During the "good old days" I would have used ARC. I have ARC, LZH, and ZOO. What do I use to usher this program into the 90's? :-)

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

17. 520 ST upgrade to 2.5 Meg

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 06:50:58 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891229.02092991.003128@SFA.CP6>
Source record: 245111

Guy Ridley writes about having difficulty in getting chips for upgrading his 520ST to 2.5 meg or so.

1) Can the ease of upgrading the memory be dependent on which version of TOS I am running, or are these entirely separate issues?

Entirely separate issue... I've had a 520, 1040, and a a few Megas upgraded. These were our lab's units and there were no problems. My personal Mega, a really near brain dead unit, was also upgraded. These units all span five years. No problems at all on upgrades.

2) One dealer says it will take three weeks, another says it takes an hour (and his cost is better too.) However, after 6 weeks the chips are not in yet. Other dealers confirm that the chips are hard to get. There is no dealer in the S.F. Bay Area that can do the work *now*, mainly because the chips are not available. Is this normal?

This is definitely not normal. See, folks? We used to complain about Atari's requirements for strong technical support in each store.

3) One dealer said that in January there will be a board that will accept plug-in memory chips. Is this really true? Will it really be in January (1990)?

There have been boards since 1986 which allowed for the plug in of memory chips. I would suggest raiding the magazine racks of your local book store and pull some ST magazines and scan the ads, but ST magazines are all but impossible to find except through subscription, at least in my area. You might have better luck than me. There are several boards though, at least their ads seem to be numerous.

What the SF Bay Area dealers are telling Guy astounds me and is another sad testament to the 'quality' of many dealers. My dealer in Fort Worth is a very small store and yet, has the ability to do such upgrades and OTHER modifications (rack mounting, acceleration, etc.), without much delay. His profit is up and he is quite happy. However, he hustles and keeps up on the detail of the product. He is also quite active in the local computer club. I really wonder if many of the dealers are really wanting to be spoonfed by Atari and the enthusiasts. It is just simply amazing to me that Guy's dealers are telling him these things.
I probably would not be reacting this way if it wasn't for the fact that my equipment, including the shop's, was upgraded or given an overhaul this month (December). No waiting for chips, nothing. He has an ample supply of parts. Ok, I quit. No more rambling...!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

18. New ST (??) games

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 06:51:00 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <891231.16501314.003597@SFA.CP6>
Source record: 245112

Hello all,

Has Space Ace and Shadow of the Beast been released yet for the ST?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

19. SLM804 / HP LJIIp

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 14:43:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001030805.AA24560@ucbvax.Berkeley.EDU>
Source record: 245113

A local user is looking into moving up to a Mega or a multi-meg STE for DTP work (currently, he is using Pagestream 1.8). He wants info about Postscript capability for laser printing.

1. Is there a PostScript board for the HP LJ IIp? If not, is there a slot in this printer for a PS board?

2. Can UltraScript use PS fonts or is it limited to US fonts?

The user is aware of the much slower speed of the LJ IIp but does not have high volume needs. The LJ IIp with .5 meg is $CDN 1495 and the SLM804 is almost $CDN 2000. With 4 megs of memory, it looks like the IIp would cost as much as the SLM804 making it a better buy (except for speed).

Can anyone provide more info on this topic?

20. C-Kermit date bug -- Anyone else find this problem?

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 15:00:48 UTC
From: dag@per2.UUCP
Message-ID: <890@per2.UUCP>
Source record: 245114

Two years ago, someone posted a version of C-Kermit in comp.binaries.atari.st (I think it was volume 7) in an archive (kerm_exe.arc). I no longer have the clear text that was in the posting and there is no pointer to the author that I can find in the files within the arc file.

There is a bug in this program that causes odd to fatal results when it is used in December, or used to transfer files in December. The source problem is that the month array (declared either local to the function "ztime", or static to the module that contains the function ztime) is declared something like
char *months[12] = {"","January",...,"December"};
Note that there are 13 elements in the declaration list. The problem is that the C compiler used to compile this module allocated enough room in the months array for only 12 pointers to char. (It still stored all 13 strings.) The result is that when ztime is called to do something in December, it treats the four bytes at &months[12] as a pointer, but these are the beginning of the next bit of initialized data which happen to be a string. The four characters are passed in a long as a pointer to sprintf then to xprintf where the "%s" in the format string causes an access to this bad value and BANG!

I was able to figure the above out without the source using the MWC symbolic debugger since CKERMIT.TOS is not stripped and was built with the MWC compiler. I looked at all the ST source archives I could find via FTP, and looked in the Columbia University Kermit source archives and could not find the sources for the ST C-Kermit. I don't have the name of the author of this port.

If someone out there has these sources and can make the change, please do. Also, I would like a copy of the sources myself if at all possible. I would like to add a few features to make it even more useful. (Full VT52 emulation, vt100 emulation, etc.)
--

____
Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

21. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 15:13:06 UTC
From: hassinger@lmrc.uucp
Message-ID: <3228@lmrc.uucp>
Source record: 245115
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:
> I am interested in trying out some desktop video on
> either an Amiga, or an Atari TT (or an Atari ATW).
...
> Secondly, it would also be nice if such a system could
> mix two video signals (from two VCR's) into one.
> The computer could perhaps control how the mixing is done.

I think in general you are going to find this one is hard, assuming you mean mixing the signals as opposed to grabbing a frame. The outputs of the two VCRs need to be synchronized before they can be combined the same way the Amiga has to be synchronized with an external video signal before its output can be combined with it (e.g. Genlock). The customary way to do this with two VCR signals is with TBCs (Time Base Correctors) which still tend to be expensive devices. The lower cost ones I have used also tend to require relatively expensive VCRs that include the capability to accept an advanced sync signal that is feed back from the TBC.

Logically it would seem that you should be able to get away with one TBC to sync one VCR with another one that was free running but generally you find that in practice both VCRs have to be equipped with TBCs. This setup is often referred to as "A B Roll" in editing systems.

> I am also unsure of what computer platform to choose.
> Beside the Amiga, other choices I can see are:
> - Atari STE/TT (provides a color palette of 4096),
> - Atari ATW (provides 16 million simultaneous colors),
> - Mac II (provides 16 million simultaneous colors).

Can't comment on Atari. I think doing video from a Mac II is going to be expensive 1) because the Mac with 16 million color capability is itself expensive when compared to the Amiga, and 2) I believe the output from the Mac is not at standard NTSC video rates so it is incompatible for video production work and requires addition equipment to convert to suitable signals.

The Amiga on the other hand was designed from the ground up to produce NTSC standard video. It also has a built-in capability to synchronize to an external signal, thus making genlocks much easier and cheaper to build. Yes, there are limits on what the Amiga can do in terms of number of colors and so on, but nothing can come within a mile of it in terms of *cost effectiveness* in video production applications, and its price/performance point is at a *very* useful level of functionality for what a great many of us want to do. It is not suitable for broadcast network production, but it costs a few percent of what the networks do use.

It depends on how much you want to spend. The Amiga is cheap enough compared to the alternatives that you can buy it, get your feet wet, and then if you really want to spend the big bucks later your Amiga investment will only be a drop in the bucket. And it will still be useful for a dozen other applications.

22. Re: monogram

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 15:47:58 UTC
From: lawrence@techpub1.iscs.com
Message-ID: <2683@isc-br.ISCS.COM>
Source record: 245116

In article <8912280806.AA17281@ucbvax.Berkeley.EDU> BALTUCH@BRANDEIS.BITNET (Jacob Baltuch) writes:
>I'm posting this question for somebody who doesn't have access to the net.
>
>Has anybody heard about MONOGRAM. They had a program called "Dollars&Cents"
>or something like that. My friend is happy with the program but doesn't seem
>to be able to get his printer to work with it. When he tries to use the
>printer the ST hangs or something. Anybody out there has ever used this
>program and might be able to help? I'd appreciate.
>
Stay far, far away from D&S. It's a sloppily done port from MS-DOS to Mac to Atari ST. I lost three months worth of data and the program then trashed my back-up. Star Monogram refuses to support ST users. Their attitude is that there is not a large enough customer base to care about. I have been told by Monogram that there will be no update to the bug-ridden program that's out there.

I spent $80 on the package when it was new. Printing is only part of the problem.

If you want a dependable home accounting program for reasonable bucks, buy PHASAR from Antic. Or, if you have Spectre and can run Mac stuff, I would recomend Quicken.

Dollars and Sense for the ST is junk!

23. How many ST's have been sold?

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 18:45:50 UTC
From: gwa@mentor.cc.purdue.edu
Message-ID: <6170@mentor.cc.purdue.edu>
Source record: 245117

Does anyone know if Atari has said how many ST's have been sold in the U.S. to date, and how many have been sold in Europe? I would appreciate it if anyone could tell me this (and also where the figure was found).

Also, does anyone know of the demographic breakdown of ST purchasers?

I am interested in this information because I am writing a business plan for an entrepreneurial contest here at school.

Thank you in advance,

Jim Yegerlehner yegerleh@mn.ecn.purdue.edu

24. Re: Make BIOS think screen is 80x20?

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 19:27:46 UTC
From: apratt@atari.UUCP
Message-ID: <1918@atari.UUCP>
Source record: 245118

nut@wet.UUCP (adam tilghman) writes:
> Can anyone out there in NetLand tell me how to make TOS think that the
>screen is only 80x20? [...] Is is possible to just push Logbase up while
>keeping Physbase the same, creating a bottom-of-the-screen area?

Gee, that sounds interesting. Don't try it unless you know more about this stuff than it sounds like you do.

In SALAD (Still Another Line-A Document) the negative line-A variables are documented, and among them you will find a "number of vertical alpha cells" variable (better known as "number of text lines"). Set this smaller than it already is, and you will have created a short screen with unused lines at the bottom -- lines you can use for your status stuff. Of course, you can't use Bconout to write to that status area... Unless you write in the true value for "number of lines," then go to the bottom and write what you want, then write in your fake "number of lines" value.

SALAD is available to developers in a couple of places, including online on GEnie and possibly other services. Or call Gail Johnson, (408) 745-2000, to get it (or become a developer if you aren't one already).

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

25. Need Mouse Info

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 19:59:46 UTC
From: krieg@jupiter.uucp
Message-ID: <1782@mrsvr.UUCP>
Source record: 245119

My mouse is dying and I need to replace it fast. Can anyone recommend one of the 3rd party mice (I've seen a cordless, and another one by some company whose name slips my mind) or should I stick with the Atari. I have seen Atari mice manufactured in Taiwan and Hong Kong, and I've heard they were also made in Japan. Is one better than the other? I had a Tawainese one, and it has acted up all along. I think wires are crossing inside the main cable. The arrow moves in the opposite direction of what I want, sometimes. I shake the cord a little, and it will work OK for a short time. Can I cheaply replace/build a new cable?

Any info on any of the above questions would be greatly appreciated.
--

==
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==

= "Maybe Christmas," he thought, "doesn't come from store." =
= "Maybe Christmas...perhaps...means a little bit more!" - The Grinch =
==

26. Hooking up a RS170 monitor to a ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 20:36:40 UTC
From: buchanan@cs.ubc.ca
Message-ID: <6126@ubc-cs.UUCP>
Source record: 245120

Has any one done it? I tried hooking it up but as you can guess it did not work.

Any pointers would be useful.

Thanks.

john.

==========
I used to have a good .signature but I lost it when I changed organizations.
==========

27. Re: HAPPY NEW YEAR, ALL!

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 20:50:00 UTC
From: christian.dupuis@canremote.uucp
Message-ID: <90011904271676@masnet.uucp>
Source record: 245121

I replied the same to you on the IBM conf...

Hopefully, 1990 will bring me an STE... So I can have something else to "ooh, and aaaahhh" on my desk beside my Amiga (groan!)

I like my old ST, however, I'm looking forward to the STE... Upgraded to 4 megs, bien sur!

Cheers, western lass! (yup, Manitoba is west of here, last time I checked it still was, anyway!)
---
* Via Qwikmail 2.01 PC users do it better!!! From Longueuil, QC

28. LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-02 23:47:15 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <6716@jpl-devvax.JPL.NASA.GOV>
Source record: 245122

Gee, I certainly hope that LHARC doesn't take over. Why? Three reasons.

1: It doesn't exist on many machines.
2: It isn't that good.
3: It's as slow as molasses.

I did a benchmark on my AT clone at work, using a variety of filesets and all the compression programs I had around. If there is interest I will post the actual numbers. The summary is that PKZIP wins hands down in most of the areas of interest to me - it is fast, and it compresses trees. The problem with PKZIP (and PKARC as well) is lack of source.

ZOO source is available in the PD, and ZOO has already been ported to most machines (right?). ZOO is comparable in speed and compression to ARC, and slower than PKARC or PKZIP. However, it does do trees, and thus has a real advantage over ARC.

LHARC was abysmally slow. Compression was better than ARC or ZOO, but no better than PKZIP. It takes sooooo looooong to do simple operations that it is simply not usable (IMHO). Does trees, tho.

The nice thing about ARC is that it exists on all machines, and everyone has ported it in such a way that it stays compatible. If you read the comments with LHARC for the ST (which I have run a number of times, by the way), there is mention of incompatibility. I believe the latest version supports some of the additional encoding methods, but there were still some arbitrary differences.

The only real advantage I can see to using one of the newer compression programs is the ability to compress trees. For a new compression program to be successful it must be fast, readily available for any operating system, and totally compatible across all operating systems. ARC is even usable on a MAC! For LHARC or ZOO to be successful, it needs to be ported to all of the common machines out there, from the Atari 800XL to the IBM 3090. ARC is there...

Well, I haven't been in a good flame war for a while. Have fun, if you must. I personally think that LHARC is not the way to go, and I am sure that all of you who disagree will let me know.

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-1453
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

29. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 00:46:31 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35046@grapevine.uucp>
Source record: 245123

In article <6716@jpl-devvax.JPL.NASA.GOV> grieggs@jpl-devvax.JPL.NASA.GOV (John T. Grieggs) writes:
> 1: It doesn't exist on many machines.

I should note again that I won't accept any comp.binaries.atari.st (or, for that matter, comp.sources.atari.st) submissions in lharc format until source code for lharc becomes available. This is partly for my convenience; I like to look at documentation and test archive integrity on panarthea before downloading the software to test it on the ST. But it's mostly for the convenience of all the other netters who've told me that they like to do more or less the same thing.

Once source code becomes available, I'll leave it up to individual submitters to decide whether to use it instead of arc or zoo.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

30. system() call in dlibs120

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 01:06:48 UTC
From: mkentley@wpi.wpi.edu
Message-ID: <6453@wpi.wpi.edu>
Source record: 245124

I've been having a problem with the system() call in the dlibs120
library with Sozobon C, and I'm hoping that someone can help me out.
My bbs program uses the system() call to execute outside programs
(online games, file transfer, and STadel networking). When I run the bbs
under Gulam or JSH, there are no problems. Outside programs run normally.
However, to save 100K of RAM, I wanted to run the system without a shell,
leaving approx. 250K of RAM to run Galactic Empires etc.
To run the bbs without a shell, I put a program in my \auto
folder set up the environment. From GEM, I run the bbs program. The first
few times it calls outside programs, there is no problem. After calling
a few different programs via system(), the whole bbs keels over with
2 or 3 bombs, at some point during the execution of the system() call.
It looks like the problem is somewhere within the forkvpe() call that
system makes to run the program, but I really don't have a clue where to start
looking.
Any help with this would be appreciated.
Thanks,
Michael Kentley
The RAM BBS
617-327-1181

31. Re: PRINTER DRIVER

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 02:54:08 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <18182@dartvax.Dartmouth.EDU>
Source record: 245125

In article <89122619400121@masnet.uucp> brian.beach@canremote.uucp (BRIAN BEACH) writes:
>I have a problem finding a color printer driver for my Star NX
>Multicolor printer that will enable me to do color sceen dumps the one
>that is listed in the Atari control panel doesn't seem to work for me I
>have not been able to find any information on this subject and I have
>seen one working for the Amiga. I would appreciate any suggestions as

I think you are looking for DEGASPRT.ARC from panthara or terminator archives.
It installs a new printer driver for what ever printer you have. I have an old
version of the DEGAS printer driver accessory that is PD. I posted here in
case anyone can point to the latest version.

dav

32. Comparing Apple and Atari peripheral prices

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 03:00:02 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <9001030900.AA27398@ucbvax.Berkeley.EDU>
Source record: 245126

rochester!rit!ultb!clf3678@rutgers.edu (C.L. Freemesser) disagrees with
my statement that Apple (specifically Mac) peripherals are not limited to
the Apple brand and that the prices are comparable to those for the ST.

"Find a 3rd party Apple floppy drive that is totally compatible with
the Apple drives, and I'll show you a snowball that survived a trip
through hell.... "

I don't have personal experience with third party Apple floppy drives so I
can't argue this point. I'm only familiar with the Mac line, and have spe-
cifically limited my comments to this. Are you referring to Mac or Apple
II drives? What are you basing this statement on?

"Sure there are alternatives to the Imagewriter, but the I-writer
is the most used. Ergo, it is the most supported by software."

Third party Laserprinters and imagewriters do work with the Mac. There
are software around to make these compatible. My point is that it is there.

"Tell that to my friend who bought a new 3.5 inch Apple drive. The
retail price is $400! I spent about $100 building one for myself.
As for hard disks, I built one for my father's 1040...a 20 meg Seagate,
Adaptek, and ICD host adapter for $350. Beat that on a Mac."

I didn't say peripherals from Apple are cheap. I said 3rd party peripherals
are as cheap as those for the ST. All the prices you mentioned are for
"hacked" units. I'm sure if I had enough technical info on the Mac I
could build floppy drives and hard drives that cost the same as "hacked"
ST drives. The OEM's for the mech are the same. In fact, I know I can
easily beat $350 for a 20 meg hard drive: A SCSI 20meg mech (ST-125N is
advertised by JDR for $299 and I can just drop it in to an SE or a II.)
I don't know for sure if this would work, but it looks reasonable.

BTW, did your $350 include a new drive, cables, casing and power supply
in addition to the Adaptek and ICD host adapter? (ICD host adapter: $136.,
Adaptek controller: $90-140. = >$226 leaves $124 for 20 Meg mech,
power supply and case.)

I'm not going to comment on the last paragraph of you message. The direction
it's headed makes me uncomfortable. My purpose in posting my
original reply was to argue with kclenden@silver.bacs.indiana.edu >
kevin Clendenien's statement on the high prices of Apple peripherals and
the lack of 3rd party source compared to the ST. I'm not making any
claims on which computer is better. I really don't care.
I only care on whether they can do the job I bought them for. And so far,
both of them have been very satisfactory. If only I have more of my own
money, then I can enjoy and make more use of this 1040ST.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

33. ST1040 for sale.

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 04:36:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370010@acf5.NYU.EDU>
Source record: 245127

I have an Atari 1040ST for sale.
I give it for $400.
Postage is mine if you are in the USA.
I can send it COD.

It includes:

- The 1040 console
- 720K flopy drive
- Mouse
- ST124 Monochrome Monitor (one of the old ones. Very good quality)
- Cables
- Manuals for ST-Basic and ST-Logo

Also:

- About 50 flopies of public domain programs (double side).
- And Games!
- About 20 blank flopies (double side)
- About 15 flopies from magazines.
- Mavis Beacon Typing Tutor.

And a problem:
- Since a got the system one of the RAM chips does not work.
I know which chip it is (U48).
(Jim Tittsler from ATARI told me. Thanks!)
- Unless you replace that chip the system will work only
with 512K or RAM.

You can send me mail (see below) or call me at:
Home: 718-748-4635
Office: 212-998-3525

Thanasis

Internet: mitsolid@csd2.nyu.edu (mitsolid%csd2.nyu.edu@relay.cs.net)
UUCP : ...!uunet!cmcl2!csd2!mitsolid
---

34. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 07:55:48 UTC
From: klute@trillian
Message-ID: <1860@laura.UUCP>
Source record: 245128

Path: trillian
!klute

And another reason to use ZOO or ARC: There is ARCGSH
available, a program that lets you work with ZOO, ARC and other
programs from a GEM environment. Check the archives at
panarthea or terminator and get version 2.1! (Older versions do
not support ZOO.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

35. CO-Processors

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 08:05:24 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001030805.AA24416@ucbvax.Berkeley.EDU>
Source record: 245129

Hello netters,
does anyone know something about the use of coprocessors with PC-emulators? a) The co-processors in use with the atari 68000er b) The co-processors in use with a ibm (8087,80387SX). My second questions is if the procesors of atari are used by special atari-programs, for instance statistical ones and which of the offered processors are any good. The second is if these can be used with pc-emulators as ibm-coprocessors or the same thing arround if ibm-processors can be used as well with the atari. The last thing for today is if the blitterchip of the mega can be built in a 1040er and if it makes emulation faster too or if there is software arround which speeds up operation in work with atari and ibm-emulation as well as co-processors and blitter-chip can. Think this is enough for today and wish all of you a nice 1990. If you know something of interest please email to so01@dmarum8.bitnet.
Thanks in advance
Thomas Neser

36. Re: Turtle 3.0's archive option

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 14:37:48 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <8811@ttidca.TTI.COM>
Source record: 245130

In article <891227.19144827.002918@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> I have TOS 1.4 and was hoping that the setting of the bit would
>allow me to use the archive option to back up only the files that have been
>added to or modified since my last backup.

Your problem is simple: timing.

I haven't had time to do a new version yet.

TOS 1.4 reverses the significance of the Archive bit from the prior
TOS versions. Turtle has to be modified to deal with the Archive bit
properly, for whatever version of TOS you are running. It will be as
soon as I get past a few other, higher priority items.

Meanwhile, there is a more frequently occurring problem dealing with
directory create failures in the RAMdisk, which I've been trying to
re-create. When I can get that to occur reliably, I can deal with
it and the archive bit.

Both problems, however, take a back seat to the current work on the
Virus Killer. Which, in turn, is slightly behind an even more critical
hard disk failure problem.

If anyone has a few 300 day weeks they can spare, I could use them. :^).
Working for a living sure cuts into my day.

--
*George R. Woodside - Citicorp/TTI - Santa Monica, CA
*Path: ..!{philabs|csun|psivax}!ttidca!woodside

37. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 15:30:41 UTC
From: rjd@cs.brown.edu
Message-ID: <24053@brunix.UUCP>
Source record: 245131

In article <15253@well.UUCP> dsmall@well.UUCP (David Small) writes:
>
>The basenote describes the GEnie Wednesday night conference and the mention
>of the USENET, err, discussion there.
>
> Rob, the comp.sys.atari uplink to GEnie has barely been mentioned in
>the ST area. Remember, it's in a *completely* different area,the Gadgets RT,
>which is like a whole nuther newsgroup. It certainly wasn't flooding the ST
>area; it couldn't,it was in the Gadgets area.

Actually, Dave...I did know that.

As I was pointing out in the original posting, I have never even
seen the USEnet uploads on GEnie. What I had mentioned was the
fears/complaints/suttlebutt-rumors/etc of people who were on the
Wednesday night GEnie conference - nothing more.

>
> GEnie has awesome disk space -- they just don't delete notes. There's
>stuff on there going back for years.

Actually, I've been noticing that lately. (Stuff going clear back to
1987.) What is their total disk space allocation?

>
> Anyway, I'm sure you had good motives, and just wanted to clear this
>up lest someone unfamiliar with GEnie think we were wreaking havoc inthe
>Atari ST RT ... nope, just one category, of 14 or so, in the Gadgets area.
>

My original intent was to relay feedback on the subject
from GEnie users to USEnet posters, so they could get some sort
of a feel for what was going on there.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

38. wanted: ZOO program

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 15:39:44 UTC
From: rjd@cs.brown.edu
Message-ID: <24054@brunix.UUCP>
Source record: 245132

Could some kind soul e-mail me the binary for the ZOO archiver?
(I missed it first time around, now I have some files that
are in ZOO format.)

Thanks in advance.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

39. ARC 6.0

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 16:00:11 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.631382411.cmm1@cunixa.cc.columbia.edu>
Source record: 245133

I've heard that ARC 6.0 is available for the ST. Where is it? Is it any good? Is it faster than 5.21? Enquiring minds want to know. I'm going to convert my ST to a little BBS engine soon so I wanted to check up on the latest ARCing technology. (Yes, I know lharc is better, but I'm going to stick with ARC for a while until lharc catches on a bit more.)

Thanks.

Chris Mauritz

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

40. Subscribing to comp.sys.atari.st from BITNET

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 16:05:38 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <3535@husc6.harvard.edu>
Source record: 245134

I have a friend who has no USENET, no INTERNET, only BITNET. Is it
possible for him to subscribe to comp.sys.atari.st through a mail server,
and if so, how?
Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

41. HARD DRIVE WOES

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 16:57:23 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900103.10572140.037876@SFA.CP6>
Source record: 245135

Enartloc Nhoj writes of drive problems, Howard Johnson offers some wise advise:

> Symptoms: Occasionally... and sometimes frequently,
> my Quantum drive slows down and then comes
> back up. When it slows i obviously can't
> read or write to the drive.
>
>So the problem is not intermittent... Therefore, it will be hard to
>isolate it and make if fail for a technician. Anybody out there
>ever have similar problems?

Howard Johnson responds:

>My guess is that the ability to read is failing on your servo track.
>This surface is used to control speed and bit rate.
>BACK UP YOUR DRIVE! IT WILL SOON BE DEAD!

One suggestion from my own "Dumb Larry Experience" is to go ahead and FIRST try some maintenance before attempting any backups!!! In my own use of some brain dead equipment, or at least retarded, is that if a drive fails when you attempt a backup, then you will, in most and all probabilities, loose that file along with others--missing clusters, and all of that good stuff.
Do some hardware maintenance: cleaning and possible connector replacement first.
Try this.. Remove your case top. Get some tuner cleaner and clean the connectors going to the hard drive mechanism from the power supply. Clean them exceptionally well. I've found that some connectors are only using aluminum material which will oxidize in some climates. These are particularly bad in my area where we have problems with salty air from the Gulf of Mexico.
I had to dress my connectors twice a year on my hard drive. I finally replaced them with automobile electrical connectors (these are made of brass, I think), and have yet to have any problems.
For a test, just snip off the connectors, connect the wires and solder them via a pigtail fashion. See if your drive works. Obviously, try the cleaning before you go to this step since this step might be unnecessary (disadvantage of composing on-line--rambling!). If cleaning solves the problem, then I'd replace the connectors with the automobile electrical connectors. Anyway, I think you see my point.
Note that with all of your failures, you will probably have some corrupted files anyway. First, though, try to address the slowing down problem by dressing your connectors. See if the connector maintenance stops that. If so, then, do as Howard says,

back up what you have. Then do a drive check via TuneUp or any of
the other hard drive utility optimizer programs.
Again, I think your connectors from your hard drive's power
supply are the problem. Sorry about the rambling..

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

42. EZ Score Plus file formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 17:31:14 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <559@system.Cambridge.NCR.COM>
Source record: 245136

I sure hope someone out there can help me with this one, I have no idea.

For Christmas my son got EZ Score Plus. He says it uses SCO(?) format.
At high school he uses another midi program for a Music Theory course.
He would like to be able to move files back and forth between these two
programs. He would like a program to convert files between the EZ Score
format and MIDI Standard (which the PC program can use). Does anyone
have a program like this? If all else fails, does anyone know what these
formats are? We can write the programs.

thanks from both of us,

mike and joe

43. Omikron-Compiler instructions ??

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 18:01:10 UTC
From: a_kowald@NIMR.MRC.AC.UK
Message-ID: <9001031801.AA23113@nimsn41.>
Source record: 245137

Hello everybody !

I started to work with Omikron Basic for the AtariST and recognized that my
compiled programs need the file 'BASLIB' which obviously contains library
routines and which will be loaded by the compiled program.
I am now pretty sure that there is a way to tell the compiler to produce a
program which contains already this library routines, but I have no idea how.

I will be very thankful for any suggestions.

Axel

Thanks,

Axel Kowald JANET: a-kowald@uk.ac.mrc.nimr
Div. Mathematical Biology UUCP:
Nat. Inst. Medical Research DARPA: a-kowald%mrc.nimr@nss.cs.ucl.ac.uk
The Ridgeway
Mill Hill
LONDON NW7 1AA Tel: (+44) 01-959 3666
U.K. ext. 2396
----

44. Re: Need help w/5 1/4" drive

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 18:15:26 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1407@engage.enet.dec.com>
Source record: 245138

In article <1732@cod.NOSC.MIL>, jensen@cod.NOSC.MIL (Layne K. Jensen) writes...
>I have been trying to install a 5 1/4" floppy drive on my 1040ST. I think
....
>able to read existing files written on other machines, but does not reliably
>write or format a disk.

You need to slow down the seek rate for the 5 1/4" drive in order for it to
work properly. There are a few programs available for doing this, try looking
in the panarthea archives. I beleive DCformat can do this as well as SCHIZO.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

45. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 18:29:55 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440094@hplsla.HP.COM>
Source record: 245139

grieggs@jpl-devvax.JPL.NASA.GOV (John T. Grieggs) writes:

| Gee, I certainly hope that LHARC doesn't take over. Why? Three reasons.
|
| 1: It doesn't exist on many machines.
| 2: It isn't that good.
| 3: It's as slow as molasses.
|
| I did a benchmark on my AT clone at work, using a variety of filesets and
| all the compression programs I had around.
.
. (text omitted)
.
| LHARC was abysmally slow. Compression was better than ARC or ZOO, but no
| better than PKZIP. It takes sooooo looooong to do simple operations that it
| is simply not usable (IMHO). Does trees, tho.

Gee, I'd venture the opinion that LHARC runs lots better on the ST than
it does on an AT clone!

I ran some tests on my ST this weekend. LHARC .51 was slower than ARC
5.21 but it was neither abysmal nor unusable. It took maybe 30% longer
to compress; un-LHARCing seemed comparable to un-ARCing. LHARC did a much
better job of compression - up to 25% better in my tests! I concluded
that any extra execution time was compensated many times over by the decrease
in download times (and costs) due to the superior compression. Therefore,
I don't mind using LHARC for GEnie uploads/downloads or other BBS downloads
at low baud rates.

As for Usenet binaries, Steven Grimm has stated that LHARC source must
be available before LHARC'd binaries are acceptable. When/if that happens,
I would think that conservation of net bandwidth should make LHARC the
preferred program.

(Then again, I hear ARC 6.0 is out and it is supposed to be better than
LHARC....)

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%

% (206) 335-2211 %
%%%

46. STEs

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 18:33:31 UTC
From: qralph@dna.lth.se
Message-ID: <1990Jan3.183331.17370@lth.se>
Source record: 245140

As I quickly got "famous" for revealing secrets about ataris (nope, still
got no secrets from Atari, and no excuse from Alan Pratt) here's some new
ones:

In the STE there are four SIMM sockets. So what to be found there? Well:
Looking at the photos in ST World, Nov. '89 (an English magazine) all
four slots are full, on each card there are 8 Korean 100ns chips,
marked KM41C1000A3-10, thus one megabit chips.
I recently opened up one 1040STE and one 520STE, and found in the 1040STE:
4 cards, two 256 kx4 chips on each
In the 520STE
2 cards, 8 256kx1 chips on each.
This means the 520 must be easier to upgrade, right. And it is MUCH cheaper...
Then, as noone asked me to go on refereeing the German magazines I won't,
but I can comment that in one of the January issues they told about 6 patches
to do in the TOS 1.4 chips. This includes the software patches you put in the
AUTO folder. Also something about the MEGA clock chip, to read the boot device
nd a couple of things besides.
Oh yeah, they also told how you simply could use 1.44Mb drives etc.

47. Re: New Picture Formats List

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 18:34:42 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5876@sdcc6.ucsd.edu>
Source record: 245141

```
Well, this list has everything except GEM metafiles. Can someone
post the format of .GEM files as well?
```

48. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 22:01:10 UTC
From: dclemans@mentor.com
Message-ID: <1990Jan3.220110.409@mentor.com>
Source record: 245142

In the systems I've seen, the "unexpandable" Mega 2 board does not look like a new PCB layout. Instead it looks like the original layout artwork with the second memory bank covered up so that that area stayed all copper.

My theory is that they ended up with a run of memory controller chips that would not reliably drive a 4mb system. Rather than throw those away, they decided it was cheaper to do a kludge run of "unexpandable" Mega-2 boards, stuffing the "bad" memory controller chips into them.

dgc

49. Re: Aerco 4 Meg ram upgrade boards

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 22:09:50 UTC
From: dclemans@mentor.com
Message-ID: <1990Jan3.220950.470@mentor.com>
Source record: 245143

From article <131@van-bc.UUCP>, by johna@van-bc.UUCP (John Altstadt):
>
> Does anybody have any information on how to add 1 Meg chips to the
> Aerco "easieST" solderless ram upgrade for a 520? The literature
> that came with the board claimed that the board would hold up to
> 4 Meg, but neglected to state how the extra ram should be added to
> the sockets provided. Since I could not afford the 1 Meg ram chips
> when I bought the kit, I didn't bother finding out how it was done.

While the Aerco board can be upgraded to 4mb, it is NOT just a simple matter of swapping chips (at least for the early boards that this message talks about). There are a number of traces that have to be cut, jumpers that have to be added, resistors that have to be swapped, etc. The upgrade instructions were on the order of 10-20 pages.

Note that the above doesn't apply for a 2.5 meg system; those were just chip swaps.

To go to four megabytes, you have to cut traces/add jumpers to allow one of the memory banks to take 1mb chips (256kb chips and 1mb chips are not pin compatible; the Aerco board was shipped with one bank set up for 256kb chips, and the other bank set up for 1mb chips; to goto 4mb you have to rewire the bank that was set up for 256kb chips).

dgc

50. GnuEmacs 18.51-- should emacs be a PRG?//req for srcs...

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 22:19:43 UTC
From: pnh@pmin24.osf.org
Message-ID: <PNH.90Jan3171943@pmin24.osf.org>
Source record: 245144

I have obtained Edgar Roeder's GNUemacs port from wuarchive.wustl.edu,
and other sites but when I copy it to my ST it does not copy as an executable.
Is this a problem in the copying or is there another step in the emacs
build, like temacs -> xemacs in the UNIX build? help.

Also, it would be great if source diff's could be published and cross-posted
to comp.os.minix since a number of people are interested in porting
GNU emacs to minix....

51. PC-DITTO II: status?

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 22:50:25 UTC
From: whack@nmsu.edu
Message-ID: <478@opus.NMSU.EDU>
Source record: 245145

I have been away from the NET postings for a while now and I know this question has been asked before, but I need confirmation for a friend. My friend ordered PC-DITTO II using the coupon and had not received it yet. Could someone tell me how things are going on the distribution of these boards?

Thanks much.

Warren J. Hack
whack@nmsu.edu

Warren J. Hack Dept. of Astronomy, New Mexico State
whack@nmsu.edu "I'm just a poor grad. student"
Disclaimer: Only I am responsible for what I say (God help me).

52. Re: SLM804 / HP LJIIp

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 23:06:51 UTC
From: dclemans@mentor.com
Message-ID: <1990Jan3.230651.561@mentor.com>
Source record: 245146

From article <9001030805.AA24560@ucbvax.Berkeley.EDU>, by 01659@AECLCR.BITNET (Greg Csullog):
>
> 1. Is there a PostScript board for the HP LJ IIp? If not, is there a slot
> in this printer for a PS board?
>
There is a "slot" for a postscript board in the IIp, but nothing is
available yet. The rumors I hear say that it is to be available sometime
in the first half of 1990.

dgc

53. Re: My request about menus.

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 23:36:51 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <2909@dogie.macc.wisc.edu>
Source record: 245147

```
>Call in C:
> vro_copyfm(handle,wr_mode,pxyarray,&psrcMFDB,&pdesMFDB);
>
>Hopes this helps.
```

Sorry, it doesn't. Neither did any of the other numerous C examples. I need a working example in assembly. C does quite a lot of the work itself, and an example in it covers up details which I might need (that's why you use C, right?).

I'll be posting an analysis of the menu probably sometime next week.


```
+-------------------------------------------------------------------------+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+-------------------------------------------------------------------------+
```

54. 1040 ST for Sale.

Newsgroup: comp.sys.atari.st
Date: 1990-01-03 23:47:53 UTC
From: garya@coho.TEKTRONIX.COM
Message-ID: <5770@orca.wv.tek.com>
Source record: 245148

```
Hardware:
Atari 1040st with tos 1.4
Atari Monitor
Micropolis 40 meg hard drive. (Without case or power supply)
Supra ST -> SCSI controller and software.
Clock module.

Software:
Laser 'C' V2.1
VIP Professional
Turbo kit for hard drive. Michtron.
ArtStudio.
Games:
Flight Simulator II
Breach
Battle Tech
Dungeon Master + hint book.
Starfleet
Elite
Zak McKracken and the Alien mind benders.
Plus about 10 others.

Everything is in good condition.

Price $1500.00

If interested call me:
work (503)-685-2674
home (503)-692-6117

``
\\
> \\
>====\\________`\\_ +//------------------------I'd rather be fishing !!!!!
> ((____________)/
(( ''''''//// Gary Andresen.
(( ''''
((>>>

SPAWN TIL' YA DIE

``
\\
> \\
>====\\________`\\_ +//------------------------I'd rather be fishing !!!!!
> ((____________)/
```

```
(( ''''''//// Gary Andresen.
(( ''''
((>>>

SPAWN TIL' YA DIE
```

55. TURTLE 3.0'S archive option

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 00:12:02 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900103.18120124.038086@SFA.CP6>
Source record: 245149

George Woodside writes:

>>(If anyone has a few 300 day weeks they can spare, I could use them. :~).
>Working for a living sure cuts into my day.

Now, George, you know if you got those extra 300 day weeks, that you'd
be even further behind. GRIN (more projects to do!)
Your efforts and work are appreciated---IN A BIG WAY! *THANKS*

>Meanwhile, there is a more frequently occurring problem dealing with
>directory create failures in the RAMdisk, which I've been trying to
>re-create. When I can get that to occur reliably, I can deal with
>it and the archive bit.

I can get the directory failure to occur when I DON'T disable
ICD's buffers in their version 4.0 hard drive driver. By killing
their buffered cache, my backups are reliable, with the exception
of the archive bit.
At any rate, and again, thanks for your work, George!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

56. Re: Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 00:27:42 UTC
From: bro@eunomia.rice.edu
Message-ID: <4096@brazos.Rice.edu>
Source record: 245150

Thought I might drop in my 2 cents:

I typically write routines dostart() and doexit(exitval) in programs
which run in low res but for which I want to use 80 columns:

dostart saves the current resolution and if it is low res, changes
to high res and plays with the palette (and whatever other changes I
need, like turning on the cursor, etc.). Thus dostart contains a call
Setscreen(-1L, -1L, 1) as needed - and it doesn't crash.

doexit restores the original palette and resolution, and then calls
exit(exitval). Thus doexit contains a call Setscreen(-1L, -1L, 0) as
needed - and it doesn't crash.

I just call doexit then wherever I would be calling exit otherwise.
If the system crashes, I might be screwed up, but the worst would be to have
the parent wind up in the wrong resolution with funny colors, and that can
be fixed. But my programs do not crash :-) of course.

I use a program like this from my auto folder - but only use bios and xbios
calls in it.

Doug Monk

Disclaimer: These views are mine, not necessarily my organization's.

57. Re: Making the SH205 silent

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 00:30:13 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1371@uvm-gen.UUCP>
Source record: 245051

From article <891219125847.519899@DMZRZU71-UNI-MAINZ--GERMANY>, by
Ritzert@DMZRZU71.BITNET:
edited greatly...
> I just succeeded getting our (previously extraordinary loud) sh205 silent.
good advice deleted...
> - I replaced the fan by a silent one.
>
> mjr@dmzrzu71.bitnet

Any advice on type of fan? Size, AC or DC, Db rating, manufacturer
and model? I'd like to quiet my third party Hard drive box from it's
current "loud PC AT" 8-) rating.

Bob Pegram@griffin.uvm.edu

58. Re: Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 00:47:19 UTC
From: apratt@atari.UUCP
Message-ID: <1921@atari.UUCP>
Source record: 245052

dmb@TIS.COM (David M. Baggett) writes:
>Although Allan says you can call the Bios from within a routine installed
>as process termination handler (at 0x102), I sure couldn't. Adding the
>single line
> Setscreen(-1L, -1L, 1);
>causes my program to crash horribly.

Well, this ought to work. I don't know why it wouldn't. Are you sure
it was just that line? I use it all the time. I have modified a ray
tracer so it shows its progress; it switches rez all over the place,
and switches back (successfully!) if terminated with ^C or something.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

59. Re: HAPPY NEW YEAR, ALL!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 01:22:00 UTC
From: sylvia.jumaga@canremote.uucp
Message-ID: <90011904271714@masnet.uucp>
Source record: 245053

Hi, Christian!!!

CP>Hopefully, 1990 will bring me an STE... So I can have something
>else to "ooh, and aaaahhh" on my desk

An STE sure would be GREAT!!! Are the STE's 'all-in-one' like
the 520STfm's are, or do they have the CPU separate from the
keyboard?

Unfortunately, an STE is FAR into the future for me... I still have
to get a color monitor for this 520STfm of mine! But first I
have to replace the drive...I've been told that it has one year to
live, and that I will start having troubles reading the higher
numbered tracks soon...oh great!

CP>beside my Amiga (groan!)

What model of Amiga do you have? I'm a true Atarian, and do take
the occasional pot shot at Amigas, but I do like them actually.
The reason I get against them is because most of the Amiga owners
in Brandon have the attitude of "My Amiga kicks your Atari's
butt and your Atari has the chips of a Vic-20 and your Atari can't
do anything...etc."

CP>I like my old ST, however, I'm looking forward to the STE...
>Upgraded to 4 megs, bien sur!

The STE's run all old ST software, hmmm? How much are the STE's
going for these days? Maybe sometime in the future...

CP>Cheers, western lass! (yup, Manitoba is west of here, last time I
>checked it still was, anyway!)

<GRIN> Take care, eastern garcon!

HEY, by the way, is there anyway to send accents with an ST with
FLASH v1.6 software?

Thanx,
* * * ____
* * * /___ / / / / / The Computer Matrix
** * ** ____/ /_/ /__ \/ Ace I / Ace II / Nick
** * ** __/

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man. Can. (204)763-4684

60. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 01:25:12 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21611@uflorida.cis.ufl.EDU>
Source record: 245054

Just thought I'd say a few things:

First of all, can anybody please mail me arcgsh version 2.1? All attempts to get this program from wuarchive.wustl.edu have been a complete and total failure. I'd appreciate it.

As for the ZOO -VS- LHARC discussion, I use ZOO quite a bit. Currently, I am converting the Atari ST files on an 8 line BBS in Florida over to ZOO. The things I like about ZOO are:
1) It compresses, ussually, better then ARC does. We've saved quite a bit of disk space.
2) There are some nice features. It is USEFUL to have the ability to add a comment into that archive, many has been the time I have downloaded a file and forgot what it was. I also like the fact it saves the complete pathname of the file. None of this archives-within-archives stuff to preserve pathnames.

LHARC might compress a bit better, but it it not as widely used as LHARC and as available on other machines.

--
=-=-=-

61. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 02:41:21 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <6724@jpl-devvax.JPL.NASA.GOV>
Source record: 245055

In article <5440094@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>Gee, I'd venture the opinion that LHARC runs lots better on the ST than
>it does on an AT clone!

I thought about this after I posted - the speed of LHARC will depend in part on the port and the machine it is running on. It runs quite a bit faster on the AT, incidentally. When I get something in LHARC form, I normally undo it on the AT and tranfer it over via 3.5 inch floppy (if it fits) or 19,200 baud cable (if larger than 720K). It seems faster to un-LHARC on the AT and transfer serially, than to un-LHARC on the ST, but I have not benchmarked that one...

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-1453
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

62. Re: Make BIOS think screen is 80x20?

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 03:46:57 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5753@rice-chex.ai.mit.edu>
Source record: 245056

>In SALAD (Still Another Line-A Document) the negative line-A variables
>are documented....

>SALAD is available to developers in a couple of places, including
>online on GEnie and possibly other services. Or call Gail Johnson,
>(408) 745-2000, to get it (or become a developer if you aren't one
>already).
> -- Allan Pratt, Atari Corp.

Could this be made available in the archives accessible via the net? We
should be able to do better than a for-profit outfit like GEnie.

john purbrick
jpexg@ai.mit.edu

63. media change problem with Toshiba drive

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 04:35:17 UTC
From: landry@enginr.dec.com
Message-ID: <7193@shlump.nac.dec.com>
Source record: 245057

I read most of the messages on using generic drives with the ST and
didn't expect any problems but . . .

I'm adding a Toshiba ND-352TH-A also known as FDD4216G0D as a
second floppy. If I leave the media change diode
(pin 34 ---|<|--- pin 28) out, everything works fine, except of
course media change is not detected. With the diode, once the disk
is removed once it always appears write protected.

So I looked at the signals (only have a logic probe at home - but
it's a good one :-)). The "no media change" condition is
indicated by a "high" on pin 34 (jumper selected for this function)
all the time. "Media change" is indicated by that pin toggling
with no drive select or constant low when the drive is selected.
It seems that the only way I can get "no media change" is to
power up the new drive with a disk inserted AND then reboot the ST.
Once the disk is removed once, "media change" is always indicated.

So, my questions are:
1) What is the media change signal really supposed to do?
I guess that really is, what does Atari expect it to do?
2) What is supposed to reset it from the "media change"
condition?
3) Is it possible to use this drive with the ST?

thanks
chris

64. Re^2: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 05:15:39 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1363@atha.AthabascaU.CA>
Source record: 245058

klute@trillian writes:
>And another reason to use ZOO or ARC: There is ARCGSH
>available, a program that lets you work with ZOO, ARC and other
>programs from a GEM environment. Check the archives at
>panarthea or terminator and get version 2.1! (Older versions do
>not support ZOO.)

Arcgsh is the best reason I have ever had to install a shell (gulam, msh, any keyboard oriented line-at-a-time shell at all). Yes, I was using 2.1 and IMHO it's at least 5 times as much work to use as the raw commands themselves. Faugh!

Re the compression issue: let's go with zoo; it's available in source and reasonably quick, and it indeed does hierarchies properly. ARC is getting a little old and crufty.
--
--
Ross Alexander (403) 675 6311 rwa@aungbad.AthabascaU.CA VE6PDQ

65. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 07:16:42 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2360@sactoh0.UUCP>
Source record: 245059

In article <89122504041857@masnet.uucp>, cs161fca@sdcc10.ucsd.edu@canremote.uucp (cs161fca@sdcc10.ucsd.edu) writes:
> From: cs161fca@sdcc10.ucsd.edu ( )
> Subj: Amiga Software by Atari!!!
> Orga: University of California, San Diego
>
> Well, back in 1984 Atari had a company called Atarisoft which sold
> software for commodore 64 and other computers...Perhaps things have
> got so bad for Atari (i.e., ST in the market defeated by the Amiga)
> that Atari wants to try the old trick again. However, last time the
> trick did not work... (Atarisoft was a failure.)
>
> ---
> * Via MaSNet/HST96/HST144/V32 - UN Atari ST
> * Via Usenet Newsgroup comp.sys.atari.st

What is this? We've seen all this bullshit before. Give me a break! Apparently you haven't a clue why some compnaies do what they do, and are so short sighted, you think that they'd like to screw themselves.

The simple reason (if you would have thought about it before you posted this crap) is that Atari had the licenses for the games, and decided to publish the games for other systems. Christ, even Atari realizes there are other systems out there, and if they could make money selling games for those systems, why not?

Atarisoft showed up as the bottom was falling out of the home computer market in 1984. Everyone started to go out of business.

If Atari, or anyother company publishes software for other systems, it isn't a sign that their own system is a failure, but as a way to make money, THAT'S BUSINESS!

Yes, and in no uncertain terms, this is a flame. Apparently you are some narrow-minded Amiga dweeb, trying to say that the ST isn't doing well. Why in the hell do you post messages here? Don't be so bloody smug, trying to stir things up. This is an old post, and I am tired of seeing people like you post this shit.

Mark Newton-John

--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! /

66. Re: ATW

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 08:05:33 UTC
From: buggs@cup.portal.com
Message-ID: <25586@cup.portal.com>
Source record: 245060

Anyone know what ever became of the Kuma transputer cards?
Anyone ever see one?

Ed June

67. STACY features : Good or not

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 09:34:11 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280004@hpgnd.HP.COM>
Source record: 245061

Hi people

I would like to know a bit more about the STACY computer of ATARI Corp.
As far as I know it has the following features :

1 Meg to 4 Meg memory
Good LCD screen
Good keyboard with 'Mega touch'
Trackball or external mouse if wanted (selectable by a switch)
All 1040 interfaces (Use of external video is possible)
Floppy 720K
May have internal hard disk (20 M or 40 M) 28ms of access time
TOS 1.4
Built-in Clock

GCR is perfectly running on it , BTW it makes a not very expensive
portable MAC.

It seems quite good to me , what do you think of it ??
Is there any features that I have forgotten , or am I wrong on
some of them ?

I still have other questions:

- Is there a blitter ? if not , is it possible to add one.
- Is the 1Meg model upgradable to 4Meg ?
- Is the LCD screen fast enough for games or text scrolling ?
- Prices ?

Since I may want to buy one , I would like to know your opinions ...
Thanks for your answers in this group.

alex@hpgnd

68. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 11:51:50 UTC
From: klute@trillian
Message-ID: <1866@laura.UUCP>
Source record: 245062

Path: trillian
!klute

In article <1363@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
>Arcgsh is the best reason I have ever had to install a shell (gulam,
>msh, any keyboard oriented line-at-a-time shell at all). Yes, I was
>using 2.1 and IMHO it's at least 5 times as much work to use as the
>raw commands themselves. Faugh!

Depends on what you like and what you do not like. Surely
Arcgsh is nothing for people who like command line shells and
are able to remember all the options a program has, and
especially Zoo has *many* of them.

Arcgsh was designed for people who 1) like GEM or 2) do not
want to remember all commands and options of Zoo, Arc etc. in
order to keep their heads free for more important things.

If you like to use Arcgsh in general but do not like details of
user guiding please mail me you suggestions!

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

69. Re: Commandline length?

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 14:08:30 UTC
From: n62@nikhefh.nikhef.nl
Message-ID: <711@nikhefh.nikhef.nl>
Source record: 245063

(Please note: i missed the original article -- please don't flame if
i miss the point which the original author meant!)

In article <1176@pcsbst.UUCP> roland@cochise writes:
>joep@tnosoes.UUCP (Joep Mathijssen) writes:
>
>>Using Gulam and make, I want to link a program using TURBO-C.
>>But there are so much .O-files that must be linked, that my list of
>>files is not processed correctly. I think the commandline is limited to
>>only 80 characters. It this a ST- or Gulam-limit?
>
>Don't know about possible Gulam limits, but there IS a TOS-limit of
>about 125 characters. There is an official work-around, but I wouldn't
>expect any program to support it (yet).
>

the MWC compiler did work around this TOS 'bug'. This worked in with the
GP-Shell (part of the CRAFT package) and probably also with MSH and gulam.

The TurboC linker doesn't like these long command lines. Neither can it be
told how it understands these :-(.

What can be done is to give the TurboC linker a file describing what to link.
I have written a shell script (actually, a function, but these are not available
under gulam) which does translate a line like
link -o my_prog.ttp main.o aap.o noot.o mies.o -l tos -l flt -l wim
to a file like:
a:\lib\startup.o
-O=my_prog.ttp
main.o
aap.o
noot.o
mies.o
a:\lib\tctoslib.lib
a:\lib\tcfltlib.lib
a:\lib\tcwimlib.lib
a:\lib\tcstdlib.lib
where aap, noot, mies, wim are dutch equivalents for foo, bar etc.

Not having this script on-line i can't help directly; but everybody should
be able to construct such a shell script. (Or write a C program; but make this
C program accept a long commandline! (by using sobozon or MWC C.))

Klamer.
--

(Currently unemployed)
Klamer Schutte mcvax!nikhefh!{n62,Schutte} {Schutte,n62}@nikhef.nl

70. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 14:42:35 UTC
From: EARLY07%ALBNYVM1@UACSC2.ALBANY.EDU
Message-ID: <9001050801.AA10051@ucbvax.Berkeley.EDU>
Source record: 245064

```
unsubscribe
```

71. GFA Complier Help!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 14:50:00 UTC
From: SCHAEDEL@CANISIUS.BITNET
Message-ID: <9001050802.AA10332@ucbvax.Berkeley.EDU>
Source record: 245065

Sorry for the repeat but I posted this about a month ago and to date
1-4-90 I have received 0 responses. I hope people were on vacation,
and that someone out there can help me.

I've looked but can not seem to find the GFA basic compilier for
version 2.0. Does anyone know where I can find it, or does anyone
want to sell their's.

Also does anyone know of the differences between version 3.0 and 2.0??

Any info at all would be greatly appreciated!!!!

Thanks in advance BobS

LONG LIVE ATARI!!!! i hope...
---

72. Re: Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 14:50:38 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2009@sbsvax.UUCP>
Source record: 245066

In article <8912301917.AA19200@TIS.COM>, dmb@TIS.COM (David M. Baggett) writes:
> P.S.> Could some kind soul please repost the "all about terminate handlers"
> article here? Thanks.

Sorry, i don't have this document, but i have prepared another one. The file is in Info-format, suitable for reading with GNU-emacs, but it should be readable as text too.

Hope this helps!

- Edgar

---------- cut here ----------
Info file: etv_term, -*-Text-*-
produced by texinfo-format-buffer
from file: etv_term.txi

This file documents the TOS terminate handler etv_term and what you can do with it.

File: etv_term Node: Intro, Prev: Concept Index, Up: Top, Next: Top

The Terminate handler
****

Some people on the net asked for documentation about the terminate vector. Here is what i have collected over the past few years. Some of the details required a lot of experimenting, but all the presented solutions work with all TOS versions (although undocumented features are used).

- Edgar

File: etv_term Node: Top, Prev: Intro, Up: (dir), Next: Actions

When is the Terminate Handler called ?
==========

The logical vector #0x102 "etv_term" at address 0x400 is called by `Pterm()' before a program is terminated. This can have several causes. Either

1. an explicit call to

* the gemdos functions `Pterm0()', `Pterm()' or `Ptermres()' or

* `trap #2' with argument 0 in register D0 or

2. another program (a resident monitor like templmon or a shell or an accessory) directly calls one of the above functions or

3. `Pterm()' (in early TOS versions `Pterm0()') is called from one of the exception routines (after some bombs or mushrooms have been drawn) or

4. `Pterm(-32)' is called when ^C is pressed during screen-I/O

Since in cases 2--4 above the user program normally has not initiated the program termination, the terminate vector is the last (and only) chance to do some cleanup work before execution is finished.

* Menu:

* Actions:: What can a terminate handler do
* Call:: How the handler is called
* Installation:: How to install a handler
* Concept Index::

File: etv_term Node: Actions, Prev: Top, Up: Top, Next: Call

What you want to do in the Handler
==================================

Before Program Termination (cases 2 + 3)
----

* give some good-bye message to the user

* flush buffered output streams (files are closed after the call to etv_term by TOS)

* deinstall modified system vectors (*Note Installation::)

* modify the return code to signal an error condition to the calling program (*Note Return Code::)

* prevent termination (probably after asking the user) and go to a safe place to restart the program (for example the prompt in an interpreter) or enter a debugger (in case 3 above)

If ^C is pressed (case 4)
----

* ignore it completely (*Note Ignore ^C::)

* ask the user wether to ignore it or to terminate the program

* go to a safe place and cancel the current action of the program

So what we need to know about terminate handlers are the restrictions, which TOS-functions can be called, how we can access the parameter to `Pterm' and how we can resume execution at the place where ^C was pressed.

* Menu:

* Restrictions:: What can be called from a handler
* Return Code:: access the program's return code
* Ignore ^C:: avoid program termination

File: etv_term Node: Call, Prev: Actions, Up: Top, Next: Installation

How is the handler called ?
==========================

The etv_term vector is called via `jsr' in supervisor mode. The
calling routine (`Pterm()') was called in C with one parameter (the
return code for the program) on the stack (*Note Return Code::).

File: etv_term Node: Installation, Prev: Call, Up: Top, Next: Concept Index

How can i install my own routine ?
==================================

If you are in supervisor mode (after a call to `Super()' from user
mode with a parameter != 1L or in a routine executed by
`Supexec()') you can directly set the variable at `0x400' to
the address of your routine:

```
*((void (**)()) 0x400) = own_routine;
```

More portable and the recommended way is a call to the Bios function #5
(`Setexc()'):

```
old_routine = (void (*)()) Setexc(0x102, own_routine);
```

The terminate handler itself has no parameter and no return value:

```
void own_routine(void);
```

File: etv_term Node: Restrictions, Prev: Actions, Up: Actions, Next: Return Code

What can be done in a terminate handler ?
===

This depends on what should happen after the handler has finished. We
have three cases:

1. cleanup and terminate execution of the program

2. resume execution at some safe point (eg. top level of program)

3. ignore the termination request (*Note Ignore ^C::)

In case 1 we should restore the original terminate handler before we
leave our program. This can be done like the installation with

```
Setexc(0x102, old_routine);
```

If our terminate handler is not removed before other programs are
started, the handler will also be called when these other programs are
about to be terminated. In a shell this can be used to control the

behavior of other programs with respect to ^C.

In case 2 we should return to user mode since this is the normal mode of execution for user programs. This can be done with a call to the gemdos function `Super()' after calling `longjmp()'. A sample code fragment could be this:

```
#include <setjmp.h>

jmp_buf global_exit;
long stackpointer;

void
terminate_handler(void)
{
...
longjmp(global_exit,1);
}

toplevel_routine()
{
int ret;

...
stackpointer = Super(0L);
ret = setjmp(global_exit);
Super(stackpointer);
switch(ret) {
...
}
...
}
```

In the cases 1 and 2 you may call any routines (including gemdos, bios, xbios, aes and vdi) since we leave the normal flow of execution anyway and so no information needs to be preserved. But you have to be careful, if `Pterm()' was called as the result of a processor exception (eg. bus error): probably some internal data structures are in an unstable state.

In case 3 it is important to know where the `Pterm()'-call happened. As a thumb rule you can call xbios or bios safely from any place. But if you have switched to user mode (and want to decide between cases 1, 2 or 3 later), you cannot use the old userstack. Some people might prefer using the user stack in supervisor mode too. Also gemdos - if called from user mode - uses a part of the user stack below the user stack pointer (~40 bytes) to save some registers. And this is just the case if `Pterm()' was called via `trap #1'.

File: etv_term Node: Return Code, Prev: Restrictions, Up: Actions, Next: Ignore ^C

How can the argument to `Pterm()' be accessed ?

`Pterm()' is called from C. The argument to `Pterm()' can
thus be found on the stack. Since it is also programmed in C we can
access the parameter with the help of processor register A6 the
frame pointer in C. `Pterm()' calls (*etv_term)() directly. At
the entry of our routine A6 still points to the right frame. So
we can get the return value for the program (the parameter of
`Pterm()') simply as the word 8 bytes above the frame pointer (as
usual in C).

The value of the return code can be read and compared against -32 to
decide wether ^C was pressed (or `Pterm(-32)' called). So we can
distinguish the several causes for a `Pterm()'-call. We can also
change this value on the stack to change our program's return value.

If you are using KAOS-TOS (some patches to Blitter-TOS from the german
magazine c't - don't ask me about it since TOS 1.4 is certainly better)
the return value if ^C was pressed is different. Here it is -68 if ^C
was pressed and -69 if an exception occured.

File: etv_term Node: Ignore ^C, Prev: Return Code, Up: Actions

How can ^C be ignored ?
=======================

Several solutions exist for this problem. One is to use only functions
ignoring ^C for screen-I/O (`Crawio()', `Crawcin()' or bios
functions).

But you can also use the terminate-vector for this task. TOS was
programmed in C and the compiler did not know that `Pterm()' is not
supposed to return to the calling routine. Now if `Pterm()'
returns no surprising effects are observed and the execution goes on as
if ^C was not pressed. But remember that this is not guaranteed to work
to all eternity (but it works from TOS 1.0 - 1.4).

To ignore ^C all you have to do in the terminate handler is to check for
the return value -32 and before the rts instruction do an extra
`unlk a6' to pop the frame of the C-function `Pterm()'. The
program will continue as if ^C was never touched.

File: etv_term Node: Concept Index, Prev: Installation, Up: Top, Next: Intro

Concept Index
****

* Menu:

* access return code: Return Code.
* actions: Actions.
* call: Call.
* calling conditions: Top.
* etv_term: Top.
* get address of old handler: Installation.
* ignore ^C: Ignore ^C.
* install a new handler: Installation.

```
* installation: Installation.
* restrictions: Restrictions.
* resume execution: Ignore ^C.
* return code: Return Code.
* stackpointer: Restrictions.
* switch to user mode: Restrictions.
* terminate handler: Intro.
* terminate vector: Top.
* test return code: Return Code.

Tag table:
Node: Intro184
Node: Top619
Node: Actions1810
Node: Call3154
Node: Installation3484
Node: Restrictions4139
Node: Return Code6592
Node: Ignore ^C7771
Node: Concept Index8674

End tag table
--
```


```
Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'
```

73. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 15:27:24 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1207@lzsc.ATT.COM>
Source record: 245067
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <3228@lmrc.uucp>, hassinger@lmrc.uucp writes:
> In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:
> > I am interested in trying out some desktop video on
> > either an Amiga, or an Atari TT (or an Atari ATW).
> ...
> > Secondly, it would also be nice if such a system could
> > mix two video signals (from two VCR's) into one.
> > The computer could perhaps control how the mixing is done.
>
> I think in general you are going to find this one is hard, assuming you mean
> mixing the signals as opposed to grabbing a frame. The outputs of the two VCRs
> need to be synchronized before they can be combined the same way the Amiga has
> to be synchronized with an external video signal before its output can be
> combined with it (e.g. Genlock). The customary way to do this with two VCR

Yes, there is a Genlock for MEGA {24}, and its expensive.

I have seen vidi-st at work and it looks promising for many applications.
In my case I am trying to produce "reasonably interisting" home vidio work.

Vidi_st can save many frames, and substitute portions of one frame with another.
Also its output can (should be) input to cyber studio. This software can
record single frames on Smart SONY VCRs and Cameras.

If this works, I'll let you know.

Howard C. Johnson
ATT Bell Labs
att!lzaz!hcj
hcj@lzaz.att.com

74. Megas in clone cases...

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 15:35:52 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900104.09355056.038329@SFA.CP6>
Source record: 245068

Hello all,

If anyone has any experience on working with clone cases, contact me. Specifically, I'm moving a Mega 4 and a hard drive mechanism into a baby AT case. The only problem I'm encountering is really cosmetic and that is where I need help.
The problem comes in the ports. I'm wondering if the expansion slot blank covers can be purchased with DB25 and din holes. Other than the ports, the project is complete (duh, what's an ST without ports?). Everything else looks "factory", turbo switch, reset switch, etc. Just the port area. If I can't find any slot covers with holes, I'll have to make my own somehow. Again, the problem is purely cosmetic but I'd like to make the case look "factory". I could have the existing ST cables run out and through the back but that wouldn't look good.
If anyone can offer some advice please contact me. THANKS!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

75. Re: request for ZOO

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 15:55:20 UTC
From: rjd@cs.brown.edu
Message-ID: <24200@brunix.UUCP>
Source record: 245069

To all those who answered my request for a copy of ZOO. Thanks!
Most told me the archives to look in, and one (thanks Graham!)
emailed me the binaries.

Appreciate the help, all!

-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

76. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:01:33 UTC
From: ya16@mrcu
Message-ID: <323@mrcu>
Source record: 245070

In article <1431@castle.ed.ac.uk>, aimd@castle.ed.ac.uk (M Davidson) writes:
> In article <8912120805.AA00886@ucbvax.Berkeley.EDU> STJLHI33@WATSON.BITNET writes:
>
> I thought it was just *some* Mega 2's that were crippled. Any-road-up,
> Frontier Software in the UK offer a 1/2meg or 2meg solderless RAM
> upgrade which will upgrade any 512k ST to 1meg and, by switching chips
> at a later date, upgrade a 512k machine to 2.5meg. More to the point, it
> also claims to upgrade a Mega 2 to a Mega 4.

I have a Mega 2 which has been upgraded to 4 Mb using Frontier's hardware and
it works fine. And whats more the installation was relatively painless.

77. Re: Comparing Apple and Atari peripheral prices

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:03:00 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1855@ultb.isc.rit.edu>
Source record: 245071

> "Find a 3rd party Apple floppy drive that is totally compatible with
> the Apple drives, and I'll show you a snowball that survived a trip
> through hell.... "
>
>I don't have personal experience with third party Apple floppy drives so I
>can't argue this point. I'm only familiar with the Mac line, and have spe-
>cifically limited my comments to this. Are you referring to Mac or Apple
>II drives? What are you basing this statement on?

A friend of mine is an Apple enthusiast, and he has told me all about
the incompatibility problems with Apple drives. Since the Mac uses a
non-standard variable speed drive, making one yourself will be very
difficult. Also, the fact that the Mac uses an electronic eject while
everybody else uses a manual eject will complicate the problem even
more.

>BTW, did your $350 include a new drive, cables, casing and power supply
>in addition to the Adaptek and ICD host adapter? (ICD host adapter: $136.,
>Adaptek controller: $90-140. = >$226 leaves $124 for 20 Meg mech,
>power supply and case.)

Yes, it included a brand new ICD Host adapter ($100), an Adaptec 4000
($85), a Seagate ST-225 mech ($120), a power supply and case, and all
needed cables. I must admit that I got the mech from a friend of mine
who owns a computer store, and pulled the 225 out of a machine he was
upgrading. The rest of the stuff was purchased from mail order houses,
and YOU TOO can get them at this price.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

78. hard disk file system repair

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:06:12 UTC
From: cjy@uafhcx.uucp
Message-ID: <3599@uafcveg.uark.edu>
Source record: 245072

Could someone please send me a copy of 'fsck' that was posted to this news group a few months ago. I have apparently lost my copy. Thanks in advance.

Calvin Yockey
University of Arkansas
cjy@uafhcx.uark.edu

79. MetaCompco in general (was Re: cambridge lisp)

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:08:44 UTC
From: rjd@cs.brown.edu
Message-ID: <24201@brunix.UUCP>
Source record: 245073

In article <1990Jan1.194827.25118@cs.dal.ca> bill@biomel.UUCP writes:
>
>I picked up a copy cheap from my dealer under the impression that
>MetaComCo had dropped it.

As I recall when I was trying to purchase MetaCompco's Lattice C:

The U.S. Distribution office (somewhere in CA) was closed down in
an attempt by MetaCompco to reorganize to save money. However, as of
last year anyway, you can still order directly from MetaCompco, U.K.
(As long as you mail them a money order in British Pound Sterling
denomination.) The proces for their products in the U.K. were only
slightly more expensive than in the U.S.

Products they were still making/distributing in April 1989: for the ST
MetaCompco Assembler
MetaCompco PASCAL (now 100% compatable with Turbo Pascal
in the IBM world)
MetaCompco Lattice C
MetaCompco Cambridge LISP
MetaCompco Modula II
MetaCompco STILT (??? Don't ask me, I have *no* idea)

All of these products come with the MetaCompco shell...a menu
driven shell that runs from the desktop called MENU+. MENU+ can
also be purchased seperately.

Now, I know their products are no longer up to the snuff of items
like Laser C (which I bought to replace Lattice C) or MWC...but
I am one of the original ST owners. (Bought a 520ST in latter half
of 1985...its still ticking just fine, thank you...even though
I hacked the hell out of it with a soldering iron. :))

Way back then, MetaCompco was *the* only language vendor alternative
to the ridiculously priced Atari Developer's kit. (They only
had the Assembler and PASCAL then, so I bought both.) There was a
linker format war that went on that it looked like MetaCompco would
win, until MWC, MegMax and others powered onto the scene...

As such, I still have a soft spot in my heart for Metacompco...I hope
their other ventures go well..

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

80. Re: media change problem with Toshiba drive

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:09:13 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1856@ultb.isc.rit.edu>
Source record: 245074

> I read most of the messages on using generic drives with the ST and
> didn't expect any problems but . . .
>
> I'm adding a Toshiba ND-352TH-A also known as FDD4216G0D as a
> second floppy. If I leave the media change diode
> (pin 34 ---|<|--- pin 28) out, everything works fine, except of
> course media change is not detected. With the diode, once the disk
> is removed once it always appears write protected.
>
This is a common problem with home-brew drives. There are a number of
solutions to this problem:

1) Get TOS 1.4. It fixes the problem for good by forcing a re-read of
the disk every time it is accessed.

2) Run a jumper between pins 2 and 28 of your drive. On some drives,
this will solve the problem. However, the ND-352 isn't one of these.
The signal becomes too weak. TO boost it, use a 74HC14 buffer chip.

3) Install a momentary on switch between pins 2 and 28. When you insert
a disk, hold the button down, and it will detect the media change,
and not screw up write protect. This is somewhat clunky, but it
works.

> 1) What is the media change signal really supposed to do?
> I guess that really is, what does Atari expect it to do?
> 2) What is supposed to reset it from the "media change"
> condition?

The ST hooks these two lines together (pins 2 and 28). As I said
before, just hook em together.

> 3) Is it possible to use this drive with the ST?

Yes, very possible.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

81. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:16:20 UTC
From: badman@sweep.enet.dec.com
Message-ID: <7210@shlump.nac.dec.com>
Source record: 245075

I've just started playing Chaos and I've been very dissapointed by a bug
I've come across
which causes the game to crash out with two bombs.

It's caused if you walk past the wall with the words "Give up - pull the
lever" then take a right and
try to climb down a rope into the pit on your left. The game just crashes !!!

You have been warned ...

Jamie.

82. OMEGA - any players out there ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:19:46 UTC
From: badman@sweep.enet.dec.com
Message-ID: <7211@shlump.nac.dec.com>
Source record: 245076

I've recently bought OMEGA - a tank game with a strong similarity to
CORE WARS in that you
design and program tanks to fight battles and if you win you are awarded
a greater budget which you can use to improve your design.

You can also play against tanks created by other people.

Does anyone else have OMEGA and want to exchange tanks for a battle ?
Perhaps even for a
team competition ???

Cheers,

Jamie.

83. Re: STEs

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 16:46:37 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <10100@cs.yale.edu>
Source record: 245077

In article <1990Jan3.183331.17370@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>.... Also something about the MEGA clock chip, to read the boot device
>nd a couple of things besides.

Oh, maybe this explains why I sometimes have to reboot my Mega-4 two or three times before it autoboots from the hard disk. I have TOS 1.4 in ROM and am using a Supra 60M hard disk and Supra driver software. Has anyone else experienced this problem?

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

84. Atari ST PD ham software

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 17:49:29 UTC
From: mn@atari.UUCP
Message-ID: <1923@atari.UUCP>
Source record: 245078
Cross-posted to: rec.radio.shortwave,rec.ham-radio,comp.sys.atari.st

Two good sources of public domain ham radio/swl software for the
Atari ST ---

Atari Microcomputer Network
John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
USA

ASTUR (Atari ST Users on Radio)
GEERAERT Michel
W. Elsschotlann 21
B-8460 Kokijde
Belgium

```
-------------------------------------------------------------------------
| Michael Nowicki N6LUU Atari Corp,Sunnyvale CA /TT/UNIX/X team |
|.....................................................................|
| char *disclaimer=" Views expressed are my own, not my employer's"; |
-------------------------------------------------------------------------
```

85. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 18:07:33 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1922@calvin.cs.mcgill.ca>
Source record: 245079

```
In article <5440094@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>
>As for Usenet binaries, Steven Grimm has stated that LHARC source must
>be available before LHARC'd binaries are acceptable. When/if that happens,
>I would think that conservation of net bandwidth should make LHARC the
>preferred program.
>
well, at terminator.cc.umich.edu in atari/new directory, there is a file
called LHARCSRC.arc which looks like something worthwhile to look at...

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada
```

86. Re: PageStream fonts

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 19:46:25 UTC
From: covertr@force.UUCP
Message-ID: <47d6aeaf.14a1f@force.UUCP>
Source record: 245080

In article <1990Jan1.193559.24673@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) writes:
> I finally have a version of PageStream (1.8) which is stable enough to
> use, but among the many problems I am having, the fonts are weird. Tyme
> and Helv work OK, but Saturn and Hudson, despite the presence of printer
> files for these fonts, do not print correctly -- many of the letters
> appear only in outline form (i e and x in Saturn, about half the letters
> in Hudson). I don't use these fonts very much, but it is annoying.
>
.
.
. stuff deleted
.
.
>
> with each new release. Do the new versions come with a up-to-date manual?
>
> --
> Bill Silvert, Habitat Ecology Division.

Bill, our PHAST Times newsletter is produced using PageStream 1.8
and printed on a SLM804 laser printer (the SLM804 is used at Computer
Works, our local Phoenix area ST store). Our PHAST editor is a guy named Jim Kehoe
who is very happy with version 1.8.

As far as a new manual is concerned if you would call Softlogik I believe that
you would hear that a new manual is available. I read a message on GEnie to
the effect that users who ordered the $25 upgrade to PgS 1.8 got a new
manual. I didn't know that when I sent in my $10 upgrade or I would have
sent for the $25 upgrade.

In any case there is plenty of help for you if you can get a GEnie account.

Good luck with PgS 1.8

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

87. Bitmapping species of Pickrel

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 20:03:00 UTC
From: 4224_5132@uwovax.uwo.ca
Message-ID: <4603.25a365a4@uwovax.uwo.ca>
Source record: 245081

Well, another Christmas has passed and that means that lots of boys and girls were happy to find an Atari under thier tree. I didn't get one (another that is). But anyways, 'twas on Boxing day that my (now famous) Toronto Atari dealer put on sale some STE's. The price was $1200 (CDN). I assume that is fair since you got a 1040STE and a colour monitor in the deal. Regardless, the seven he had on hand sold in the first twenty minutes he was open, and he took cash deposits on, wait for it, thirty-plus more. Not a bad day sales wise I should think. The manager informed me that he had been selling off the old 520 and 1040 stock for about the last month, and hadn't anticipated the demand. Life goes on...

Andrew Semple Andrew.Semple@hydra.uwo.ca
2nd Year Applied Math/Computer Science
The University of Western Ontario
London, Ontario
Canada "I think in the predicate calculus." - I. Newton :-)

88. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 20:56:26 UTC
From: towns@atari.UUCP
Message-ID: <1925@atari.UUCP>
Source record: 245082

```
in article <23792@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) says:
>
> Here's an interesting sidenote:
>
> I was on GEnie last night, attending the Atari ST RT discussions.
> (Every Wednesday night at 10:00 pm EST). I brought up the
> USEnet->GEnie transfer topic. Most people didn't know it
> existed, and those that did were *glad* that it stopped.
> It seems that the USEnet messages were saturating the Atari ST
> section. (Too much info, too fast.) People found they
> couldn't keep up, even for the few days (hours?) it was operating.
>

The USEnet UPLINK wasn't in the ST Roundtable. It was located in the
Gadgets by Small RT. Most of the ST users didn't even know about it.

-- John Townsend ames!atari!towns
Atari Corp, Systems Test
```

89. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 20:58:18 UTC
From: towns@atari.UUCP
Message-ID: <1926@atari.UUCP>
Source record: 245083

in article <5176@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) says:

>
> It's been 4 solid months since the
> Dusseldorf "announcement" of the TT
> on August 25th, 1989.
>
> Today is more than 30 days beyond the ATARI policy
> of Show and Deliver. Can anybody in
> Europe tell us non-Europeans that
> you have indeed purchased a TT from
> a dealer?
>
> -kevin
> ramsiri@blake.acs.washington.edu
>
> PLEASE.. NO WARS on this one.. this is an
> honest to goodness simple question.

The TT computer system is still under development by Atari. When the product was shown, we stated projected delivery dates of 1st Quarter 1990. Check your watch, the first quarter just started.

-- John Townsend ames!atari!towns
Atari Corp, Systems Test

90. too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 21:19:52 UTC
From: thamer@yacht.cis.ohio-state.edu
Message-ID: <75298@tut.cis.ohio-state.edu>
Source record: 245084

Now that Xmas is over and every kid around has a Nintendo GameBoy, I guess
Atari can go ahead and release the relatively unknown Lynx. Couldn't
they speed it up a little and get it out the month before Xmas ? I know
they're not braindead over there ...
Someone, somewhere is going to tell me that they have one, right ?

-=-

"Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here; you talk to me." Max - The Road Warrior

91. Re: HARD DRIVE WOES

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 21:40:37 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5222@blake.acs.washington.edu>
Source record: 245085

In article <900103.10572140.037876@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Enartloc Nhoj writes of drive problems, Howard Johnson offers some
>wise advise:
>
>> Symptoms: Occasionally... and sometimes frequently,
>> my Quantum drive slows down and then comes
>> back up. When it slows i obviously can't
>> read or write to the drive.
>>
>>So the problem is not intermittent... Therefore, it will be hard to
>>isolate it and make if fail for a technician. Anybody out there
>>ever have similar problems?
>
> Howard Johnson responds:
>
>
>>My guess is that the ability to read is failing on your servo track.
>>This surface is used to control speed and bit rate.
>>BACK UP YOUR DRIVE! IT WILL SOON BE DEAD!
>
> One suggestion from my own "Dumb Larry Experience" is to go ahead
>and FIRST try some maintenance before attempting any backups!!! In
> Do some hardware maintenance: cleaning and possible connector
>replacement first.
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

First.. THANKS to all of you who have offered me advice.
I am very appreciative and grateful.

Unfortunately, Larry, i already mailed my drive off to MacLand
in Tempe before reading your article... here's what i have
learned in the past few days about certain Quantum drives:

My dealer tech had heard about a bunch of quantums at Boeing that
were sent back due to some "oil" leaking on to the media and causing
the heads to stick.
He wasn't any more specific than that as he had heard this idea
from someone who heard something... etc...

I called the techs at MacLand.. who, by the way, are incredibly
helpful and very willing to listen... the tech there, Jay Denton,
thought it might be the power supply... but, as Howard told me, it
might also be in the servo track or motor...

I called the Quantum rep... he gave me several possible diagnoses:
Power supply.. any deviation of .6 volts off the 12 volt line or the
5 volt line will cause the drive to power down.. not always to a
full stop..

He also described a problem with some "fluid"... had never heard
of the "oil" scenario nor of the "recall"...

Talked to a friend in Boston who immediately knew what i was
talking about.. had heard of the Quantum 80 problems people
were having..

Called MacLand again and talked with Jay.. he knew about the
"oil" "fluid" "lubricant" problem.. it is documented by Quantum,
and a chip fix is already available.. also.. the newer drives
have the chip on the drive:

The FLUID they are all talking about is the lubricant in the
sealed cylinder that houses the actuator arm for the heads.
Apparently, under dusty or humid conditions (even though
it is sealed) the lubricant gets globby or ceases to function
properly.. and thereby does not allow the heads to move
where and when they want to.... the solution is a chip
that forces a random seek across the plates when the drive
senses inactivity after a period of x minutes.

Supposedly, there's a 24 hour turn-around time.. so i should
be getting the chip added to my drive and all will be ok.
In the meantime, i have cleaned the dust out of my case and
will heed Larry's advice and maintain the contacts he was
mentioning above...

-kevin
ramsiri@blake.acs.washington.edu

92. Re: SLM804 / HP LJIIp

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 22:28:51 UTC
From: young@ncrcce.StPaul.NCR.COM
Message-ID: <1821@ncrcce.StPaul.NCR.COM>
Source record: 245086

>In article <1990Jan3.230651.561@mentor.com> dclemans@mentor.com (Dave Clemans @ APD
x1292) writes:
>>
>> 1. Is there a PostScript board for the HP LJ IIp? If not, is there a slot
>> in this printer for a PS board?
>>
>There is a "slot" for a postscript board in the IIp, but nothing is
>available yet. The rumors I hear say that it is to be available sometime
>in the first half of 1990.
>
>dgc

How about a postscript emulator for the HP LJ2 ?? Pacific Page 2.54 appears
to be a low cost alternative. Retail cost os $695.00. Ram requirements are
2.5 meg. This product is reviewed in the Jan. issue of Byte magazine.
This product simply plugs into the one of the printer cartridge slots,
and is selectable through the standard printer controls.

Pacific Data Products
6404 Nancy Ridge Road
San Diego Ca. 92121 (619) 552-0880

--
Todd Young young@stpaul.ncr.com
NCR Comten, St. Paul, MN

93. Archive-server

Newsgroup: comp.sys.atari.st
Date: 1990-01-04 22:51:32 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21615@uflorida.cis.ufl.EDU>
Source record: 245087

I seem to have lost contact with
archive-server@panarthea.ebay.sun.com. Is there another address for
this, or does it have an FTP site?

From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

94. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 01:21:06 UTC
From: IMS103@PSUVM.BITNET
Message-ID: <90004.202106IMS103@PSUVM.BITNET>
Source record: 245088

>If Atari, or anyother company publishes software for other systems,
>it isn't a sign that their own system is a failure, but as a way to
>make money, THAT'S BUSINESS!

>Yes, and in no uncertain terms, this is a flame. [...]

>Mark Newton-John

IBM does not make Apple software, Commodore does not make IBM software,
Apple does not make Atari software, Hewlett Packard does not make
C64 software, but Atari makes Amiga software. Atari is just wasting
time and enegry that they could use elsewhere like fixing bugs, updating
computers and bringing out software for their *own* computer systems.

--
Ian Smith <ims103@psuvm.bitnet>
"And a word of advice, don't sell your company to Atari."
- RJ Michal

95. Re: Shareware MAC

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 02:35:29 UTC
From: jdg@elmgate.UUCP
Message-ID: <1183@elmgate.UUCP>
Source record: 245089

In article <89122619395637@masnet.uucp> greg.trice@canremote.uucp (GREG TRICE) writes:
>Yes I have, lots of it. What you don't realize is that just because
>Apple needed 128k of code, and N man-years of work doesn't necessarily
>mean that the task at hand needs that. Depending on the skill - and more
>important - insight - of programmers, the same task may result in
>solutions that are very different in code size and time taken. I have
>examples at hand of functionally identical programs, one of which is
>twenty times the size of the other. And the large one probably took
>fifty times as long to debug. I've never disassembled a Mac ROM, so I
>can't give any views on the quality of the code therein, but knowing (a)
>how slow a Mac is and (b) that some at least of the code was written in
>Pascal (probably by some structured programming fetishist) I suspect
>that most of the code is pretty awful.

What makes you think the "code" that apple has written is awful? Just speed?
In that event (no pun), the Mac's of new (SE 30, cx etc) are MUCH faster than
any ole' ST in "raw horespower". But, a Mac + clocks at some 7.xx mhz, not
enough for a noticable difference. In disk i/o, there is a definite advantage
in the ST as DMA (direct memory access) is applied to the task. Screen i/o?
The MAC is doin' a WHOLE lot more work than is "visible" to you. And is as
well MUCH more versitile in what can be done. In that "128k of rom" are over
800 functions. Did you know the Mac has fixed point built in to the rom?
Did you know it has a float library in rom for dealing w/ tiny float values?
+ or - 2 to 30 decimal places. Did you know it has a VERY handy clipboard
for use w/in virtually ALL applications?. Did you know the O/S is extensible?
Da's TRULY multitask. W/ Multifinder, the whole machine multitasks (cute too!)
Apple is supposed to release System 7.0 shortly, which, supports virtual
memory (w/ HD's, over Appletalk etc) and a TON of other features. The Mac
as a "whole" is just a fascinating little gizmo! My only beefs w/ apple is
pricyness (which atari has emulated in the Mega's), and lack of "cheap" color.
(although I'd imagine that'll change too shortly). In adition, the Macs one
of the few "real" games in town. It's widely used in buisiness, it has GOBS
of software available both commercially & Public Domain (over 2 gigabytes
easily PD). Still thats Penuts compared to IBM. It would seem your bashing
a machine w/o exactly knowing any facts. I love my atari, its a fascinating
box. But, realistically it is not in the same league as PC's, Mac's, and
recently Amiga's too. Don't be blinded by names & jargons, but, if you must
at least pick a name that beleives in the computer user.

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

96. What's for sale?

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 05:12:27 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan5.051227.22181@chinet.chi.il.us>
Source record: 245090

Ok, we've seen a report of STE-s being sold retail in Canada. Now: anyone seen a MEGA with TOS 1.4 installed as original equipment in retail channels in the US? Same question about a STacy? (My friends tell me STacy is likely to be in MIDI-oriented stores before general computer dealers).
For what it's worth: I just saw a LYNX bought from the Sears catalog by someone in the suburbs of Chicago (nowhere NEAR New York), and delivered in time for Christmas.
Steve J.

97. I won't mince words.

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 07:24:15 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2365@sactoh0.UUCP>
Source record: 245091

Look, I won't mince words. I don't mind constructive critisisms or at least helpful suggestions on Atari, but when I see crap like "since Atari is publishing for other systems, it means their own computer flopped" ad naseum, I have to put my foot down. I have pretty much put up with it before, but seeing it more and more, and not seeing anyone respond, I will say something about it.

Atari is not perfect, but then again, Commodore is not the shining star of the computer world. Each has it's drawbacks, and of course, it's advantages. But to see people harp on something, while simultaneously proclaiming their system to be able to slice bread, well, I see it as a pile of bull, and will say something about it.

If you love Commodore, then that's your perogative. But this *IS* comp.sys.ATARI.ST, not amiga, so leave your Amiga (or Pied Piper, or Franklin, etc.) proclamations in the appropriate newsgroup.

Mark Newton-John
the good guys!

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! /

98. MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 08:02:29 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001050802.AA10246@ucbvax.Berkeley.EDU>
Source record: 245092

Hello back in the nineties,
a few querstions for today:
1) Is is possible via soft- or hardware to kill the black frame of the atari sm124 monitor?
2) Is it posible to alter the waste paper basket of gem in the way that you can open it again like on the mac to unerase?
3) Can somone tell me where to find other computer newsgroups in the net and a few ideas:
1) The mouse cable can be repaired with little money. Ask your dealer to measure what doesn't work and then built a new one for of course 5 dollars
2) There is a german TEX running much faster than the pascal one cause it's in C. It's possible to run on a 1040er with only one drive, but for instalation you need two drives.
Think it's enough for today, so let's say bye bye. If you know something of interest please email to so01@dmarum8.bitnet.
Thanks in advance
Thomas Neser

99. Re: Technical Documentation (

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 08:33:00 UTC
From: ron.sharp@canremote.uucp
Message-ID: <90011904271796@masnet.uucp>
Source record: 245093

Smile when you say "amateur programmer". Sure, I don't get paid for what I do on the Atari ST in my spare time. However, I do get paid for developing software on the PC during the daytime. A lot of people fit that category.

Let's face it, most of the companies developing software professionally in the the Atari market just aren't very large. There are probably a number of programmers who would like to develop software in the their spare time, and turn it into a business later -- one just as large as any currently supporting the ST. (Sure, most of them are dreaming, but a number of companies have been started by boot-straping.)

A part time developer has a choise: develop on a machine which has all the information available for $30 at any computer book store, or $300 for a stack of photocopies from Atari.

~ QNet 2.02: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

100. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 08:33:00 UTC
From: ron.sharp@canremote.uucp
Message-ID: <90011904271742@masnet.uucp>
Source record: 245094

Phoowie! The only way I can get simple information on memory locations is to become a developer, because anyone else who has the info isn't allowed to tell me.

So I can spend $300 U.S. on a giant stack of poorly organized ... stuff. And after spending that, maybe I can write some software in my spare time (I develop software for the PC at my job) that will garner a few bucks, so long as Atari doesn't go down the tubes in the next year.

Forget it! I'm spending my spare time developing for the PC. My development tools are much better, and I don't have to pay $300 to be let into the boys' club, and be told the secrets -- which I have to promise not to tell anyone not in the club. I really do hope that Atari smartens up, and creates a new support class short of developer. (A CHEAPER class -- I don't plan to spend $300 on photocopies.)

Flame off!

~ QNet 2.02: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

101. Re: STACY features : Good or not

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 10:35:38 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280005@hpgnd.HP.COM>
Source record: 245095

Hi , it is me again .

Since STE hardware allows 'hardware scrolling' by setting some video registers,
I wonder whether the STACY with its TOS1.4 has got the same capability ?

Any idea ?

It would be nice to know a bit more about it before I buy one.
Thanks.

102. Re: media change problem with Toshiba drive

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 10:36:50 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Jan5.103650.28987@gdt.bath.ac.uk>
Source record: 245096

In article <1856@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>>
>> I'm adding a Toshiba ND-352TH-A also known as FDD4216G0D as a
>> second floppy. If I leave the media change diode
>> (pin 34 ---|<|--- pin 28) out, everything works fine, except of
>> course media change is not detected. With the diode, once the disk
>> is removed once it always appears write protected.
>>
>> 1) What is the media change signal really supposed to do?
>> I guess that really is, what does Atari expect it to do?

The ST does NOT use the 'media change' signal (aka the 'disk inserted')
signal. It expects the 'write protect' signal to be asserted when a disk
is removed and uses that to decide whether the disk might have been
swapped.

Chinon drive mechs (some models) had this problem. The cure for the
affected Chinon mechs (which I'll describe in case it helps find a fix)
is to open the disk drive and have a look around. (KEEP YOUR GREASY
FINGERS AWAY FROM THE DISK HEADS AND ACTUATOR.) The mechs had two
adjacent and identical push switches. One was the write protect
switch, pressed down when you insert a disk with the protect window
closed. Next to it was the 'disk present' switch, pressed down when a
disk is inserted. (You can see which is which by putting a disk in
while you've got the mech opened up.) The cure was to put a jumper
across the pins of the 'disk present' switch, so that the drive always
thinks there is a disk in. Those mechs only report 'write protect' if
there is a disk in -- if they always think there is a disk in, then
'write protect' does the right thing when there isn't one. (Sounds to
me like, for your mech, you'd need both to nobble the media-change
diode, and the 'disk present' switch.)

NOTE -- This worked for me. That does not mean I guarantee it will work
for you. If you even THINK about opening the case of your mech, on your
own hands be it. Good luck.

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

103. Re: New Comp.sys.atari.st.xxxx ---

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 11:31:03 UTC
From: ralph
Message-ID: <769@laas.laas.fr>
Source record: 245097

In article <30200034@inmet> hedger@inmet.inmet.com writes:
|
| I really think that if you split comp.sys.atari.st you're just going to
| end up with 2 or 3 more newsgroups that contain crosspostings of the same
| information.

I don't want to be a spoil-sport but the amiga folks have split up
comp.sys.amiga, and are proposing a third split at the moment.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph If all else fails, try:
SOBEK@FRMOP11.BITNET sobek@eclair.Berkeley.EDU
==========
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

104. 1040STE, at last!

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 14:43:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001060801.AA03913@ucbvax.Berkeley.EDU>
Source record: 245098

Well, I finally received a 1040STE; two months later than promised but it
did come in. While I have only had a few hours experience with this computer,
I have some comments and questions.

1. Why can't Atari develop some marketing skills? The STE with purported
enhanced graphics does not come with a demo program that illustrates
those features. Geez guys, supply a demo graphics/stereo sound program
to show off the STE's capabilities. The system came with an ORIGINAL
1040ST manual and an addendum sheet - nice touch for a new flagship for
the new Atari Corp!

2. When a Save Desktop is executed in med. res. on a 1040ST and the system is
booted, the system comes up to a med. res. desktop. Could not get this to
happen on the STE. Why not? This system woud only boot to low res.
No mention of this in the addendum sheet.

3. As far as I can see, no hardware clock. Unbelievable!

4. On the plus side, yes Virginia there is a Blitter!

The following codes worked:

PC Ditto (version 3) *** this is not PC Ditto II ***
Art_ST version 2.3 (a PD version of Degas)
LDW
HiSoft Basic
UNITERM
SuperBase Pro version 3
WordPlus 3.14
Bently Bear Magical Math I

The following would not even load in (note, my auto folder was bare and
not .ACC were active for these tests):

NeoDesk 2.05
Drafix
Word Perfect (1987 version)
Bently Bear Memory Master
Speller Bee

The following would not run from my auto folder (activated after the
tests on the software listed above):

Pinhead
UIS II
Headstart

Just as an aside. A local user wants to attach an Atari 64K to his
SC1224 monitor. Is there a cable available to do this?

105. Re: Aerco 4 Meg ram upgrade boards

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 15:40:00 UTC
From: johna@van-bc.UUCP
Message-ID: <144@van-bc.UUCP>
Source record: 245099

In article <1990Jan3.220950.470@mentor.com> dclemans@mentor.com (Dave Clemans @ APD x1292) writes:
+>From article <131@van-bc.UUCP>, by johna@van-bc.UUCP (John Altstadt):
(that's me)
+>>
+>> Does anybody have any information on how to add 1 Meg chips to the
+>> Aerco "easieST" solderless ram upgrade for a 520? The literature
+>> that came with the board claimed that the board would hold up to
+>> 4 Meg, but neglected to state how the extra ram should be added to
+>> the sockets provided.
+>
+>While the Aerco board can be upgraded to 4mb, it is NOT just a simple
+>matter of swapping chips (at least for the early boards that this
+>message talks about). There are a number of traces that have to be
+>cut, jumpers that have to be added, resistors that have to be swapped,
+>etc. The upgrade instructions were on the order of 10-20 pages.
+>
+>Note that the above doesn't apply for a 2.5 meg system; those were
+>just chip swaps.

Almost that simple.

>
+>To go to four megabytes, you have to cut traces/add jumpers to allow
+>one of the memory banks to take 1mb chips (256kb chips and 1mb chips
+>are not pin compatible; the Aerco board was shipped with one bank
+>set up for 256kb chips, and the other bank set up for 1mb chips; to
+>goto 4mb you have to rewire the bank that was set up for 256kb chips).
>
+>dgc

Ooops, I should have been just a little more specific... I was having problems upgrading to 2.5 meg. A little local help here let me know that upgrading to 2.5 meg requires pulling out the existing chips. I was under the impression that the 2.5 megs were all on the upgrade, not split between the upgrade and the main board.

The package I bought contained the board (with 1/2 meg installed), a floppy with two ram test programs, a multi-page photocopy showing how the board was to be installed, and a 2.5 foot length of dental floss (to tie the board in place!!!). It did not contain any documentation on upgrading to 2.5 meg, any documentation on upgrading to 4 meg, or a lifetime subscription to PC Magazine.

Since I now have 2.5 meg running, could anybody send me info on how to go all the way (or do I have to figure out which traces have to be cut

and which jumpers have to be soldered in myself?).

Last question: does Aerco still exist as a corporate presence?

John

--

johna@wimsey.bc.ca || ...!ubc-cs!van-bc!johna
|| ...!uunet!van-bc!johna

106. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 15:49:10 UTC
From: rjd@cs.brown.edu
Message-ID: <24374@brunix.UUCP>
Source record: 245100

```
In article <1925@atari.UUCP> towns@atari.UUCP (John Townsend) writes:
>in article <23792@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) says:
||
|| Here's an interesting sidenote:
||
|| I was on GEnie last night, attending the Atari ST RT discussions.
|| (Every Wednesday night at 10:00 pm EST). I brought up the
|| USEnet-|GEnie transfer topic. Most people didn't know it
|| existed, and those that did were *glad* that it stopped.
|| It seems that the USEnet messages were saturating the Atari ST
|| section. (Too much info, too fast.) People found they
|| couldn't keep up, even for the few days (hours?) it was operating.
||
|
|The USEnet UPLINK wasn't in the ST Roundtable. It was located in the
|Gadgets by Small RT. Most of the ST users didn't even know about it.
|
|-- John Townsend ames!atari!towns
| Atari Corp, Systems Test

OK, now I'm starting to get irritated. This is the third or forth
response like this that my message generated.

Don't some of you *read* the messages you respond to? I clearly stated that
the topic was brought up in the ST RT *DISCUSSIONS* on Wednesday
night...I wasn't talking about where the UPLINK was located!

Secondly, I stated that *most people didn't know about it*.

Thirdly, and lastly, I only mentioned this here so that USEnet
people got some sort of a feel as to what the GEnie side of this
thought about the situation.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"
```

107. Some Fundamental Dungeon Master Questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 16:35:37 UTC
From: sutherla@qtp.ufl.edu
Message-ID: <844@orange9.qtp.ufl.edu>
Source record: 245201

I asked questions similar to these in rec.games.misc about
3 months ago, but the response was sparse at best. I am hoping that,
since Dungeon Master came out for the Atari first, that someone out
there has the answer to my questions.

What I want to know is: Has anyone made a list of all of the
items, in categories (armor, rings, weapons, staffs, wands, etc.), that
can be found in the dungeons, and, MORE IMPORTANTLY, what each of them
does that is special. For instance, I found a "Staff of Claws" but can
find no value in it.

Second, has anyone figured out if certain weapons are more
effective against certain opponents? For instance, I would assume that
a broad axe would be more effective against one of the "rock mounds"
(found on level 3) than a rapier. I find myself with so many weapons
that I have to choose which ones to keep and which ones to discard. It
would be helpful to me if I knew which weapons were, in general, more
effective. I know, for instance, that a vorpal blade works against
ethereal beings.

******* SPOILERS FOLLOW. DO NOT READ UNLESS YOU WANT TO SEE THEM. *******

I have a partial list of the items available in the dungeon. The
list is contained in a cluebook (actually more of a helpful strategy tips
book) called "Secrets of Dungeon Mastery". Just to give you a feel for
what I am after, I will include some excerpts from this book. Note that
the book entries are more detailed than what I really need.

AMULETS:
EKKHARD CROSS:
Named for a valiant crusader who came from another world
to save our own. Said to protect those holy men who wear
it and increase their ability to learn from their
experiences. (Only the latter part is important to me.)

I WILL ONLY INCLUDE PERTINENT PASSAGES FOR THE REST OF THESE ITEMS.

GEM OF AGES:
The natural MANA of the wearer is increased.

ILLUMULET:
(Tells where it came from, not what it does.)

MOONSTONE:
Increased magic and influence.

PENDANT FERAL:
Grants the wearer the agility of a field mouse and
the wisdom of a unicorn.

SPIRIT EYE:
Protects the wearer against magic.

THE HELLION:
Contains the powers of the universe and the ability
to combine magic, physik, and energy interchangeably
into any form desired. (Pretty vague about how it would
be used.)

RINGS:
STORMRING:
Create lightning.

EYE OF TIME:
Can stop time for all but those designated.

CLOTHING:
CLOAK OF NIGHT:
Makes the wearer difficult to hit.

FLAMIT:
A gauntlet which casts fire.

POWERTOWERS:
Greatly increases the strength of the wearer.

SPEEDBOOTS:
Greatly increases the speed of the wearer.

ARMOR:
ARMOR OF DARC:
Heavier than normal plate, but is among the strongest
armor known in the world.

ARMOR OF LYTE:
Lighter and better than plate, but not as good as the
Armor of Darc.

DEXHELM:
Increases the wearers prowess.

MITHRIL ARMOR:
Lighter than chain mail and stronger.

WEAPONS:
BOLT BLADE:
(No details given as to its use or effectiveness.)

DELTA SWORD:
Specifically designed as a thrusting weapon for ZED.

DIAMOND EDGE:
Very effective against armor.

FURY:
No specifics.

HARDCLEAVE:
One of the finest combat axes ever made, although not as good as the Inquisitor. Especially helpful against armor or hard bodied creatures.

THE INQUISITOR:
One of the finest-edged weapons in the world. Designed to allow BERSERK attacks, but also adds to the users MANA.

VORPAL:
Effective against ethereal beings.

CROWNS:
CALISTA:
One of the most important items to obtain in the dungeon. Those who have it may, by uttering the words found in the Book of Kran, obtain the greatest treasure in all the world.

CROWN OF NERRA:
Increases wisdom. (??)

LEGENDARY ITEMS:

HORN OF FEAR:
Rumored to frighten creatures into flight.

MAGNIFIER:
Calls down the power of light and brings fire into being where none existed before.

MIRROR OF DAWN:
The light of day beams from its surface and its reflection is effective against ghosts and their ilk in the depths of the dungeon.

STAFFS & WANDS:
DRAGONSPIT:
Absorbs the flames from a dragons mouth.

SCEPTER OF LYF:
Limited healing properties.

STAFF OF MANAR:
Attacks elemental ant ethereal creatures and ward off damage.

TEO WAND:
??

THE CONDUIT:
Calls down the power of the storm and allows one to see
past solid objects.

YEW STAFF:
Twin staff of the Staff of Manar. The Grey Wizard has it.

I have NOT found most of these items yet. (I'm on LVL 9). I have found many other items not included here, such as the Staff of Claws, and many more mundane items (rapier, several types of armor and helms...). These are NOT special, but it would be nice to have them "rated". I HAVE FOUND NO INFORMATION, OTHER THAN THE LITTLE PROVIDED ABOVE, CONCERNING THE EFFECTIVENESS OF CERTAIN ITEMS ON CERTAIN CREATURES, OR TYPES OF CREATURES. Information like "The Hardcleave is effective against armor and hard bodied creatures" would be most helpful.

Sorry for the length of this article, but I hope that it gives some idea of what I am looking for. Any help would be appreciated.

BTW, I have heard of a ClueBook for DM which has a purple cover. Has anyone seen this? Can you describe it? Does it give TOO much information, or is it given at various levels, so that you can decide for yourself just how much of a hint you want (much like the Infocom cluebooks)? Does anyone have one that he/she would like to sell?

Thanks,

Scott Sutherland
sutherla@qtp.ufl.edu

108. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 16:47:31 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21617@uflorida.cis.ufl.EDU>
Source record: 245202

Can anybody out there tell me if UW (unix windows) works with tos 1.4?
I've been trying to get it to work, but alas, to no avail. Strange things
happen..sometimes it bombs, sometimes I get no lower case letters (try
THAT on unix...) and sometimes it just plain does not work. I am , of
course, using a monochrome monitor, a 1040 ST with 1 meg. Perhaps I
am missing something...

From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

109. LHARC sources (was Re: LHARC takes over? Sure hope not!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 17:39:45 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan5.173945.5811@cs.dal.ca>
Source record: 245203

In article <1922@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>In article <5440094@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>>
> >As for Usenet binaries, Steven Grimm has stated that LHARC source must
> >be available before LHARC'd binaries are acceptable. When/if that happens,
> >I would think that conservation of net bandwidth should make LHARC the
> >preferred program.
> >
>well, at terminator.cc.umich.edu in atari/new directory, there is a file
>called LHARCSRC.arc which looks like something worthwhile to look at...

There are clearly sources floating around, but I think that Grimm's
posting referred to the portability issue. I have the LHARC sources for
MS-DOS, and they are mostly in assembler. I use LHARC for distributing
MS-DOS software and I think it has some really great features, but not
being able to run it under Unix is a tremendous inconvenience for me.
This is probably true of anyone who runs archives on different kinds of
computers.

By the way, i haven't been using the ST version of LHARC, but the latest
MS-DOS version, 1.13C, is super, especially with regard to compression
ratio and the flexibility of self-extracting archives.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

110. Re: Archive-server

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 17:43:30 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan5.174330.6751@cs.dal.ca>
Source record: 245204

In article <21615@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Christopher Roth) writes:
>I seem to have lost contact with
>archive-server@panarthea.ebay.sun.com. Is there another address for
>this, or does it have an FTP site?

I noticed that the address has changed to archive-server@panarthea.sun.com
(no more .ebay.), although I haven't seen a posting to that effect.

I have a baffling problem with it -- I can get it to send help and
indices, but it never sends the binaries I request. I've tried to keep
the size of the requests small. Any ideas?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

111. TOS 1.4 and Supra driver

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 18:32:01 UTC
From: nelson@kodak.UUCP
Message-ID: <2248@kodak.UUCP>
Source record: 245205

I just had TOS 1.4 intalled in my 1040 and now the ctl-alt-shift which keeps the hard drive from booting doesn't work. I have the Supra 3.00 driver software. Anyone else experienced the problem? Is it a TOS problem, a driver program problem, or a hardware (keyboard) problem?

Bruce Nelson

112. Re: What's for sale?

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 18:32:57 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1488@cs.rit.edu>
Source record: 245206

In article <1990Jan5.051227.22181@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> For what it's worth: I just saw a LYNX bought from the Sears catalog by
>someone in the suburbs of Chicago (nowhere NEAR New York), and delivered in
>time for Christmas.
> Steve J.

I just bought a Lynx Thursday at Child World up here in Rochester, NY.
It seems as if Atari is delivering products on time! (congrats!) Now
we'll see if that spreads into the computer realm.. :-)

There are a lot of messages being posted in rec.games.video about the
Lynx, all of them favourable..

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

113. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 18:56:52 UTC
From: kens@atari.UUCP
Message-ID: <1928@atari.UUCP>
Source record: 245207

In article <75298@tut.cis.ohio-state.edu> Mustafa Thamer <thamer@cis.ohio-state.edu> writes:
>
> Now that Xmas is over and every kid around has a Nintendo GameBoy, I guess
>Atari can go ahead and release the relatively unknown Lynx. Couldn't
>they speed it up a little and get it out the month before Xmas ? I know
>they're not braindead over there ...
> Someone, somewhere is going to tell me that they have one, right ?
>

Actually, Lynx(s) have been shipping for quite some time now, well
before Christmas, to New York and Los Angeles. You could have called
the Sears mail-order catalog and ordered one, if you don't live in
those areas... Also, I hear that two Bay Area stores got a shipment
apiece...

--
Ken Soohoo {ames,imagen,portal}!atari!kens
Atari (U.S.) Engineering
>> The Opinions Expressed above are _MINE_, _NOT_ Atari's. <<

114. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 19:54:18 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90005.145418SPLITE@MTUS5.BITNET>
Source record: 245208

In article <90004.202106IMS103@PSUVM.BITNET>, <IMS103@PSUVM.BITNET> says:
>IBM does not make Apple software, Commodore does not make IBM software,
>Apple does not make Atari software, Hewlett Packard does not make
>C64 software, but Atari makes Amiga software. Atari is just wasting
>time and enegry that they could use elsewhere like fixing bugs, updating
>computers and bringing out software for their *own* computer systems.
>
>--
>Ian Smith <ims103@psuvm.bitnet>
>"And a word of advice, don't sell your company to Atari."
> - RJ Michal
>
I'm not against Atari writing software for other platforms, and I don't think it signals the "flop" of the ST. However, Ian makes a good point. Atari is a small company and has limited resources. I too would prefer that they devote their energies to the support of their current line and the development of future products. I believe that would be of greater long-term benifit to Atari than insuring that the Amiga has an an authentic port of Gauntlet...

BTW, who is "RJ Michal"?

This is my first post, so a fancy signature will have to wait. Happy New Year, everybody!

Steve Plite <splite@mtus5.bitnet>

115. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 20:22:57 UTC
From: robert@infmx.UUCP
Message-ID: <2999@infmx.UUCP>
Source record: 245209

In article <90004.202106IMS103@PSUVM.BITNET> IMS103@PSUVM.BITNET writes:
>>If Atari, or anyother company publishes software for other systems,
>>it isn't a sign that their own system is a failure, but as a way to
>>make money, THAT'S BUSINESS!
>
>>Yes, and in no uncertain terms, this is a flame. [...]
>
>>Mark Newton-John
>
>IBM does not make Apple software, Commodore does not make IBM software,
>Apple does not make Atari software, Hewlett Packard does not make
>C64 software, but Atari makes Amiga software. Atari is just wasting
>time and enegry that they could use elsewhere like fixing bugs, updating
>computers and bringing out software for their *own* computer systems.
>

No, but Infocom makes software for the IBM. And the Apple. And the
Atari(s) etc. If you are talking about the software portion of Atari, you have
to compare with software companies. Conversion of software is a sound
business idea.

If your complaint is that you don't think Atari should make software,
fine. That's a marketing decision they made that is different from yours. If
they are going to produce software, it's silly not to make all the money from
it that they can, and conversions are cheap compared to licensing/developing
new software.

(Infocom may seem a poor example, since I believe they just decided to
stop producing for Ataris, but you get the idea anyway.)

Robert C.

--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

116. Re: TOS 1.4 and Supra driver

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 20:25:18 UTC
From: keithj@ux1.lbl.gov
Message-ID: <4570@helios.ee.lbl.gov>
Source record: 245210

I experienced the same symptom with my Supra 20 drive and have since discovered that it is a feature of TOS 1.4 that prevents one from booting off the internal floppy while the Supra autoboot feature is installed. I just boot my ST first and then my hard drive and run the Supboot program.

Keith Groves

117. ez score

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 20:29:10 UTC
From: MIDI!Lydian_Kev@MAST.citadel
Message-ID: <1990Jan5.202910.5178@stag.UUCP>
Source record: 245211

this is a reply to the GMT from mike@system.cambridge.NCR.COM@MAST
call MIDIapolis: 612-825-4296 we can answer all of your questions, we
work with all those programs and we ike them!

118. Re: Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 21:14:09 UTC
From: apratt@atari.UUCP
Message-ID: <1929@atari.UUCP>
Source record: 245212

In article <2009@sbsvax.UUCP>, roeder@sbsvax.UUCP (Edgar Roeder) writes stuff about using the terminate handler.

This "hacker's approach to terminate handling" is one of the scariest things I have ever seen. The terminate handler is meant to let you restore state which you might have changed before you terminate. It is not intended to let you off the terminate hook, so to speak. You should always return normally from a terminate handler, using rts. If you don't want ^C to stop your program, you should not use cooked GEMDOS calls. If you don't want a bus error to stop your program, you should install an exception handler of your own. The terminate vector just isn't meant for these things.

Correct usage of the terminate vector includes calling BIOS to restore the state of the screen and keyboard, un-installing vectors like timers and interrupts you've installed, and the like. You can't make GEMDOS calls from inside a terminate handler, or call something which might make GEMDOS calls, like flushing output streams or even closing workstations which are really metafiles.

I use terminate handlers in graphics programs which change the rez or palette: the terminate handler changes back to the original rez and palette. Doing other stuff is asking for trouble: most especially, you will die horribly if run under MetaDOS or some future multi-tasking TOS. (MetaDOS is a filesystem call dispatcher placed between user programs and foreign filesystems like CD-ROMs and (eventually) networks.)

Please, please, just use the terminate vector to clean up after yourself and RTS, and save yourself the grief later on.

(By the way, the original article has the wrong address for the terminate vector: it's at 0x0408, not 0x0400. The exception number, 0x0102, is right.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

119. STadel

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 22:08:56 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1990Jan5.220856.19344@ccu.umanitoba.ca>
Source record: 245213

Can anyone tell me where I can get the latest version of STadel, including all of the help and menu files. I would also like the sources. I tried snail and e-mail to David Parsons (sp?) but my mail must have missed him. If anyone has the latest version and could lharc it together and mail it to me, I would much appreciate it.

jim.... charltn@ccu.umanitoba.ca

120. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 22:16:32 UTC
From: chad@norge.enet.dec.com
Message-ID: <7253@shlump.nac.dec.com>
Source record: 245214

```
>| USEnet-|GEnie transfer topic. Most people didn't know it
>|| existed, and those that did were *glad* that it stopped.
>|| It seems that the USEnet messages were saturating the Atari ST

^^^^^^^

big implication.....

>|| section. (Too much info, too fast.) People found they
>|| couldn't keep up, even for the few days (hours?) it was operating.
>||
>|
>|The USEnet UPLINK wasn't in the ST Roundtable. It was located in the
>|Gadgets by Small RT. Most of the ST users didn't even know about it.
>|
>|-- John Townsend ames!atari!towns
>| Atari Corp, Systems Test

>OK, now I'm starting to get irritated. This is the third or forth
>response like this that my message generated.

>Don't some of you *read* the messages you respond to? I clearly stated that
>the topic was brought up in the ST RT *DISCUSSIONS* on Wednesday
>night...I wasn't talking about where the UPLINK was located!

Rob,

Not to irritate you more, but don't *you* read your own replies??? You implied
in your original posting that it (the Uplink) was saturating the ST RT
when you said:

>|| It seems that the USEnet messages were saturating the Atari ST
>|| section. (Too much info, too fast.) People found they

You said Atari ST section which heavily implies the Atari ST RT

Chad
DEC has no opinions...
I've never even been on any pay service...
------------------------------------------------------------
```

121. Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 22:49:09 UTC
From: ad@cat.UUCP
Message-ID: <2816@cat.UUCP>
Source record: 245215

Can anyone give me a hint to a nice (preferable PD) terminal program? It should be able to handle Z-Modem downloads, emulate at least ANSI or vt100 terminals, and if it had a script language, I would not mind :-)

Is there such a beast somewhere? Could someone even mail it to me or give me a hint to an archive server?

Thanx a lot in advance...

Axel

Axel Dunkel (ad@cat.UUCP)
C.A.T. Kommunikations-System, West Germany
---

122. Re: ST1040 for sale.

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 23:02:00 UTC
From: mitsolid@csd2.NYU.EDU
Message-ID: <12530018@csd2.NYU.EDU>
Source record: 245216

The responses to my sale were overwhelming!
I would like to say that my ST HAS BEEN SOLD (12 hours after my posting).

Thanks,

Thanasis

Relay-Version: version nyu B notes v1.6 9/18/89; site acf2.NYU.EDU
From: smithb@acf2.NYU.EDU (Barry Smith)
Date: 10 Jan 90 15:52 EST
Date-Received: 10 Jan 90 15:52 EST
Subject: Buying TOS 1.4
Message-ID: <12530019@acf2.NYU.EDU>
Path: acf2!smithb
Newsgroups: comp.sys.atari.st
Posting-Version: version nyu B notes v1.6 9/18/89; site acf2.NYU.EDU
Organization: New York University

Does anyone know where I can buy TOS 1.4 in NYC?
Can I buy them by mail, if so, where?

123. Re: USEnet on GEnie...a followup

Newsgroup: comp.sys.atari.st
Date: 1990-01-05 23:30:34 UTC
From: rjd@cs.brown.edu
Message-ID: <24444@brunix.UUCP>
Source record: 245217

In article <7253@shlump.nac.dec.com> chad@norge.enet.dec.com () writes:
>
>Rob,
>

What?

>Not to irritate you more,

then why bring it up? Because you want to have "the last word?"

> but don't *you* read your own replies??? You implied
>in your original posting that it (the Uplink) was saturating the ST RT
>when you said:
>
>>|| It seems that the USEnet messages were saturating the Atari ST
>>|| section. (Too much info, too fast.) People found they
>

This is conviently taken out of context...

No, what I was reporting here was that people who brought the topic
up on the RT discussion (and there were not that many) said they were
afraid of saturation of the section the material was being posted to.
They were talking about it as though they had already made use of the uplink
information. If they had, or if they hadn't but just said they had
I have *no idea.*

Once again...my little one paragraph comment was intended to briefly
report on what I had heard on that discussion. I was at that discussion,
you, Chad, were not. It was an informational paragraph for the benifit
of USEnet users who did not have access to GEnie. I did *NOT* intend
this to be a harange on *me* as to the validity of what was or was not
said.

Enough?

>You said Atari ST section which heavily implies the Atari ST RT
>

Give me a break....play semantics on your own time. If you *knew* I was
referring to the Gadgets RT, then why bring any of this up? To show
that *you* knew the difference?

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

124. How to call the bios from within process termination handlers

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 04:49:44 UTC
From: dmb@TIS.COM
Message-ID: <9001060449.AA23484@TIS.COM>
Source record: 245218

The original thread was about changing resolution from within a process termination handler (i.e., a function installed at the GEM process termination vector 0x102).

Atari's Allan Pratt claimed that you can call Setscreen from within such a handler. He was indeed correct. (I was a bit skeptical after the 36th crash, but now I Believe.)

HOWEVER, my frustrating attempts to get this to work indicate that the OS hooks are different in his compiler than in Sozobon C. Calling Setscreen with Sozobon's standard xbios() call will cause an exception. I.e., adding *just*

```
Setscreen(-1L, -1L, 1);
```

to my process termination handler causes the handler to RTS to an illegal instruction. Note that this call is #defined in <osbind.h> and turns into

```
xbios(5, -1L, -1L, 1)
```

(i.e., it calls the xbios hook in dstart.o, provided with Sozobon).

For the hell of it, I tried writing my own xbios hook, assuming Sozobon's stack checking was causing the problem. It wasn't the stack checking. (At least, that wasn't the only thing.)

Saving the stack pointer before the trap and restoring it afterwards fixes things. I don't know why the bios trashes the stack when called from a termination handler. Perhaps a wizardly Atari person could comment.

Also, I'm wondering if dstart.o is in error for not saving the stack pointer, or if Atari is in error for writing bios code that trashes the stack pointer, or if somebody else is in error (maybe me). (Well, _somebody_ has to be in error! Who can we flame if no one's in error?)

In any case, anyone who's having trouble getting bios calls to work from a termination handler (and I believe this is a problem in Laser C as well) should try using the OS hooks below. They work with Sozobon, and as far as I know should work with other C's too.

Dave Baggett
dmb@TIS.COM

---------- >8 ----------

```
;
; Operating system hooks for C with stack pointer saves.
; These are useful for calling bios routines from within a process termination
; function; i.e., a function installed at GEM process termination vector 0x102
;
; (Modified from Dlibs code in dstart.o)
;

.globl __gemdos __bios __xbios

;
; long _gemdos(function, [parameter, ...])
; int function;
;
__gemdos:

move.l (A7)+, traprtn ; save return address
move.l A7, saveA7 ; save stack pointer
trap #1 ; do gemdos trap
move.l saveA7, A7 ; restore stack pointer
move.l traprtn, -(A7) ; put return address back
rts ; return

;
; long _bios(function, [parameter, ...])
; int function;
;
__bios:

move.l (A7)+, traprtn ; save return address
move.l A7, saveA7 ; save stack pointer
trap #13 ; do bios trap
move.l saveA7, A7 ; restore stack pointer
move.l traprtn, -(A7) ; put return address back
rts ; return

;
; long _xbios(function, [parameter, ...])
; int function;
;
__xbios:
move.l (A7)+, traprtn ; save return address
move.l A7, saveA7 ; save stack pointer
trap #14 ; do xbios trap
move.l saveA7, A7 ; restore stack pointer
move.l traprtn, -(A7) ; put return address back
rts ; return

bss
even

traprtn:
ds.l 1 ; storage for return PC in trap hooks
```

```
saveA7:
ds.l 1 ; storage for stack pointer in traps
```

125. Re: Unexpandable megas

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 05:58:34 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2374@sactoh0.UUCP>
Source record: 245219

In article <1990Jan3.220110.409@mentor.com>, dclemans@mentor.com (Dave Clemans @ APD x1292) writes:
> In the systems I've seen, the "unexpandable" Mega 2 board does not
> look like a new PCB layout. Instead it looks like the original
> layout artwork with the second memory bank covered up so that that
> area stayed all copper.
>
> My theory is that they ended up with a run of memory controller
> chips that would not reliably drive a 4mb system. Rather than
> throw those away, they decided it was cheaper to do a kludge
> run of "unexpandable" Mega-2 boards, stuffing the "bad" memory
> controller chips into them.
>
> dgc

I certainly hope that no one thinks that is a reason, if any, why Atari decided to use a particular board.

A kludge? Bad chips? Are you certain? Because you use the words "my theory", it is just speculation on your part, and I'd like to make that clear to the other users here.

Maybe you're right, but maybe not.

Ja ne da-cha,
Shinobu

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

126. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 06:21:02 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2375@sactoh0.UUCP>
Source record: 245220

In article <90004.202106IMS103@PSUVM.BITNET>, IMS103@PSUVM.BITNET writes:
> >If Atari, or anyother company publishes software for other systems,
> >it isn't a sign that their own system is a failure, but as a way to
> >make money, THAT'S BUSINESS!
>
> >Yes, and in no uncertain terms, this is a flame. [...]
>
> >Mark Newton-John
>
> IBM does not make Apple software, Commodore does not make IBM software,
> Apple does not make Atari software, Hewlett Packard does not make
> C64 software, but Atari makes Amiga software. Atari is just wasting
> time and enegry that they could use elsewhere like fixing bugs, updating
> computers and bringing out software for their *own* computer systems.
>
> --
> Ian Smith <ims103@psuvm.bitnet>

Microsoft makes software for other systems, Word Perfect makes
software for other systems. What difference doers it make, if a
hardware manufacturer decides, through a subsidiary, decides to
publish software?

My main argument stands. If Atari can make money publishing for
other systems, what is wrong with that? If you think that a
hardware company must for now and forever, be a hardware company,
and only publish for it's own system, then sell your Atari, if you
have one, and get the competition. Apparently, they are, and do.

But if Atari can diversify, and expand into other areas, then more
power to them. Geez, even the auto companies have other interests
other than car manufacturing, look at Mitsubishi (aircraft,
computers, consumer electronics, banking, etc). What have you
against Atari expanding into publishing?

Mark Newton-John

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

127. Re: ROMmable C: compilers

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 06:46:01 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830068@hpldola.HP.COM>
Source record: 245221

> Contact Microware in Demoines Iowa. They have a compiler that
>will do the trick. Runs under OS-9 which is a multi tasking multi
>user reatime romabel operating system that will run on any 68k
>machine. I am surprised more people with ST machines don't run it.
>I would be realy frustrated by not having OS-9.
>

If it didn't cost so much I would. They last I heard was that OS-9 68K
was over $500.

Dave Ritchie

128. CATALOGUE

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 08:02:08 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001060801.AA04130@ucbvax.Berkeley.EDU>
Source record: 245222

Hello netters,
i think it would be nice to have a catalogue of software and where it is running, i mean on which TOS, or with software of mac or ibm or cpm as well on which emulator it will work. If some people work on this case we can get fast a good database of a) programs running on the ST and b) where they are tested. If you think that it's a good idea we can work together. Of course later on you can easily see from that datbase what a program does or what it cost is. I saw an older gem-bug-report in finnland and it would be usefull to have a newer one and of course more.
E-mail appreciated to so01@dmarum8.bitnet.
Thomas Neser , SFB3, Universitaet Mannheim

129. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 16:05:46 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5246@blake.acs.washington.edu>
Source record: 245223

In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
>
>Can anyone give me a hint to a nice (preferable PD) terminal program? It
>should be able to handle Z-Modem downloads, emulate at least ANSI or vt100
>terminals, and if it had a script language, I would not mind :-)
>
>Is there such a beast somewhere? Could someone even mail it to me or give me a
>hint to an archive server?
>
> Axel Dunkel (ad@cat.UUCP)

zmdm

ftp terminator.cc.umich.edu

I am sure other sites have this excellent program too.

-kevin
ramsiri@blake.acs.washington.edu

130. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 17:06:01 UTC
From: JKT100@PSUVM.BITNET
Message-ID: <90006.120601JKT100@PSUVM.BITNET>
Source record: 245224
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:
>
> I am also unsure of what computer platform to choose.
> Beside the Amiga, other choices I can see are:
> - Atari STE/TT (provides a color palette of 4096),
> - Atari ATW (provides 16 million simultaneous colors),

Maybe, but just take one look at the tiny amount of software that
supports this hardware when compared the the rapidly growing Amiga
libaries, and you might change your mind rather quickly. :-)

> - Mac II (provides 16 million simultaneous colors).

Whoa there. Yes, the Mac II has a 16 million color palette, but the
output only handles 256 colors simultaneously, not all 16 million.
^^^
Yes, you may be able to expand this capability, but it will cost you
a LOT. Heck, the basic Mac II will cost you a lot too, so you may
not have the $$ available to expand to the kind of colors you want.

Kurt
--

==
	Kurt Tappe (814) 862-8630		Looking for Amigas in all	
	600 E. Pollock Rd., #5705		the wrong places.....	
	State College, PA 16801 ------------------------------------	
	jkt100@psuvm.bitnet or jkt100%psuvm.bitnet@psuvax1	
	or jkt100@psuvm.psu.edu QLink: KurtTappe	
==

131. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 17:12:09 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21634@uflorida.cis.ufl.EDU>
Source record: 245225

In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
>
>Can anyone give me a hint to a nice (preferable PD) terminal program? It
>should be able to handle Z-Modem downloads, emulate at least ANSI or vt100
>terminals, and if it had a script language, I would not mind :-)
>
>Is there such a beast somewhere? Could someone even mail it to me or give me a
>hint to an archive server?
>

Hi there...

I use Uniterm 2.0e quite a bit. It has very good vt200 emulation, as well
as others. It has kermit, xmodem, and ymodem downloading. I haven't
been able to find a terminal program that has zmodem for the ST, but
there is a pretty good zmodem shell out there. Both Uniterm and Zmodem
1.8 are PD, so that fits your bill.

Me, all I want is to get UW (unix windows) to work.

--
=-=-=-

132. Re: TOS 1.4 and Supra driver

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 17:36:55 UTC
From: matthews@umd5.umd.edu
Message-ID: <5884@umd5.umd.edu>
Source record: 245226

In article <4570@helios.ee.lbl.gov> keithj@ux1.lbl.gov (Keith J Groves) writes:
>I experienced the same symptom with my Supra 20 drive and have since
>discovered that it is a feature of TOS 1.4 that prevents one from
>booting off the internal floppy while the Supra autoboot feature is
>installed. I just boot my ST first and then my hard drive and run the
>Supboot program.
>
> Keith Groves

Wait until the floppy drive light goes on, and THEN hit Ctrl-Alt-Shift. This
will override the hard drive boot and boot off the floppy.

This was also the same with TOS 1.2. It holds true for ICD software as well.

(wonder if my .sig file will work)

133. Re: Upbeat note on Atari Cana

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 17:42:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90011904271818@masnet.uucp>
Source record: 245227

I agree......the STE seems to be selling like hotcakes! My dealer tells me about half of the purchasers are new Atari owners too, which is nice to hear...we need some new Atari users!! There doesn't seem to be a shortage of STE, although there is certainly no abundance either! My dealer has in fact, just been sold out of them at three of their four stores! Now what I want to see is how the TT will do!
.......Cal
---
* Via ProDoor 3.1R

134. STAR NX10 AND TIMEWORKS DTP

Newsgroup: comp.sys.atari.st
Date: 1990-01-06 19:24:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001070800.AA18215@ucbvax.Berkeley.EDU>
Source record: 245228

A local user has just purchased Timeworks DTP and has a STAR NX10. Obviously, the default Epson 9-pin driver is not compatible with the NX10 since a form feed at the end of a DTP page throws the page alignment out for subsequent pages. Does anyone on the net have an NX10 driver for Timeworks DTP? What about Publish IT for the PC (this is DTP ported to PCs under GEM).

The user wants to crank out a newsletter ASAP so a quick reply to this request would be greatly appreciated.

Thanks in advance, Greg

135. TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 00:06:50 UTC
From: nut@wet.UUCP
Message-ID: <911@wet.UUCP>
Source record: 245229

After reading several descriptions of TOS 1.6, it sounds like it would not be an impossibility to drop a 68030 into a 1.6-equipped machine. Will Atari market 1.6 to us 1.0-1.4 peoples for that purpose? I like my Mega and do not plan on upgrading to an STe (for the same reasons that I sold my 1040). I realise that this is not exactly an easy question for those Atari employees on the net, as it is more a legal issue than a technical one =:(

--

== Adam G. Tilghman - Trendy Quote: "Beware of Greeks bearing Trojans!" ==
=== UUCP: nut@wet.UUCP BBS: Eleusesthai, (415)871-9451 12/2400, 24Hrs ===
============= Disclaimer? My employer? What, me work? ==================

136. Re: CO-Processors---MOTOROLA ARE NICE PEOPLE!

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 00:52:30 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2865@cuphub.cup.edu>
Source record: 245230

In article <9001030805.AA24416@ucbvax.Berkeley.EDU>,
so01@dmarum8.BITNET (Thomas Neser) writes:
> Hello netters,
> does anyone know something about the use of coprocessors with PC-emu-
> lators? a) The co-processors in use with the atari 68000er

I was VERY INTERESTED in attempting to tack a mc68881 co-processor onto
my 1040.....I talked to ATARI-US and ATARI-UK: They couldn't tell me
ANYTHING and ATARI-US denied the '881s existance.

In a UK catalog, however (Silica House), I do see the co-pro listed as an
ATARI-manufactured item! Although this is most certainly NOT the case--unless
someone isn't telling me something.

* IMPORTANT INFO ... CUT HERE !!! ******************

I DID call Motorola in Illinois and explain my problem to them.
The end result was that in one week, they sent me:

"Motorola SEMICONDUCTOR Application Note : AN974 ;
'MC68881 Floating-Point Coprocessor as a
Peripheral in an M68000 System' "

[the important part is the "AN974"] :-)

Call them [sorry, don't have the number on hand]
via directory assistance...

OR WRITE TO THEM AT: Motorola
Semiconductor Products, Inc.
Suite 700
2300 North Barrington Road, Hoffman Estates
ILLINOIS 60195

They were VERY responsive; The "Applications note" is a 41-page
document CLEARLY WORDED and INCLUDES SAMPLE 68000-ASSEMBLY SOURCE
CODE DRIVERS!!!: EVERYTHING SOMEONE WITH A DECENT ELECTRONICS BACKGROUND
COULD EVER WANT TO KNOW ABOUT THE CHIP-- Charts, diagrams, pinouts,
etc... are given. My biggest problem is that I wish I had enough
time to get used to 68000 machine code {this VAX drives me nuts}.
The source code has about 15 pages!!!

This should keep someone busy for a while.

[----------lots deleted----------]

> Thanks in advance
> Thomas Neser

```
------------------Your welcome, retroactive,
+-------------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------------+
```

137. HP~ PaintJet Printer info wanted--address bounced

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 01:00:40 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <2866@cuphub.cup.edu>
Source record: 245231

```
RE: HP-Paintjet
---------------
This reply BOUNCED so I am posting it here in hope that the Original Author
will reply to me via E-mail.
----------------------
The message was:
From arpa!cs.pitt.edu!cuphub!kar7481 Fri Jan 5 14:42:50 EST 1990
Received: by vax.cs.pitt.edu (5.54/1.14)
id AA02549; Fri, 5 Jan 90 14:42:50 EST
Date: Fri, 5 Jan 90 14:42:50 EST
From: cuphub!kar7481@cs.pitt.edu
Message-Id: <9001051942.AA02549@cs.pitt.edu>
X-Vms-News: cuphub comp.sys.atari.st:888
Apparently-To: rcd@cbnewsj.att.com

> I've been using Pagestream 1.8 with the HP Paintjet printer for a few
> days now. This combination has opened up a completely new dimension in
> ST computing for me: high-resolution color desktop publishing.
>
> Pagestream can import all resolutions of Degas and Neochrome files, and
> print them with their color palettes intact. It can even import IFF format
> files containing Amiga ILBM/HAM pictures with hundreds of colors, and they
> come out in their full spectral glory at 90 dpi. At this resolution the
> Paintjet offers up to 330 colors using a 2 x 2 dot dithering scheme per pixel.
>
.....
>
> Summary: for the ST, this is one heck of an impressive color DTP system.
>
> P.S. If you would like to see good-quality color printouts of any of your
> ST files (Degas, Neo or IFF format), send me email (rcd@mtqua.att.com).
------------------

Could you please tell me SPECIFICALLY what hardware/software you're using
and especially where you got the driver for the PAINTJET!!!???

This MAY change my mind.....(from LJ-II to PJ)...

Thanx!

+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
```

+--+

138. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 01:33:52 UTC
From: SML108@PSUVM.BITNET
Message-ID: <90006.203352SML108@PSUVM.BITNET>
Source record: 245232
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <90006.120601JKT100@PSUVM.BITNET>, JKT <JKT100@PSUVM.BITNET> says:
>
>In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:
>>
>> I am also unsure of what computer platform to choose.
>> Beside the Amiga, other choices I can see are:
>> - Atari STE/TT (provides a color palette of 4096),
>> - Atari ATW (provides 16 million simultaneous colors),
>
>Maybe, but just take one look at the tiny amount of software that
>supports this hardware when compared the the rapidly growing Amiga
>libaries, and you might change your mind rather quickly. :-)
>
Sheesh, another commode head. When are you guys going to realize
that Apple is the enemy, with the lion's share of the pie, whilst
you split hairs over the crumbs? Pointlessly for your information,
there has been an EXCELLENT line of gen-lock software available
for three years now. Yeah the amiga's a little better, but it
costs more too. In fact, at the price of the 2000 fully equipped,
I'd put out the rest of my non-existent wad and buy security with
the Mac II.
I develop on both machines.... They're both great, but neither
one is better overall. All I know is that PC's suck, period. :)
Too bad you can make such a killing off them though...

Scott Le Grand "If you like peanuts, you'll LOVE Sci-Fi!"

139. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 01:39:56 UTC
From: jvance@ics.uci.edu
Message-ID: <25A69DED.29057@paris.ics.uci.edu>
Source record: 245233

In article <90005.145418SPLITE@MTUS5.BITNET> SPLITE@MTUS5.BITNET (Steve Plite) writes:
>
>I'm not against Atari writing software for other platforms, and I don't
>think it signals the "flop" of the ST. However, Ian makes a good point.
>Atari is a small company and has limited resources. I too would prefer
>that they devote their energies to the support of their current line
>and the development of future products. I believe that would be of
>greater long-term benifit to Atari than insuring that the Amiga has an
>an authentic port of Gauntlet...
>
Well Atari may be a relatively small company (though recently (year ago?)
listed as a Fortune 500 company). And I agree that I would like them to
support their current line and develop future products. But in the state
they're in right now having recently come out with quite a few new products
and working on several more, and establishing new inventories I'll bet
they're pretty short of cash.
Developing software ports for other computers seems like a pretty cheap
way of getting some extra profit to spend on supporting their current line
and developing new products (if that's how they use the money).
If they can make some quick cash from it, maybe we'll even see the TT
sooner. (Long shot, I know.)

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance@ics.uci.edu | - - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

140. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 03:13:09 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3881@jhunix.HCF.JHU.EDU>
Source record: 245234

In article <75298@tut.cis.ohio-state.edu> Mustafa Thamer <thamer@cis.ohio-state.edu>
writes:
> Now that Xmas is over and every kid around has a Nintendo GameBoy, I guess
>Atari can go ahead and release the relatively unknown Lynx. Couldn't
>they speed it up a little and get it out the month before Xmas ? I know
>they're not braindead over there ...
> Someone, somewhere is going to tell me that they have one, right ?
Ok I will, it did come out in time for Xmas day, NYC got it and 60% of the noise
on Rec.games.video is about this GEM, supposedly LYNX's sold like hotcake
everywhere because of coverage and commerical(*WOW*) In the metro area everyone
should have seen Lynx commericals on TV, I know I have seen them more than once.I guess its
good but Atari stock has been sliding for a while from it 52 week artifical high.
>
>
>-=-
>
> "Two days ago I saw a vehicle that'd haul that tanker.
> You wanna get out of here; you talk to me." Max - The Road Warrior
^^^^^^^^^^^^^^^^^
Great Flick!!

Ajay Choudhri
Atari Enthusiast, Registered Resident Vidiot
ins_bac@jhunix.UUCP
ins_bac@jhunix.HCF.JHU.EDU
ins_bac@jhunix.bitnet
..!uunet!mimsy!aplcen!jhunix!ins_bac
.
.

141. TOS 1.4 and hard drive booting

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 04:07:11 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900106.22071062.039461@SFA.CP6>
Source record: 245235

Bruce Nelson writes:

>I finally got through to Supra's Tech Support. They said there's a new
>"feature" in Tos 1.4 which causes the ctl-shift-alt not to work. But, there's
>a workaround - place the floppy in it's drive about half way. Then, using
>three hands :-}, hold the ctl-alt-shift while turning on the computer. Now,
>after the light comes on the drive, and before the hard drive boots, push
>the floppy the rest of the way in.
>Now, could someone at Atari tell me why it works, and why the old method
>(just the keys) doesn't?

I could be wrong, and this is just my own experience, but I think (??)
that Supra is wrong.
I have TOS 1.4 in a Mega2 that was upgraded to 4 meg of memory. By
allowing the light on the floppy drive to flick on|off then pressing
the <CNL><ALT><LEFT-SHIFT> key, then I can boot off of my floppy. Whether
the floppy has programs in /AUTO/ folder or not, the floppy will take
priority. No partial removal of floppy--nothing.
This is with the ICD 4.x software, by the way. Maybe Supra hasn't
upgraded yet or something.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

142. Re: PageStream fonts

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 04:55:31 UTC
From: nelson@kodak.UUCP
Message-ID: <2252@kodak.UUCP>
Source record: 245236

SoftLogik sells a new manual for PageStream 1.8 for $15. The complete upgrade for PageStream 1.5 owners is $25, $10, w/o the manual. Dealers are authorized to make copies of their 1.8 upgrade upon proof of ownership.

I have at least 16 public-domain fonts for PageStream, and another 30 that I bought from several companies.

The public domain fonts are available on Genie, CompuServe, and on SoftLogik's BBS.

Bruce Nelson

143. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 05:10:31 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90007.001031SPLITE@MTUS5.BITNET>
Source record: 245237

In article <25A69DED.29057@paris.ics.uci.edu>, jvance@ics.uci.edu (Joachim Patrick Vance) says:
> Developing software ports for other computers seems like a pretty cheap >way of getting some extra profit to spend on supporting their current line >and developing new products (if that's how they use the money).
> If they can make some quick cash from it, maybe we'll even see the TT >sooner. (Long shot, I know.)
>
Yeah, that would be great; but I'm beginning to wonder what, short of divine intervention, would give us the TT anytime soon... :-)
Unfortunately, given Atari's past methods, it seems to me that their "software arm" would be spun off from the main company to make its own money. Any profits would probably stay inside that division, rather than being used for ST/TT development. I'm not a business expert, and don't know the straight poop about Atari's organization, so I could be dead wrong. That's just how it looks to this layman. Would anyone in the know care to comment?
Hopefully we won't be seeing any Atari U.K.-type flames about the New Atarisoft... (}~:

Steve Plite <splite@mtus5.bitnet> I disclaim that I have any opinions.

144. Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 08:49:27 UTC
From: rohwerwd@csusac.csus.edu
Message-ID: <1990Jan7.084927.19588@csusac.csus.edu>
Source record: 245238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The following is from "The Business Journal", p. 28, for the Week
of January 8, 1990.

"Atari Corp. of Sunnyvale suffered a third-quarter
net loss of $5.4 million, or 9 cents per share, on net sales
of $81.44 million. During the third quarter of the year
before, the company earned $900,000, or 2 cents per share, on
on net sales of $98.8 million.

"For the nine-month period ended Sept 30, Atari had
a net loss of $1.78 million, or 3 cents per share, on net
sales of $252.96 million. It earned $12.14 million, or 21
cents per share, on net sales of $299.64 million during the
comparable period for the previous year."

Apparently, Atari is slowly fading into oblivion. :)

I don't read these newsgroups, so if you want to contact me, then
you will have to email messages to me.

--
+---+
| // W. David Rohwer // UUCP : {ucdavis|lll-crg}!csusac!rohwerwd |
| \X/ Go A's! \X/ Internet: rohwerwd@csusac.csus.edu |
+---+

145. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 10:48:35 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9001081537.AA18787@ucbvax.Berkeley.EDU>
Source record: 245239

RE MWC 2.0
Help! I'm trying to struggle thru the intro of MWC 2.0 instructions. I'm used to being coddled by text books presenting things in order, more-or-less, and find myself quite lost in msh\pathnames\libraries\foo.bars.
The question: Do any of the other compilers (Laser/Prospero/MWC 3.0) present things any better? After 1 semester of C, I'm trying to apply it on the ST...I'm sure I'll learn lots but the presentation of msh in 2.0 is making it more painful than I think it should be. Any comments helpfull here.
Thanks..... j harris \fairbanks\alaska

146. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 10:52:58 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9001081538.AA18853@ucbvax.Berkeley.EDU>
Source record: 245240

RE ST power supplies
The newest Edlie Electronics catalog lists 2 cheap ($11 and $20) power supplies that mite be just the ticket for powering an ST...probably wouldn't fit in the ST's case, but who needs the heat in there anyway? The cheapest ps is a surplus "Adam"/Coleco but supposedly has enuff 5.0 and 12.0 to do the job. The price is right!

147. Window topped?

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 12:10:32 UTC
From: <>
Message-ID: <1243@diemen.cc.utas.oz>
Source record: 245241

Can anyone tell me what is the difference between the two above-metioned AES event messages? MWC defines WM_TOPPED as 21 and WM_NEWTOP as 29. The only documentation which I've seen make any mention of WM_NEWTOP is Abacus' "GEM Programmer's Reference" and it is none too clear on the subject.

Thanx in advanx,

John M Williams
ACSnet: jmw@tasis.utas.oz ARPA: jmw%tasis.utas.oz@uunet.uu.net
UUCP: {enea,hplabs,mcvax,uunet,ukc}!munnari!tasis.utas.oz!jmw

148. Re: TOS 1.4 and hard drive booting

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 13:21:56 UTC
From: nelson@kodak.UUCP
Message-ID: <2253@kodak.UUCP>
Source record: 245242

In article <900106.22071062.039461@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Bruce Nelson writes:
>
>>I finally got through to Supra's Tech Support. ....
Larry Rymal writes:
> I could be wrong, but I think (??).... that Supra is wrong.
> I have TOS 1.4 in a Mega2 that was upgraded to 4 meg of memory. By
>allowing the light on the floppy drive to flick on|off then pressing
>the <CNL><ALT><LEFT-SHIFT> key, then I can boot off of my floppy.
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Supra's procedure (which I won't repeat here) worked, but, as several
other netters also pointed out, your procedure is the correct one.

Thanks, everyone, for your responses.

Bruce Nelson

149. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 14:43:07 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan7.144307.26770@cs.dal.ca>
Source record: 245243

In article <21634@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
>>Can anyone give me a hint to a nice (preferable PD) terminal program? It
>>should be able to handle Z-Modem downloads, emulate at least ANSI or vt100
>>terminals, and if it had a script language, I would not mind :-)
>I use Uniterm 2.0e quite a bit. It has very good vt200 emulation, as well
>as others. It has kermit, xmodem, and ymodem downloading. I haven't
>been able to find a terminal program that has zmodem for the ST, but
>there is a pretty good zmodem shell out there. Both Uniterm and Zmodem
>1.8 are PD, so that fits your bill.

The program ZMDM (now in version 1.6) by Bammi and coworkers at Case WRU supports Y and Zmodem. Although I have UniTerm and think that it is a great program, because of its size and complexity I use it only when I need the graphics support. The new version of ZMDM has the feature that you can install it as an application and run it by just clicking on a small file containing a phone directory. I have been using ZMDM for years and find it virtually bulletproof (I had to make a minor hack to get it to support pulse dialing, but that is my only problem). It is not a GEM application, so you can run it from a shell too.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

150. [No longer about] Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 15:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900107151403.1.JRD@CORD.SCRC.Symbolics.COM>
Source record: 245244

Date: 5 Jan 90 21:14:09 GMT
From: imagen!atari!apratt@ucbvax.Berkeley.EDU (Allan Pratt)

In article <2009@sbsvax.UUCP>, roeder@sbsvax.UUCP (Edgar Roeder) writes
stuff about using the terminate handler.

This "hacker's approach to terminate handling" is one of the scariest
things I have ever seen.

Perhaps, but it seems hardly surprising, given Atari's policy of not
making the official documentation readily available.

151. Physbase vs Logbase

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 15:15:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900107151543.2.JRD@CORD.SCRC.Symbolics.COM>
Source record: 245245

Can anyone tell me what's the difference between Physbase() and Logbase()? When can I expect them to be the same/different?

Thanks in advance...

152. STacey wanted

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 16:34:06 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.90Jan7113406@brillig.umd.edu>
Source record: 245246

I am looking to purchase a STacey and have a CDC Wren 330MB 12ms SCSI
hard drive available in trade along with some cash if anyone is
interested...

Chris

/\/\/\

153. re: Atari loses money

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 17:10:19 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.631732219.cmm1@cunixa.cc.columbia.edu>
Source record: 245247

It is also worth noting that while Wall Street is in a frenzy right now and most stocks have gained in value, Atari's has just sat there. I still remember looking at the Quotron on my desk after Jan. 1 and seeing the market go through the roof while Atari lost about 1/2 point. I'm not saying that this has much to do with their policies in their computer division (Gads, if that was the case the stock would be at 4 1/2 again), but just reflects an overall trend of poor capital management. Just my $.02...

From the depths of Wall Street...:-)
Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

154. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 17:37:52 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1928@calvin.cs.mcgill.ca>
Source record: 245248

In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
>
>Can anyone give me a hint to a nice (preferable PD) terminal program? It
>should be able to handle Z-Modem downloads, emulate at least ANSI or vt100
>terminals, and if it had a script language, I would not mind :-)
>
St-term satisfies all of the above requirements with the exception of
being a script language. Perhaps I should learn how to submit something
to an archive server....

but I did it before, and I suppose I can do it again... if you want it,
mail me, and I will mail it to you.

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

155. How do I add a window to a form?

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 18:07:00 UTC
From: paul@cacilj.UUCP
Message-ID: <1360@cacilj.UUCP>
Source record: 245249

I'm trying to add a scrollbar (slider) to allow a long text description to be partially displayed in a form. I've written several programs using forms, but windows are new to me. I can figure out a kludgey way to superimpose a window over my form, but that's about it. I'm looking for something like the item selector, where a scrolling window peacefully co-exists within the form.

Even if I could kludge together something that *looked* good, I'm not clear on how to use it once it is created. I need to use form_do to read the form, but also need evnt_... to read the window. How can I do both? Do (can) I use the G_PROGDEF type briefly mentioned in the MWC docs? If so, how?

Finally, I can't find any functions for writing into windows. Do I just write to the screen inside the window? It seems like a window is just a way of managing a mini-screen. I was hoping there was an object that would allow for scrolling fields. I also wonder about all the "home-brewed" windows I see in applications. They look like GEM windows, but have more buttons and fields than GEM windows. Is there a "window toolkit" buried in the AES or VDI somewhere?

Questions, questions, questions. Thanks to those who reply,
--
Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul

The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

156. Re: Archive-server

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 18:35:18 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35068@grapevine.uucp>
Source record: 245250

In article <1990Jan5.174330.6751@cs.dal.ca> bill@biomel.UUCP writes:
>I noticed that the address has changed to archive-server@panarthea.sun.com
>(no more .ebay.), although I haven't seen a posting to that effect.

Are you sure? I just tried sending test messages from two different sites,
and panarthea.ebay.sun.com worked in both instances. An alternate address
for the server is archive_serv1@ebay.sun.com (I didn't set that up -- the
local mail people just want to have addresses for everything on the mail
gateway machine.)

>I have a baffling problem with it -- I can get it to send help and
>indices, but it never sends the binaries I request. I've tried to keep
>the size of the requests small. Any ideas?

Are you sure your requests are in the proper form? A very common mistake
is to say

send binaries/volume1/foobar

instead of

send binaries/volume1 foobar

The archive server chokes on the first form. The form of requests is
"send directoryname file [file file file ...]."

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

157. Re: SLM804 / HP LJIIp

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 19:04:35 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <1159@husc6.harvard.edu>
Source record: 245001

In article <1990Jan3.230651.561@mentor.com> dclemans@mentor.com (Dave Clemans @ APD x1292) writes:
>From article <9001030805.AA24560@ucbvax.Berkeley.EDU>, by 01659@AECLCR.BITNET (Greg Csullog):
>>
>> 1. Is there a PostScript board for the HP LJ IIp? If not, is there a slot
>> in this printer for a PS board?
>>
>There is a "slot" for a postscript board in the IIp, but nothing is
>available yet. The rumors I hear say that it is to be available sometime
>in the first half of 1990.
>
>dgc

Actually, I have seen such a board advertised in a catalog by Global Computer Supplies. (Sorry, I don't have the address.) Of course, that may not actually mean that they have it.

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

158. Re: rainbow tos roms

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 19:43:23 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <528@watserv1.waterloo.edu>
Source record: 245002

Sure you can get Tos 1.4 Direct from Atari Canada for 100 Canadian. Thats better than 180. Call 1-416-479-1419.(Service Department) in Markham Ontario. I got mine via Mail and installed them myself! They even include instructions for two chip Mega Rom Versions. Anyways put it on Visa and order direct may be even cheaper in the west to go through Atari California

Dave Tomesch , Super BBS Dual Dma , (519) 749-1206 24hrs

159. Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-07 23:02:42 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <9001091511.AA13450@ucbvax.Berkeley.EDU>
Source record: 245003

In article <90006.120601JKT100@PSUVM.BITNET>,
Kurt Tappe psuvm!jkt100@psuvax1.cs.psu.edu writes:

>In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:

>> - Mac II (provides 16 million simultaneous colors).

>Whoa there. Yes, the Mac II has a 16 million color palette, but the
>output only handles 256 colors simultaneously, not all 16 million.
^^^

You're dead wrong on this one. The Mac II series does provide for 16.7 million colors. Whether you get it or not depends on the video display board installed on the Nubus. In front of me is an ad from Radius for their DirectColor/24 which can simultaneously access every one of the Mac's 16.7 million colors. They also make a 16-bit board (32,768 colors simul-taneously) and 8-bit board.

>Yes, you may be able to expand this capability, but it will cost you
>a LOT. Heck, the basic Mac II will cost you a lot too, so you may
>not have the $$ available to expand to the kind of colors you want.
>
> Kurt --

What do you expect to pay for such capabilities? Peanuts? But, seriously, there is so much competition among third party suppliers that the prices for these boards are bound to come down significantly.

These boards are not expansions, but rather alternatives to Apple's color display. They do not need an Apple video display board to work, but the nice thing is that they could work together. Mac OS provides for that.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

160. Re: STAR NX10 AND TIMEWORKS DTP

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 00:23:06 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21640@uflorida.cis.ufl.EDU>
Source record: 245004

In article <9001070800.AA18215@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>A local user has just purchased Timeworks DTP and has a STAR NX10. Obviously,
>the default Epson 9-pin driver is not compatible with the NX10 since a form
>feed at the end of a DTP page throws the page alignment out for subsequent
>pages. Does anyone on the net have an NX10 driver for Timeworks DTP? What
>about Publish IT for the PC (this is DTP ported to PCs under GEM).
>
>The user wants to crank out a newsletter ASAP so a quick reply to this
>request would be greatly appreciated.
>
>Thanks in advance, Greg

Hi there, Greg. I saw the words Timeworks DTP, and I just had to talk about my own experiences with it. I purchased Timeworks DTP a while ago for about 100 dollars. I'm a journalism major, so such a thing is useful to me. Well, I opened the package and the disks did not work. Something may have been wrong with file pointers or something, but all the disks except the sample art disk were corrupt. Not much use, huh? Since I purchased the program, I figured I could get Timeworks to send me disks taht worked. I talked to a rep, and they said they'd send me the disks I needed. I got one that I needed. I called again, and they said they'd send me something, but gave me a real hassle about it and they never did send anything. I returned my 100 dollar paperweight to the store I got it from, luckily they were nice enough to take it back. Is the product support at timeworks ussually like this, or did I just get a bad experience?

Chris
--
=-=-=-

161. Re: rainbow tos roms

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 00:29:27 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21642@uflorida.cis.ufl.EDU>
Source record: 245005

In article <528@watserv1.waterloo.edu> econadm5@watserv1.waterloo.edu (BENTLEY BH - ECONOMICS) writes:
>
> Sure you can get Tos 1.4 Direct from Atari Canada for 100 Canadian. Thats
> better than 180. Call 1-416-479-1419.(Service Department) in Markham
> Ontario. I got mine via Mail and installed them myself! They even include
> instructions for two chip Mega Rom Versions. Anyways put it on Visa and
> order direct may be even cheaper in the west to go through Atari California
>
> Dave Tomesch , Super BBS Dual Dma , (519) 749-1206 24hrs
>

I got my Tos 1.4 from Computer Connection in Gainesville , FL for
about 90 dollars. The phone number is (904)332-5209.

--
=-=-=-

162. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 00:59:19 UTC
From: valentin@cbmvax.commodore.com
Message-ID: <9238@cbmvax.commodore.com>
Source record: 245006

In article <90005.145418SPLITE@MTUS5.BITNET> SPLITE@MTUS5.BITNET (Steve Plite) writes:
>
>>"And a word of advice, don't sell your company to Atari."
>> - RJ Michal
>
>BTW, who is "RJ Michal"?

-= RJ =- is the genious designer of the Amiga user interface, called Intuition.
The "Amiga" company which eventually was bought by Commodore had quite an
adventure with Atari right before that.

Valentin
--
The Goddess of democracy? "The tyrants Name: Valentin Pepelea
may distroy a statue, but they cannot Phone: (215) 431-9327
kill a god." UseNet: cbmvax!valentin@uunet.uu.net
- Ancient Chinese Proverb Claimer: I not Commodore spokesman be

163. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 01:22:35 UTC
From: Doug_B_Erdely@cup.portal.com
Message-ID: <25726@cup.portal.com>
Source record: 245007

Someone asked... BTW, who is "RJ Michal"?

RJ was/is the designer of the Lynx and one of the main driving forces
behind the Amiga.

- Doug -

Doug_B_Erdely@Cup.Portal.Com

164. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 01:28:02 UTC
From: hideki@is.s.u-tokyo.ac.jp
Message-ID: <438@utsun.s.u-tokyo.ac.jp>
Source record: 245008

In article <75298@tut.cis.ohio-state.edu> thamer@yacht.cis.ohio-state.edu (Mustafa Thamer) writes:

> Now that Xmas is over and every kid around has a Nintendo GameBoy, I guess
>Atari can go ahead and release the relatively unknown Lynx. Couldn't
>they speed it up a little and get it out the month before Xmas ? I know
>they're not braindead over there ...
> Someone, somewhere is going to tell me that they have one, right ?

I bought a Lynx in Tokyo last week. Though it is made in
Japan, there are very few shops here that sell it --- all the children
here buy Nintendo GameBoy. Besides, I have never seen an advertisement
of Lynx.

Hideki Yoshida

Department of Information Science
Faculty of Science
The University of Tokyo

hideki@is.s.u-tokyo.ac.jp

165. Metafile problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 02:49:05 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <3710@jarthur.Claremont.EDU>
Source record: 245009

Hi, I am writing a graphing program with Laser C that creates metafiles for high resolution output. I am using the OUTPRINT.PRG program from Easy-Draw to print out the metafiles. When I try to specify the size of a font using vst_point(), it looks great on the screen, but when I print out the metafile I create, it always prints the font very small. I am not sure what the size it, but it is the same every time. If I use vst_height, it prints out larger fonts, but I can't get exact point sizes, so the fonts are scaled and don't look very good. I am using NDC coordinates. Everything looks great when I create Metafiles with Easy-Draw the output looks great. I am using the Epson 24 pin drivers from easy draw to print stuff out. Does anyone know what is going on? Also, how can you print to the printer directly? When I try opening device 21, it just ejects a empty page.

Thanks

Dan

166. Wanted: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 03:22:55 UTC
From: kibo@pawl14.pawl.rpi.edu
Message-ID: <C}L&9#@rpi.edu>
Source record: 245010

[]
What are the latest versions of the server and client for Unix Windows?
(ST client, Unix server.) I have a fairly old server and a client whose files
are marked "Oct 14 '88"... but I've seen source to a Mac client that supports
many more features, and is probably more recent.

Does anyone know exactly what the current ST UW port is, and where to
get it?

tolsun.oulu.fi has the Oct 14 '88 client in /pub/atarist3/atari-uw.arc.

--
james "kibo" parry, 8 Park Plaza Suite #152, PO Box 722, Boston MA 02117-0722
kibo%pawl.rpi.edu@itsgw.rpi.edu _____
kibo@mts.rpi.edu / Kibology / Anything I say is the opinion
userfe0n@rpitsmts.bitnet / is better! / of myself, and not of Xibo.

167. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 07:15:39 UTC
From: klute@trillian
Message-ID: <1873@laura.UUCP>
Source record: 245011

Path: trillian
!klute

In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
>Can anyone give me a hint to a nice (preferable PD) terminal program? It
>should be able to handle Z-Modem downloads, emulate at least ANSI or vt100
>terminals, and if it had a script language, I would not mind :-)

Uniterm, definitly. It should be available at
info-server@unido.uucp.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

168. Re: cambridge lisp

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 09:41:03 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570050@otter.hpl.hp.com>
Source record: 245012

> I picked up a copy cheap from my dealer under the impression that
> MetaComCo had dropped it. Since I got it to learn LISP and haven't
> gotten around to it yet, I can't comment on it, but it looks like a
> reasonably well put together package. But does anyone know if it is
> still in production? As I recall, I sent in the registration card but
> it bounced back to me!

Umm, drawing upon (notoriously unreliable) memory, I have the impression that Metacomco aren't doing Cambridge Lisp any more. They used to supply an ST version of a C compiler which has been picked up since by Hisoft in the UK. I will ask them if they picked up the Cambridge Lisp distribution as well. Hisoft are a good quality outfit, they are (sole?) distributors (importers?) of the Spectre GCR in the UK. I'll pass on the details when/if I get them. Anyone else who is interested in the current state of Cambridge Lisp, keep an eye on responses in the notestring.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
----

169. Moving an ST from UK to US

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 09:42:50 UTC
From: kev@ist.CO.UK
Message-ID: <2575@istop.ist.CO.UK>
Source record: 245013

A colleague of mine (who doesn't use the Net) is shortly to move to the US. If possible, he would like to take his 520 STM with him but is wondering whether the cost of altering the (external) power supply would be prohibitive. The daisy-chaining of floppy drives would also be useful.

Therefore if anyone has any information on whether the alteration is possible and, if so, what's required, we'd appreciate hearing from you. If someone has succeeded in the past then so much the better.

Any replies to me and I'll pass them on.

Ta,
Kev Holmes kev@ist.CO.UK |"If you don't play the game,
Imperial Software Technology | you shouldn't write the rules."
Reading, Royal Berkshire, UK | Dave Allen 06/01/90

170. form

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 11:55:57 UTC
From: ulli@cadlab.UUCP
Message-ID: <580@cadlab.cadlab.de>
Source record: 245015

I'm missing part01 until part15 of the form -- Symbolic math package.
Please send the parts once more.

171. Atari ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:01:20 UTC
From: tmb@moscom.UUCP
Message-ID: <1961@moscom.UUCP>
Source record: 245014

```
Complete Atari 520ST system for sale, includes:
520ST CPU upgraded to 1meg of RAM and has Z-Time clock chip
installed
Atari SM124 monochrome monitor
ST mouse with mouse pad
Astra System HD+, a 20 meg hard drive with a 3.5" DSDD floppy drive
built in.
Loads of commercial software
Loads of floppies containing hundreds of public domain programs.
A bunch of blank DSDD floppies.

Looking to get $950 for the entire system and will consider all offers.
Send mail for more details, or call (716) 385-6440 ext. 353.
I'll split shipping costs.

Tom Bellucco
```

172. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:11:34 UTC
From: ripley@tubopal.UUCP
Message-ID: <813@opal.tubopal.UUCP>
Source record: 245026

In article <2816@cat.UUCP> ad@cat.UUCP (Axel Dunkel) writes:
[I look for a term. which does vt100 & zmodem]

As someone else already suggested, get UniTerm !
I'm a bit nearer, so I recommend you to send me a disk with return
postage to get a copy of it. I'll copy you the disk I got it on and
if the remainig space allows, I'll add zmodem, too. If there is not enough
space left, I'll have to compact some of the contents, so please tell
me if you better like zoo or arc, and if I shall give you a copy of that, too.

I'm quite willing to copy this and other PD stuff to everybody inside
Europe, if I get 1) storage space (3.5" disks) and 2) return postage.
Ask your local post-office how to do that ! If I get disks without,
I'll *not* send them back on my money, as I don't have that much.
Include your eMail-addresses as well !

What do I have ? A lot of Gnu-stuff (gcc 1.35 & g++), most of what
got posted to comp.binaries.atari.st, a shareware-TeX, and even more.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

173. DEAD ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:29:27 UTC
From: sie@fulcrum.bt.co.uk
Message-ID: <WMLKD^@masalla.fulcrum.bt.co.uk>
Source record: 245016

I have been trying to fit an expansion into my atari ST 520STFM.
I de-soldered all of the holes, soldered in the sockets, soledered in
the 16 capacitors, and added the three resistors. I then checked the
ST only to find that it won't boot. I have since removed the sockets and
the capacitors and the three resistors, but still no boot.

I have had a hunt around with a logic probe and all seems to be functioning.
The only thing that I did notice is that the 2 of the 3 extra lines from the
MMU are being held high, whilst the third is pulsing in much the same fasion
as the original 9 lines. Does anyone know if these two lines from the MMU
should be held high or if they should be pulsing.
I have been advised that this is probably a solder wisker between two address
lines or two data lines or between an address line and a data line. I have
searched for this but have had no luck.

The processor will sometimes stop altogether, with its HALT line low. When
reset, it will go again for a while and then HALT. Could this be caused by
a sloder whisker ??

If this is wrong then is my MMU blown ??
I am talking abaout the MMU side of the resistors that go to the DRAMs.
The resistors are not in place as they are not in the standard 520STFM,
so these connections go the the MMU and nowhere else !!.
I beleive that only one of these three lines are needed to access the second
512K of RAM.

Any help here would be much appreciated.

S.J.R

+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-+
| Simon Raybould | BT Fulcrum | Are all your pets called |
| path : sie@fulcrum.bt.co.uk | Birmingham | Eric ??? - Python |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-+

174. ARC 6.02-bug (was Re: ARC 6.0)

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:40:12 UTC
From: ripley@tubopal.UUCP
Message-ID: <814@opal.tubopal.UUCP>
Source record: 245017

In article <CMM.0.88.631382411.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
]I've heard that ARC 6.0 is available for the ST. Where is it? Is it
]any good? Is it faster than 5.21? Enquiring minds want to know. [...]

It's just been posted to comp.binaries.atari.st
I tried it and I liked it. There are some things to complain on, though...

.complaining on

When I got arc 5.12 I've read that new compression methods will be
listed as "unknown" and can't be handled otherwise (naturally)... What I get
instead is a message "This version of arc can't handle file fubar.xyz. I
think you need a newer version of arc."... Not that this message is wrong or
shouldn't be printed, but WHY DOESN'T ARC CONTINUE TO DO ITS WORK BUT
IMMEDIATELY STOPS INSTEAD? If I do "arc v fubar.arc" and fubar contains
files which are squashed, I want arc to show me the contents of the
archive-file. If I do "arc x fubar.arc" I want arc to skip these
files such as "fubar.xyz - unknown compression method. Skipped.".
What I don't want arc to do is to abort the whole task.

This has been done by transitioning from arc 5.12 to wunderful(?) arc 5.21
with its squashing algorithm. This fault has been repeated on arc 5.21,
which can now be seen when listing an arc 6.xx archive which contains
sub-directories. Sigh.

.complaining off

Another one, which is more of a *real* (and heavy) bug:
Arc lost it's capability of dealing with overlong filenames.
That is, when I read news and save one or another article (under *NIX)
I sometimes use a name which doesn't fit into this nasty 8 char name
and 3 char extension -scheme. When I arc the saved articles afterwards,
arc puts them into the archive. When I list this archive with arc 5.12
the output format is mangled, but nothing else. Even with arc 5.21...
I have a Turbo-C port of arc (called tcarc), which has trouble in
displaying these entries... This doesn't matter too much, although it's
quite ugly.
When I list one of these archives with the recently posted arc 6.02,
it kind of crashes. It takes overlong time (far too much!), then it
displays entry corrupted, skipping xxx bytes messages !! The remaining
file-entries get displayed. On the last output-page with all those nifty
statistics, there are really weird numbers ! (How does an archive of
~200KB consisit of over 5 MB of data which leads to negative amount of
diskspace left on the drive the archive resides on ?)

This behaviour has been tested on at least 5 archives which contained
files with overlong names. It's highly repeatable, and if you often arc
on *NIX and often have overlong names, you'll often get annoyed with
this blatant bug !
Please, fix it asap !

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

175. Re: Malloc on 2.5 Meg 1040stf - help needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:46:16 UTC
From: hintz@quando.UUCP
Message-ID: <1291@quando.UUCP>
Source record: 245018

In article <1055@dutrun.UUCP> hans@duttnph.UUCP (Hans Buurman) writes:

>I recently upgraded my 1040 stf to 2.5 Mb using a kit by Weide
>(although this is not a hardware problem). I found that one of
>the programs I use intensively (turbo c linker) won't make full
>use of the extra memory. The reason is the following:

>This linker uses gemdos call 0x48 (Malloc) at least twice for
>each file read. It appears that this call can only be issued
>some 300 times, after which it fails, regardless of the amount
>of free memory. This problem does not occur on a Mega ST !
>Maybe it is only present in early gemdos versions ? (I bought
>the 1040stf in March, 1987).

(stuff deleted)

--

I had this Malloc-Problem too, even with a Mega ST2 .
The solution was to put a FOLDR300.PRG into the AUTO-folder.

I hope this will help you.

Stefan Hintz, Dortmund, WestGermany.

hintz@quando.unido.UUCP (Stefan Hintz)

176. Status of codes on the STE

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:54:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001091510.AA13417@ucbvax.Berkeley.EDU>
Source record: 245019

When I checked out a new 1040STE, the following would not run

NeoDesk 2.05
Drafix
Word Perfect (1987 version)
Bently Bear Memory Master
Speller Bee

The following would not run from my auto folder (activated after the tests on the software listed above):

Pinhead
UIS II
Headstart

Does anyone know if attempts are being made to get these codes working with TOS 1.6?

177. Creating a file in C

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 14:58:25 UTC
From: jeroen@ruuinf.cs.ruu.nl
Message-ID: <2275@ruuinf.cs.ruu.nl>
Source record: 245020

```
I want to open a file in R/W mode and be sure that it is empty.
Here's how I do this now:

Fdelete(name); (1)
handle = Fcreate(name,0); (2)
Fclose(handle); (3)
handle = Fopen(name,2); (4)

It is remarkably slow. Is there a better way to do it?
If I leave out line 3&4, how does the Atari know I need R/W mode?
If I leave out line 1, won't there be two copies of the file?
If I leave out line 3, wouldn't I get two different file-descriptors?

Please reply by e-mail to jeroen@cs.ruu.nl
Thanks in advance!
--
Jeroen Fokker, University of Utrecht, the Netherlands
```

178. Arcgsh vs CLIs (was Re^3: LHARC ...)

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 15:03:32 UTC
From: ripley@tubopal.UUCP
Message-ID: <815@opal.tubopal.UUCP>
Source record: 245021

In article <1363@atha.AthabascaU.CA> rwa@cs.AthabascaU.CA (Ross Alexander) writes:
]klute@trillian writes:
]>And another reason to use ZOO or ARC: There is ARCGSH
]>available, a program that lets you work with ZOO, ARC and other
]>programs from a GEM environment. [...]
]
]Arcgsh is the best reason I have ever had to install a shell (gulam,
]msh, any keyboard oriented line-at-a-time shell at all). Yes, I was
]using 2.1 and IMHO it's at least 5 times as much work to use as the
]raw commands themselves. Faugh!

As I think, both sides of the medal have their right to exist.

What do you get when running a CLI like Gulam to deal with archivers ?
You can communicate very direct with zoo/arc/whatsoever by directly typing
the appropriate commands as you got used on many other systems. It's
almost like invoking them from the desktop where you also type in the
command options, although most shell's capabilities (histories for example)
allow you a much more comfortable way to do your tasks...

What do you get when running a graphical shell like arcgsh to deal with
archivers ?
Mostly you get a lot of more comfort compared to a regular CLI. The way
you can address the archivers and invoke your tasks is luxurious !
On the other hand this cripples the user-interface a little bit. A program
like arcgsh can't have every command of those modern archivers. They're
just too complex. Even arcgsh with its menus (first choose your base
command then you get a list of possible options and so on) can't do this.
What you get by using arcgsh or somesuch is an interface to use the archivers
in a simple way, which accomplishes most standard tasks. If you're
getting more complex, you get too complex for them very soon. That's
the point when you grab your CLI to communicate directly with the
archiver.

Possibly you don't need this directness every time, and beginners
don't need every option too. If you're not very used to the direct
usage, you probably have finished your task with some clicks before
you remembered the appropriate command and the syntax for it.
Think of this, then think if it's worth it to complain about
graphical shells.

Greetings,
RIPLEY
--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)

D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

179. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 15:29:42 UTC
From: ripley@tubopal.UUCP
Message-ID: <816@opal.tubopal.UUCP>
Source record: 245022

In article <9001050802.AA10246@ucbvax.Berkeley.EDU> so01@dmarum8.BITNET (Thomas Neser) writes:
]2) Is it posible to alter the waste paper basket of gem in the way that
] you can open it again like on the mac to unerase?
Yse it is. A friend of mine has written a little accessory which does this in a certain way. The way he wrote it it uses some undocumented addresses, though. He doesn't have his ST any more, but I can ask him, if he still have the source. I also might have a copy of it, but it only runs on german TOS 1.0 (6-Feb-86)...
As long as you don't turn it on and delete somtehing, it doesn't crash your computer also, which is at least better than most programs which make illegal things...

]2) There is a german TEX running much faster than the pascal one cause
] it's in C. It's possible to run on a 1040er with only one drive, but
] for instalation you need two drives.
Are you talking of S.Lindner's shareware-TeX ? It's really great (I have it up and running), but TeX is surely a pain without hd !

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

180. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 15:50:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200038@inmet>
Source record: 245023

One more vote for Uniterm.....it's great.

```
=====================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
=====================================================================
```

181. Re: Atari's Quarterly Results ($5.4 Mil

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 15:54:00 UTC
From: hedger@inmet.inmet.com
Message-ID: <30200039@inmet>
Source record: 245024

```
Are they serious ????
They sold 98 million dollars worth of stuff and only made
a 900,000 dollar profit ????

Sounds fishy to me.

========================================================================
| |
| Keith Hedger : {...!}uunet!inmet!hedger hedger@inmet.inmet.com |
| 'It is a sad, but beautiful world.........' |
========================================================================
```

182. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 16:13:37 UTC
From: hgm@ccvr1.ncsu.edu
Message-ID: <1990Jan8.161337.7597@ncsuvx.ncsu.edu>
Source record: 245025
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <90006.203352SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>In article <90006.120601JKT100@PSUVM.BITNET>, JKT <JKT100@PSUVM.BITNET> says:
>>
>>In article <678@alias.UUCP>, rhardock@alias.UUCP (Ron Hardock) writes:
>>>
>>> I am also unsure of what computer platform to choose.
>>> Beside the Amiga, other choices I can see are:
>>> - Atari STE/TT (provides a color palette of 4096),
>>> - Atari ATW (provides 16 million simultaneous colors),
>>
>>Maybe, but just take one look at the tiny amount of software that
>>supports this hardware when compared the the rapidly growing Amiga
>>libaries, and you might change your mind rather quickly. :-)
>>
>Sheesh, another commode head.
No need to call anyone names, really. Bad form.

>when are you guys going to realize
>that Apple is the enemy, with the lion's share of the pie, whilst
>you split hairs over the crumbs?
A/V Video, a reasonably decent trade publication that a friend has written for (TV*Text review for one), recently placed the Amiga at having a clear dominance of the desktop video market, based on reader replies. Somewhere in the neighborhood of 47%, I believe. Apple is currently slogging it out with the rest of the contenders. I would never underestimate Apple's ability to change this in the future, however. Also, take note of the "FM-Towns" that are currently the hot thing in Japan. NTSC compatable, with built in CD-V units. All they need is a reasonable operating system ;-)
>I'd put out the rest of my non-existent wad and buy security with
>the Mac II.
Currently, I believe the Amiga offers considerably more for the doller than the MacII, if you are interested in certain applications. It works well in non-broadcast enviroments (cablecasting is okay). You don't really need to spend $10,000+ if you are working with SVHS, or older 3/4" equipment, if all you want are titles, and simple animation capability. Believe me, there are a lot of people who fit into this catagory.
>
>Scott Le Grand "If you like peanuts, you'll LOVE Sci-Fi!"

--hal

--
---
hgm@ccvr1.ncsu.edu "Those that won't innovate, litigate"

netoprhm@ncsuvm.bitnet

183. Re: Amiga Software by Atari!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 16:20:20 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Jan8162020@tweezers.esd.sgi.com>
Source record: 245027

```
>>>>> On 5 Jan 90 19:54:18 GMT, SPLITE@MTUS5.BITNET (Steve Plite) said:

steve> I too would prefer
steve> that they devote their energies to the support of their current line
steve> and the development of future products. I believe that would be of
steve> greater long-term benifit to Atari than insuring that the Amiga has an
steve> an authentic port of Gauntlet...

Depends. If they make a profit selling Amiga software, than that
profit can be channeled into Atari ST development, which is clearly
better than if they hadn't produced Amiga software at all.

steve> BTW, who is "RJ Michal"?

Actually, the name is RJ Mical. He is one of the co-designers of the
Atari Lynx, and also the principal architect of Intuition, the Amiga
user interface.

--M
--

__
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM Entry Systems Division -- Engineering
```

184. PageStream PostScript

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 16:45:57 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan8.164557.24805@cs.dal.ca>
Source record: 245028

I've received several items of mail about my recent posting on PageStream 1.8, and one of the items which came up was failure to generate correct PostScript files. I tried this out, writing to disk and send the files to a PS Jet+, and I find that text files with just Tymes and Helvetica type come out fine, but Dingbats get turned into the Symbol font! I haven't tried to dope this out yet, other than noting that PageStream seems to download the character font rather than using the resident Dingbats (which makes for a huge file, over 50K for one page of Dingbats), but if anyone figures it out please let me know.

I did notice that with Publishing Partner I had to filter the PS file (the one with a *.GEM ending) to put it to a LaserWriter -- I think that the problem was the 0x4 at the beginning, but at least I could get the Dingbats and Symbols printed correctly.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

185. LHARC sources on Sys V

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 17:11:26 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan8.171126.25297@cs.dal.ca>
Source record: 245029

It was great to get the LHARC sources, and they compile without any problem on BSD 4.3, but I need help porting them to Sys V. Can anyone steer me to a source of the routines mkdir(), rmdir(), rename() and ftruncate()? All but ftruncate() seem self-explanatory, but the code is pretty obscure and I imagine that there must be others out there who have run into this problem.

--

Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

186. Re: Genlock inquiry (How many colors?)

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 17:29:14 UTC
From: jmpiazza@sybil.cs.Buffalo.EDU
Message-ID: <15584@eerie.acsu.Buffalo.EDU>
Source record: 245030
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <90006.120601JKT100@PSUVM.BITNET> JKT100@PSUVM.BITNET (JKT) writes:
>Whoa there. Yes, the Mac II has a 16 million color palette, but the
>output only handles 256 colors simultaneously, not all 16 million.

Gee, MINE can show all 16 million -- I assume it's 16; my Control
Panel just says "millions." :-) The 256 figure is true for Apple's
Extended High-Res Display Video card.

>Yes, you may be able to expand this capability, but it will cost you
>a LOT.

Depends on what you mean be "LOT." Apple's card goes for about $450
discounted. The Raster Ops 264 I have was $796. So for only $350 more you go
from 8 bits to 24 bits.

Of course for the same $796 I can get an Amiga 500 and a few extra
goodies. As for my Mac IIx at work, I don't mind the higher price: I didn't
pay for it. :-)

What I'm pointing out is that 24 bit color is not so very
far from reach.

Extra Credit: How about putting an Amiga on a NuBus board and
sticking it in a Mac II?

Flip side,

joe piazza

In capitalism, man exploits man.
In communism, it's the other way around.

CS Dept. SUNY at Buffalo 14260
UUCP: ..!{ames,boulder,decvax,rutgers}!sunybcs!jmpiazza GEnie:jmpiazza
BITNET: jmpiazza@sunybcs.BITNET Internet: jmpiazza@cs.Buffalo.edu

>jkt100@psuvm.bitnet or jkt100%psuvm.bitnet@psuvax1 jkt100@psuvm.psu.edu

187. PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 17:32:47 UTC
From: amc@wlv.imsd.contel.com
Message-ID: <43676@wlbr.IMSD.CONTEL.COM>
Source record: 245031

What's the best PC Emulator for ATARI ST in the 3-4 hundred dollar price range?

How do the following compare?
1) PC DITTO II
2) PC SPEED
3) SUPERCHARGER

188. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 18:04:42 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9001100809.AA18335@ucbvax.Berkeley.EDU>
Source record: 245032

Hi, Happy new year to everyone in netland just a note to make a point and to ask a question.

1) I cannot let the recent discussion on music composition progs go without mentioning Music DTP from Take Control (a British outfit). It is simply what it says real Music DTP, full typographical control, postscript and GDOS output, variable size text/music, full orchestral scores full page view etc. Most importantly the output is brilliant allowing the use of GDOS drivers. The postscript files produced are quite small too. However at the moment there is no midi (though they inform me that this will come soon). I think it is mentioned in Decembers Analog/ST-Log. I have been very happy with my copy and it is contantly under development.

2) There was some mail a short while back on refilling deskjet+ cartridges can people please send me any feedback on this practice and on anyother benefits/problems of using this printer on the ST.

thanks

Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1

189. Anyone know the format of a TOS executable's header?

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 18:34:35 UTC
From: timcc@csv.viccol.edu.au
Message-ID: <3963@csv.viccol.edu.au>
Source record: 245033

I am trying to write a program to dump the header information in a TOS executable, but have come across a problem.

I have two sources of information on the contents of this header, and they conflict.

Source 1 says:

```
1> /* GEMDOS executable file format
1> */
1>
1> /* CP/M-68K header
1> */
1> typedef struct {
1> int c_magic; /* magic number (0x601A) */
1> long c_text; /* size of text segment */
1> long c_data; /* size of initialized data */
1> long c_bss; /* size of uninitialized data */
1> long c_syms; /* size of symbol table */
1> long c_entry; /* entry point */
1> long c_res; /* reserved, always zero */
1> int c_reloc; /* size of data relocation */
1> } header;
```

while source 2 says:

```
2> /*
2> * output format for Alcyon 68K compiler
2> */
2>
2> struct head {
2> short a_magic; /* a.out magic number */
2> long a_tsize; /* # bytes in program text segment */
2> long a_dsize; /* # bytes in program data segment */
2> long a_bsize; /* # bytes in program bss segment */
2> long a_ssize; /* # bytes in symbol table */
2> long a_stksize; /* initial stack size */
2> long a_entry; /* entry point */
2> short a_rlbflg; /* relocation bits suppressed flag */
2> };
2>
2> struct more {
2> long a_dstart; /* address of data segment */
2> long a_bstart; /* address of bss segment */
2> };
2>
```

```
2> #define A_MAGICA 0x601A /* contiguous file with short format */
2> #define A_MAGICB 0x601B /* noncontiguous file, 'more' added */
2> #define A_MAGICC 0x601C /* as MAGICA, but data aligned on 2k */
2> #define A_MAGICD 0x601D /* as MAGICA, but data starts on 0 */
2> #define A_MAGICE 0x601E /* as MAGICA, but data aligned on 4k */
```

Does anyone know which is correct, or is there anything not covered by either? I would also like to know the function of the a_rlbflg field, mentioned by source 1. Surely this information is not "TOP SECRET HAND-KISSING DEVELOPERS ONLY" information? (Add :-) as required.)

(For all the Kopyright Kops out there: keep your hair on; the above information was not accompanied by copyright notices in any form.)

--
Tim Cook Systems Administrator, Victoria College Computer Services

parrot - n. An animal that has the ability to imitate man, but not the intelligence to refrain from doing so.

190. Re: STACY features : Good or not

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 19:40:06 UTC
From: dclemans@mentor.com
Message-ID: <1990Jan8.194006.276@mentor.com>
Source record: 245034

From article <4280005@hpgnd.HP.COM>, by alex@hpgnd.HP.COM (Alexis MERMET-GRANDFILLES):
> Hi , it is me again .
>
> Since STE hardware allows 'hardware scrolling' by setting some video registers,
> I wonder whether the STACY with its TOS1.4 has got the same capability ?
>
> Any idea ?
>
> It would be nice to know a bit more about it before I buy one.
> Thanks.

From what I hear, the current version (the one that just received FCC Class A certification) definitely does not. There are rumours that a future revision to try to pass Class B will have the STE chip set.

dgc

191. Re: Archive-server

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 19:42:24 UTC
From: robert@infmx.UUCP
Message-ID: <3017@infmx.UUCP>
Source record: 245035

In article <1990Jan5.174330.6751@cs.dal.ca> bill@biomel.UUCP writes:
>
>I have a baffling problem with it <panarthea archives> -- I can get it to
> send help and indices, but it never sends the binaries I request. I've
>tried to keep the size of the requests small. Any ideas?
>

I have the same problem. I asked the manager about it, and they
seemed to think that I had a wrong address, but help and indices worked.
I never got bounced mail, but I never got my binaries, either. I also kept
the size of requests small...
Anybody knows "the trick", I would be grateful to hear about it...

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

192. Re: TOS 1.4 and Supra driver

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 19:42:42 UTC
From: dclemans@mentor.com
Message-ID: <1990Jan8.194242.337@mentor.com>
Source record: 245036

```
From article <2248@kodak.UUCP>, by nelson@kodak.UUCP (Bruce Nelson):
> I just had TOS 1.4 intalled in my 1040 and now the ctl-alt-shift which
> keeps the hard drive from booting doesn't work. I have the Supra 3.00
> driver software. Anyone else experienced the problem? Is it a TOS problem,
> a driver program problem, or a hardware (keyboard) problem?
>
> Bruce Nelson

Tos 1.4 is like 1.2 in that there is only a short window in which you
can use the ctl-alt-shift "command". The best signal to look at is
the floppy; as soon as the floppy select light comes on, the keyboard
is set up and ctl-alt-shift can be used.

dgc
```

193. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 19:55:22 UTC
From: katzung@i88.isc.com
Message-ID: <1990Jan8.195522.5078@i88.isc.com>
Source record: 245037

In article <10809@xanth.cs.odu.edu> austin@cs.odu.edu (Jason C Austin) writes:
|In article <21566@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
|>The thing I want to know about Atari, that NOBODY has been able to
|>explain to me so far, is why it seems to be ignoring the US? WHY dont
|>we have good advertising?

A very good question. I get the impression that they are being sabotaged
by stupid internal politics.

| I think the reason is just simple economics from Atari's point
|of view. The ST has had a much better selling rate in the European
|market; therefore, the demand for additional hardware and software is
|higher. Logically, Atari is going to spend most of its advertising
|and distrubution dollars where the demand is. This is unfortunate for
|US ST owners, but the company needs to do what it can to survive.

This seems rather short-sighted to me (nothing personal, Jason). I
believe that advertising in the US would generate substantial demand,
which, in turn, would justify the expenditure. Unfortunately, I don't
think they can start with a small investment. I think they need to
make a BIG splash in order to get attention and get into the market in
any serious way. I sure wish they would.

-- Brian Katzung

Disclaimer: These opinions are my own personal opinions and do not
necessarily reflect those of anybody else.

194. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 20:19:00 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5970@sdcc6.ucsd.edu>
Source record: 245038

In article <43676@wlbr.IMSD.CONTEL.COM> amc@wlv.imsd.contel.com (Allen M. Cohen) writes:
>What's the best PC Emulator for ATARI ST in the 3-4 hundred dollar
>price range?
>
>How do the following compare?
>1) PC DITTO II
>2) PC SPEED
>3) SUPERCHARGER

For little more than $400, you can get a complete XT with a monitor.
So why spend money on these emulators, anyway?

--
What is the Final Outcome for China's current Mainland-Taiwan
Separation Situation? It is:
In China, 1992, Taiwan's Lee Hwan will liberate Mainland!
********** a prediction appearing in Usenet since Sept 1989 *******

195. Re: Window topped?

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 20:50:13 UTC
From: mui@atari.UUCP
Message-ID: <1934@atari.UUCP>
Source record: 245039

in article <1243@diemen.cc.utas.oz>, jmw@tasis.utas.oz.au@munnari.oz (John Williams) says:
>
> Can anyone tell me what is the difference between the two above-metioned
> AES event messages? MWC defines WM_TOPPED as 21 and WM_NEWTOP as 29. The
> only documentation which I've seen make any mention of WM_NEWTOP is Abacus'
> "GEM Programmer's Reference" and it is none too clear on the subject.
>

The WM_NEWTOP message is never being implemented in any of the
TOS releases.

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

196. Atari-ST/printer/terminal for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 20:51:50 UTC
From: cyliax@ea.ecn.purdue.edu
Message-ID: <18740@ea.ecn.purdue.edu>
Source record: 245040
Cross-posted to: misc.forsale,purdue.forsale,comp.sys.atari.st

Subject: Atari-ST and misc. computer stuff forsale/trade

I have the following for sale:

Atari 1040 ST w/Monochrome Monitor $600
BMS-100 SCSI adapter & Western Digital SCSI Controller $100
10Mb & 30Mb harddisks + PS $200

Atari Software (all w/docs)
- WordPerfect 4.1 $75
- Minix-ST $50
- Mark Williams C-Compiler & Debugger $50
- Modula2 Development System $25
- Lattice C-Compiler/Assembler $20
- Spreadsheet & Plotting/Presentation Software $20
- misc. atari books (GEM, Internals ...) $20

All together $1000

NEC LQ thimble printer w/tractor and extra thimbles $200
Serial and Parallel interface

Wyse 30 Terminal $150

These prices are not cast in concrete/iron, so make an offer. I would
also consider trading for the following items:

- Multibus Unix Box :-) or boards
- Pentax 35mm Photo equip. (Pentax LX Body, lenses, etc.)
- Harddisk & Controller for Tandy 1400LT
- 6-8" Celestron/Maede Telescope (or a C-90)
- Telebit T2500 Modem

/* Ingo Cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu Work: (317) 494-9523 *
* cyliax@pur-ee.UUCP Home: (317) 474-0031 */

--
/* Ingo Cyliax ECN, Electrical Engineering Bldg. *
* cyliax@ecn.purdue.edu Purdue University, W. Lafayette,IN 47907 *
* ing@cc.purdue.edu (317) 494-9523 *
* cyliax@pur-ee.UUCP */

197. GNU-Emacs 18.55 Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 20:57:32 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2056@sbsvax.UUCP>
Source record: 245041

Hi!

Now it is ready! The new version of GNU-Emacs 18.55 is posted to the binaries group. It is 22 parts. So if your machine has a small expiration time, you can start looking out for this package. The program will run on machines with 1 MB, but only if you are an absolute emacs fan. After a small patch you can get 200 kB free for editing on an otherwise empty 1040 ST (with gulam). I'll post now temacs and the binaries needed to produce a running emacs (18.55). The lisp sources and C-source diffs will be posted later. You may need more than 1 MB to dump emacs (i dumped it to a 500 kB RAM-disk on a Mega ST2) and the dumped executable is then 520 kB. What you get is a full port of GNU-Emacs enhanced with mouse-support minus processes (can't work without multitasking). The editor will start up in 4 seconds from a hard-disk (packed executable in 11 sec).

- Edgar

Here is the read_me file of the package and the contents of gnuemacs.zoo:

Archive gnuemacs.zoo:
doc-18.55 abbrev.elc atari.elc buff-men.elc c-mode.elc
dumpfix dumping.txt files.elc fill.elc help.elc
indent.elc isearch.elc keypad.elc lisp-mod.elc lisp.elc
loaddefs.el loadup.el page.elc paragrap.elc paths.el
register.elc replace.elc simple.elc site-ini.el site-loa.el
st-mouse.elc startup.elc subr.elc temacs text-mod.elc
version.el window.elc bytecomp.el dired.el dumpfix.c
header.el novice.el read_me shell.el st-mouse.el

GNU Emacs 18.55 Atari ST

1. Filename Syntax

All filenames inside of emacs use the unix syntax ('/' as directory delimiter). To specify a drive name you can either use '/dev/X' or '~X' where X is the drive letter. In the path replace all occurences of '\' with '/' (no slashes are allowed inside of filenames). As usual in unix '~/' means the directory '$HOME/' (HOME is an environment var).
Alternatively you can use the 'st-mount-drive' command to specify a mounting point for a specific st-drive. To access drive A: as /disk and drive C: as / you can do the following: 'M-x st-mount-drive<Return>' 'A<Return>' '/disk/<Return>' and the same for drive C. You can also write in your emacs.rc file: (st-mount-drive "C" "/").

2. Termcap

Emacs uses the termcap library. You can specify a terminal name in the env-var TERM (default is 'atari') and a termcap file or an entry in TERMCAP (default is '/etc/termcap'). The termcap entry (or the entry in the file corresponding to TERM) has the same syntax as in unix. A sample file is included. If you have some enhanced terminal emulator for the ST (for example the X_VT52.PRG) you can use its features (underline, colors). If you are using emacs over a serial line from another machine and you get a hangup (carrier high -> low) the program is finished (after an auto-save). The only problem with using emacs over a serial line is the number of lines and columns. They don't come from the termcap-entry but are read from negative line-A variables.

3. Environment Variables

You can set the environment vars with the 'setenv' command in your favourite shell or you can initialize it for the desktop with GEMBOOT.PRG. The lisp code of emacs is loaded from $EMACSLOADPATH (default is '/usr/lib/GNUemacs/lisp'). The documentation and info dirs are: '/usr/lib/GNUemacs/etc' and '/usr/lib/GNUemacs/info'.
The variable EMACSLIB overwrites the default value for the lisp-library-dir, EMACSDOC is the same for the documentation.
To support 'add-log.el', you can set some variables to identify your machine and yourself:
USER or LOGNAME is your user-name (as on unix)
FULLNAME it's you full name (of course :-)
SYSNAME is the name of your machine (default: st-tos)
Environment variables are expected in unix-format. In gulam you get this with 'set env_style=mw', in master 'setenv UNIX [n]' with [n] > 0.

4. Special Files

At startup time emacs loads $EMACSLOADPATH/loadup.el and this loads $EMACSLOADPATH/site-ini.el, then ~/emacs.rc or $EMACSLOADPATH/default are loaded. To inhibit the last step, you can use 'emacs -q'.

5. Functions ommited in this Version

All functions dealing with the user-id, dumping of emacs (which would at least be very difficult in TOS) and asynchronous processes.

6. New Functions

Not new but a different implementation has call-process. This is essentially a system()-call (via _shell_p) to the running shell. The output (and input) for shell-commands is redirected in (and from) files if the variable shell-tmpfile is non-nil. If this is nil a feature of my favourite shell Master is used, namely redirection of the output in the shell-variable SHELL_OUTPUT via '==>'. In addition the new function getvar is used to get the value of such a shell variable into the emacs environment. The function time-to-string converts a time pair as given by file-attributes into a human readable string. If you suspend emacs (either by pressing ^Z or using 'suspend-emacs') the running shell is invoked with '-i' as single parameter (gulam is called with 'ue', the craft-shell with 'sh'). You can go back to emacs with the 'exit'-command of your shell (gulam: ^Z or ^X^C).
ST-specific functions start with 'st-'. You can switch on mouse-support with

'st-enable-mouse' (switch off with 'st-disable-mouse'). See also "st-mouse.el".
The file "shell.el" has implemented a shell-mode as a first try. In master you should set 'varsize 50000' (or another large value) to get all output.
Sometimes if the shell sends escape-sequences you may need to redisplay the screen with ^L. In gulam you should set 'st-shell-tmpfile' to a filename on a RAM-disk to speed up execution. The command 'call-process-on-region' seems not to work under gulam (it always wants to read from the console).

7. Keyboard

The Alternate-key is used as emacs' Meta-key. The function keys, the keys on the cursor block and those on the numeric keypad have ESC-sequences assigned which start with ESC-# and then follows either the ascii or the scan code returned by the key. The escape sequences are different when you press Alternate at the same time. The file 'atari.el' contains some sample key bindings for those keys.
Alternate is only accepted if meta-flag is t or your termcap-entry has the xm capability set. Instead of Esc-# the function keys start then with M-# ('#'|0x80). This is invaluable in incremental-search.

8. Memory requirements

Emacs was designed for computers with (nearly) unlimited virtual memory. Since the program crashes very fast if you have no more memory, you should obey the 95% warning. The actual version uses the whole system-memory from the end of BSS until it's own memory top for malloc and the stack (alloca). The warning is only given by malloc. You can ask about your free memory with 'M-Esc data-bytes-free'. At file-offset 366828 is the variable system-heap (default 00 01 90 00 = 100 kB), which tells the program how much space it should leave for the operating system (and so the shell). On a Mega ST4 you can enlarge this value. With 1 MB main memory, you can set this to a few kB. You can do this with a disk monitor (hint: the above sequence of 4 hex bytes appears 2 times in the whole file temacs).

9. Creating a dumped Version

You need two different memory dumps to get a new (relocatable) emacs. The dump files will be ~500 kB large. The running emacs is 520 kB (380 kB packed).
Please see the file dumping.txt for instructions how to dump temacs and produce xemacs (= emacs). And please: ask me if you have any problems (E-Mail address is below)! This was the most tricky part for me too!

10. Misc

Emacs recognizes extended argument passing with the xArg protocoll of Dale Schumacher. The modified system vectors (address error, VBL queue and etv_term) are marked with "XBRA" & "GNUC". Because the routines for the keyboard interrupt are very time critical, emacs shares the routine with other programs (if they are started before emacs and the version number is the same). Emacs has been crosscompiled for Atari ST on a Sun 3/60 with the GNU-C compiler version 1.35 and also compiled on a Mega ST2.

Edgar Roeder

E-Mail: roeder@cs.uni-sb.de
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

198. Atari Mega II System For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 21:15:14 UTC
From: cbz@cbnewsm.ATT.COM
Message-ID: <8361@cbnewsm.ATT.COM>
Source record: 245042
Cross-posted to: comp.sys.atari.st,misc.forsale

A friend of mine would like to sell the following system:

CPU: Atari Mega II ST (2M RAM)
Monitor: Atari SC1224 Color
Hard Drive: Atari Megafile 30
Software: Much PD stuff and the standard included packages
Purchase Date: September 1989
Condition: Everything in excellent condition
Price: $1800 negotiable

For any inquiries please contact the seller, not me. He is
Bill Barnes at (215) 679-7524 (Allentown, PA area).

* Craig B. Ziemer %% DISCLAIMER: AT&T does not *
* AT&T Bell Laboratories %%%%%% officially support what I *
* Reading, PA %% just said, in fact, they *
* UUCP ADDRESS: alux6!cbz %% rarely do :^) *

199. Re: Need Mouse Info

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 22:07:22 UTC
From: cowie@b11.ingr.com
Message-ID: <7051@b11.ingr.com>
Source record: 245043

In article <1782@mrsvr.UUCP>, krieg@jupiter.uucp (Andrew Krieg) writes:
> My mouse is dying and I need to replace it fast. Can anyone recommend one
> of the 3rd party mice (I've seen a cordless, and another one by some company
> whose name slips my mind) or should I stick with the Atari. I have seen
> Atari mice manufactured in Taiwan and Hong Kong, and I've heard they were
> also made in Japan. Is one better than the other? I had a Tawainese one,
> and it has acted up all along. I think wires are crossing inside the main
> cable. The arrow moves in the opposite direction of what I want, sometimes.
> I shake the cord a little, and it will work OK for a short time. Can I
> cheaply replace/build a new cable?
>
> Any info on any of the above questions would be greatly appreciated.

Andrew, I had the very same problem with my mouse. If you have a
soldering iron it is easy to fix. Just open up the mouse and find the
little infra-red transmitters and receivers on opposite sides of the wheel.
The problem with mine was that one of the receivers wasn't quite lined up
correctly with the transmitter (must'v gotten jarred) so I melted the solder
and just 'reseated' it on the board. Works fine now. Good luck!

200. Re: media change problem with Toshiba drive - SOLVED!

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 22:20:11 UTC
From: landry@enginr.dec.com
Message-ID: <7294@shlump.nac.dec.com>
Source record: 245044

In article <1990Jan5.103650.28987@gdt.bath.ac.uk>, exspes@gdr.bath.ac.uk (P E Smee) writes...
"
"Chinon drive mechs (some models) had this problem. The cure for the
"affected Chinon mechs (which I'll describe in case it helps find a fix)
"is to open the disk drive and have a look around. (KEEP YOUR GREASY
"FINGERS AWAY FROM THE DISK HEADS AND ACTUATOR.) The mechs had two
"adjacent and identical push switches. One was the write protect
"switch, pressed down when you insert a disk with the protect window
"closed. Next to it was the 'disk present' switch, pressed down when a
"disk is inserted. (You can see which is which by putting a disk in
"while you've got the mech opened up.) The cure was to put a jumper
"across the pins of the 'disk present' switch, so that the drive always
"thinks there is a disk in. Those mechs only report 'write protect' if
"there is a disk in -- if they always think there is a disk in, then
"'write protect' does the right thing when there isn't one. (Sounds to
"me like, for your mech, you'd need both to nobble the media-change
"diode, and the 'disk present' switch.)
"

This worked fine on the Toshiba drive. The difference was that
I had to cut an etch going to the switch to keep it open instead
of jumpering it. (Think that affects my warranty? :-)) The
diode is not needed with this fix.

Jumpering or adding a diode between pins 2 and 28 doesn't work
with this drive 'cause of the way the disk change signal works.
It goes active when a disk is removed but isn't reset until the
heads are moved. (gated with drive select of course) So - if you
try to write to a disk that was just reinserted, the ST reads
the directory from track 0 but does not move the heads. Since
disk change is still active, if 2 and 28 are jumpered, the disk
will appear to be write protected.

I had a two gate fix figured out but the change suggested above
is much more elegant.

chris

201. reset botton problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 22:34:47 UTC
From: piner@pur-phy
Message-ID: <2979@pur-phy>
Source record: 245045

Howdy folks. I have a small problem and I was wondering if anyone knows of a fix. I got a used 1040st for my nephews this christmas. The machine runs fine. But, it locks up when the reset button is pushed. The screen goes blank, the disk drive does not come on, and the power supply makes a high pitched hum. Cycling power gets the machine restarted. In normal use, this situation would almost never come up. But, my nephews would like to switch back and forth between OS9 and TOS. Does anyone know what the problem might be. Anyone fixed it?

While I'm here, I have a helpful hardware hint of my own. When I was looking in the machine, I noticed that the screws holding down the power supply were loose. They were striped out. Who ever had been there before me had turned them a bit too hard. The ST sure wasn't made to be worked on. Anyway, I got a 5-40 tap and tapped the holes down to the bottom. A couple of 5-40 screws about a half inch long worked well. Now a least the power supply is secure.
R. Piner

202. Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-08 23:50:46 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1513@castle.ed.ac.uk>
Source record: 245046

The author of a commercial animation package, Aegis Animator recently obtained the rights to his program and re-distributed it in the public domain ('cos he figured he would make just as much money!). The public domain version is called Ani-ST. It'd be a nice thing to have, it used to cost 80 quid (erk!).

Has anyone got it? And if they do how about sending me a copy or putting it on terminator or some other archive, pleeeease...

Btw, I've been looking around the archives for a few months but have never seen Toy Prolog. Toy Prolog is a much better implementation of DEC-10 Prolog than Xprolog (at least better than the version of Xprolog I've got). I've used TOY with much success (it's even got DCGs). It's kinda slow but it's worth a look - any takers?

Happy New Year!

Mark Davidson.

203. test

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 00:04:51 UTC
From: ucsd!sdcc10.UCSD.EDU!cs161fca@trout.nosc.mil
Message-ID: <1120@crash.cts.com>
Source record: 245047

```
test
```

204. Atari dealers in central NJ

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 00:28:11 UTC
From: mikes@pedsga.UUCP
Message-ID: <1074@pedsga.UUCP>
Source record: 245048

I was wondering, what is the best way to find some Atari dealers
in central New Jersey? Is there a number I can call at Atari
to get this info; or perhapps some netters can help?
Thanks!

- Mike.
--

Mike Shulman <Insert your favorite disclaimer here>
UUCP: princeton!rutgers!petsd!pedsga!mikes
Internet: mikes@tinton.ccur.com

205. GFA Draft Plus

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 01:03:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001101911.AA23785@ucbvax.Berkeley.EDU>
Source record: 245049

Hi

Is anyone familiar with GFA Draft Plus? It seems to have a
problem showing levels. The current (working) level displays fine
but the background levels are plotted on the upper right hand side
of the page (not the window) and are scaled down about 8 times.
The same feature on the older GFA Draft worked fine. Any ideas?
Thanks in advance

Real World: Jason Steiner
Network: STJLHI33@WOOSTER.BITNET
CIS: 76605,3336

206. GFA Draft Plus

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 01:03:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001091513.AA13707@ucbvax.Berkeley.EDU>
Source record: 245050

Hi

Is anyone familiar with GFA Draft Plus? It seems to have a
problem showing levels. The current (working) level displays fine
but the background levels are plotted on the upper right hand side
of the page (not the window) and are scaled down about 8 times.
The same feature on the older GFA Draft worked fine. Any ideas?
Thanks in advance

Real World: Jason Steiner
Network: STJLHI33@WOOSTER.BITNET
CIS: 76605,3336

207. Re: 520 ST upgrade to 2.5 Meg

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 04:27:22 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <25743@cup.portal.com>
Source record: 244901

> I am not too familiar with the innards
> of my machine, and after talking with some dealers I am even more confused.

I don't blame you; they don't understand them, and they have
an unbelievable ability to pass on their confusion to others.

> 1) Can the ease of upgrading the memory be dependent on which version of
> TOS I am running, or are these entirely separate issues?

They are totally separate issues.

However, TOS V1.4 is more _convenient_ to use with large memory
machines, because it does not insist on clearing all free memory
at image activation time. There are patches that alter this
behavior on older versions of TOS.

> 2) One dealer says it will take three weeks, another says it takes an
> hour (and his cost is better too.) However, after 6 weeks the chips
> are not in yet. Other dealers confirm that the chips are hard to
> get. There is no dealer in the S.F. Bay Area that can do the work
> *now*, mainly because the chips are not available. Is this normal?

Ah, so you want the _dealer_ to do it for you. Not an unreasonable
attitude.

"The chips are hard to get"? You _must_ be joking. I live in the
SF Bay Area, and I just upgraded my machine (1040STf) to 2.5
megabytes. I bought a Z-RAM 3D from San Jose Computer, and
1 megabit low-power CMOS DRAMs from Fry's Electronics in
Sunnyvale. Both were easy to get (one afternoon) and install
(took me about a day).

> 3) One dealer said that in January there will be a board that will
> accept plug-in memory chips. Is this really true? Will it really
> be in January (1990)?

Come now. See above.

> 4) Where can I get the chips, assuming I will have to get them myself,
> and dealers don't have them?

Fry's advertised price, 1 Mb/80 nS DRAMs: $8.99 each.

> 5) What sorts of things can go wrong during this procedure, and how can
> I test it afterwards? (I assume by reading & writing to the highest
> memory location???) I am conversant in assembler if the answer to
> this requires such.

Well, unfortunately many things can go wrong.

The expansion board I used came with two diagnostic programs: one
a simple tester, and the other is an exerciser.

It also came with a LOT of troubleshooting information, including
scope, multimeter and logic probe tests.

Oh, I forgot to mention: the documentation says the company will
do the whole schmear for you for $30, and return your ST to you
in 72 hours. And they're in southern California, not too far away.

> Guy Ridley

Henry B. Messenger | Suspended in Ethernet
henry_burdett_messenger@cup.portal.com |
Opinions expressed are my own; I have no connection to the above companies
except as a satisfied customer

208. Cartridge port connectors

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 04:29:44 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900108.22294364.040310@SFA.CP6>
Source record: 244902

Hello all,

Does anyone know a U.S. source for project boards and connector
pieces that will fit the cartridge port. I don't want to mention my
experience at a local Tandy store when attempting to describe the size
of the trace runs and their spacing. (Uh, if you want to hear something
REALLY funny, ask a Tandy store if they have a socket that will fit a
68000 chip--never mind...sigh).
At any rate, a U.S. source would be appreciated. Thanks!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

209. Need help with $A00E:Copy Raster Form

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 05:39:35 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5307@bgsuvax.UUCP>
Source record: 244903

Over X-mas break I finally got a chance to do some serious work with
my ST and have had a lot of success however I'm having trouble with the command
of A00E. The description in ST Internals leaves a lot unanswered. Could
somebody please tell me what goes into the appropriate arrays. Also, is there
a significant enough speed increase with this routine as opposed to writing my
own routine? Thanks in advance.

```
*******************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*******************************************************************************
```

210. Xbios dosound command

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 05:47:43 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5308@bgsuvax.UUCP>
Source record: 244904

I've been working with the Dosound command using 68000 and have been running into a little problem. Is there any way to get the sound to continue without automatically shutting off? The only solution that I can find is to set up an interrupt to take care of the sound. I believe that I accessed the Yamaha chip directly when I was experimenting with Supervisor mode and still got the same results. I liked my old Atari when the sound didn't change until I tould it to. Thanks in advance.

```
*****************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*****************************************************************************
```

211. ST-World/usenet&genie

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 06:19:31 UTC
From: dsmall@well.UUCP
Message-ID: <15428@well.UUCP>
Source record: 244905

In the interests of heading off some useless notes, I need to point out that a future issue of ST-World has an article on the USENET->GEnie link. This article was written FAR in advance of the flamewar here, way before it was closed down (it is STILL down, okay?). Articles have to be written far in advance because of the necessities of printing and distribution.

Most of the readers, I think, that have seen this stuff will understand that it's dated material; I wanted to make it clear to the rest that the material *NO LONGER APPLIES*. Please, no "rape of usenet" style flames!

It may be of interest to note that GEnie has told me they are quite interested in a 2-way link (a 1-way isn't wanted), good 2-way email, and a complete lack of copyright hassles. GEnie has a compilation copyright, but as they put it, what's the point of it when USENET is doing the compiling, and not only on their system, but thousands of others, in nearly the exact same format?

Putting it mildly, the depiction of GEnie as profit-mongers interested in mass-rape-of-USENET-notes is false. I hope to post an official reply from GEnie to this phantom stuff shortly which will confirm what I'm telling you -- basically, they want to do what WELL and PORTAL do, just offer another service to their subscribers. And anyone who can read an ad knows they're not gouging; as for me, I pay WELL happily, and get irritated when someone tells me I shouldn't even have the option to pay such money.

I realize I sound defensive, but you've got to realize I spent pre-Christmas having accusations with nearly no ground in fact flung at me, being threatened, and so forth.

Anyway. In summary, the ST-WORLD article is OLD NEWS, was written BEFORE any of the flames here, and DOES NOT REFLECT WHAT'S GOING ON NOW. (It's largely future tense anyway, and partly a technical description.)

-- thank kew, Dave Small / Gadgets by Small

212. C, loading fonts problem part II

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 07:12:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <F7F1A7E366DF601455@UBVMS.BITNET>
Source record: 244906

sorry, I didn't mean to include the entire source and in a post by itself, that was an accident. Well, anyway the problem is that for some odd reason after the call to vst_font, addfonts and c both become zero and I have no idea why. Also, after it displays the system font, it bombs out with 2 bombs, but if I run it again, it will increment c from where it bombed out (e.g. if it bombed out with c=2, if I run it again right after, it will increment and c=3). I'm using Sozoban C 1.2 Dlibs 1.2 GemFast 1.3 G+Plus 1.3 a unmodified (unfortunately, I could use more memory) 520STfm. Is my problem with C, VDI, GDOS or what?
This code is modified from the Compute book on VDI (it didn't work as written either)

John
v067majp@ubvmsc.cc.buffalo.edu

213. Re: Changing Rez: What we _really_ want to know

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 10:21:21 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <715@nikhefh.nikhef.nl>
Source record: 244907

In a previous article A. Pratt comments about that the terminate
vector should only be used to terminate. There are exceptions to
this!!!!!!!!
A good editor that runs from a good shell (a shell which has installed
an emergency break, so that a child process can be stopped) should
not be killable. See for instance vi under UNIX. Ctrl-C won't kill
it.
The problem is that Atari has no proper way to kill a child process,
so kludge methods has to be made to make GEMDOS believe that the
child itself asks for termination. After that there are some
children that don't want to be killed. This can be done rather
easily. Make a routine and install it as termvector. The whole
routine reads:
unlk a6
rts
This causes a return from the term routine in GEMDOS before
it starts cleaning up (I can hear Allan already.....).
Of course it would be much better if Atari would come up with
some standards on how to do this in a conventional way, together
with a proper way to kill processes that don't produce output
via GEMDOS. Using the environment seems to clumsy because it
has to be checked before the kill command (Pterm) is given,
which means that the environment has to be checked from an interrupt
routine. That isn't nice.
A reserved variable in the low memory globals would be better.
It the variable is zero, the process may be killed.
A second variable/flag could indicate whether the Atari is going
to kill a process safely (for instance only when the PC points to
an address inside the memory of the process).
Sounds like some work for Allan to make up a good scheme.

Jos Vermaseren
t68@nikhefh.nikhef.nl

214. Monitors, Music, Spreadsheets.

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 10:38:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9001100809.AA18351@ucbvax.Berkeley.EDU>
Source record: 244908

Happy New Year, 16 Bit Chums!

Three things today - please reply to me by email if possible since my receipt of info-atari16 is gappy and prone to weeks of delay...

1) I have a new SM124 which seems to me to be slightly fuzzy, or at any rate fuzzier than the one in my office. Before I start asking the dealer about this, as this is already a replacement for the faulty one first supplied, I thought I'd ask "Is there any way of adjusting the beam focus inside the unit?"

2) Does anyone have any recommendations for a Music Printing package for the ST? Specifications are a) qwerty input (not piano keyboard)
b) output to HPLJ+ or HPGL or PostScript file
c) Must look very good!!!
d) Initially needed for Piano music so at least two staves, plus text inclusion.
I don't want any fancy synthesiser driver or Midi wunderkind, just nicely printed music. Any ideas, folks?

3) I asked a while back about spreadsheets...here is the summary..

BUY LDW POWER.

Well, that's all folks. Hope to hear from you.

Jan Ameij,
Department of Applied Metaphysics,
Oxford University.

ameij % uk.ac.oxford.vax @ how.the-hell.you.get-to.janet

215. Atari ST books

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 11:04:43 UTC
From: noonan@prlhp1.prl.philips.co.uk
Message-ID: <1040@prlhp1.prl.philips.co.uk>
Source record: 244909

I am just about to buy an Atari ST for developing C programs for both
graphics and windowing applications.
Can anyone tell me of any good books (not for beginners) on

1) detailed technical workings of ST

2) applications development on ST

Thanks

Lee
--
Lee Noonan Philips Research Laboratories, Redhill, Surrey, England
noonan@prl.philips.co.uk

216. How much memory ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 12:42:02 UTC
From: jackin@vehka.uta.fi
Message-ID: <790@kielo.uta.fi>
Source record: 244910

I need to know how much memory I have for my program
(tries to simulate neural nets) to play with. I have used
something that gives me the biggest block available, but couldn't
find a way to get the whole memory (Mega 2).

I am using FTL modula-2, which has all the standard libraries
with usual naming. I think I can cope with C-code.
I need the information before 15.1.(1990 ;-)

Thanks,
MM.

217. Make laser printing faster

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 12:49:54 UTC
From: jackin@vehka.uta.fi
Message-ID: <791@kielo.uta.fi>
Source record: 244911

There has been a lot of talk about SLM 804 and other laserprinters. SLM wins due to DMA-to-SLM - connection (in speed). Is it possible to make other lasers faster by making a DMA-to-'whatever fast slot there is' - connection. Atari's centronics is supposed to stop at 19.2 Kb, but how fast can Laserjet's centronics do ? There are other slots in lasers too, don't know if they are any use. Maybe somebody with more technical knowledge could tell if it is possible.

By the way, I read in 1/90 ST Magazin that a group of developers from Stuttgart are making a Appletalk-emulator (due out 1st Quarter -90). As a bonus it should include full Mac-sound (sound comes through your own hifi-equipment). You may try to get more information at

Fearn & Music
R{merstrasse 21
7000 Stuttgart 1
W. Germany

(at least they advertise : 'Demn{chst: AppleTalk hardware Emulation').

MM.

PS. Thanks to all who responded to my questions concerning GCC, I finally got it. I couldn't get my thanks through (our sun has been a bit hazy last couple of months)

218. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 13:32:19 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan9.133219.21593@cs.dal.ca>
Source record: 244912

In article <5970@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu ( ) writes:
>
>For little more than $400, you can get a complete XT with a monitor.
>So why spend money on [PC] emulators, anyway?

Good point. I bought a 9.7 Mhz NEC Multispeed for just $640 US recently, which not only is a perfect emulator, it permits true multitasking (I run it at the same time as the ST). However, when my PCditto upgrade board arrives I plan to install it in an ST with a colour monitor, since colour is expensive even on the PC.

For what PCditto costs ($200 for the upgrade) it is probably worth it, but I agree that there is probably not much value at today's prices in buying a PC emulator from scratch.
--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

219. What was that number again?

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 15:03:29 UTC
From: dmb@TIS.COM
Message-ID: <9001091503.AA01366@TIS.COM>
Source record: 244913

Could someone mail me the internet address (numbers) of
panarthea[.ebay].sun.com? Our mailer can't find it, and I'd like to
post a little screen saver program to atari-binaries.

Thanks in advance,
Dave Baggett
(dmb@TIS.COM)

220. TEX

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 15:12:40 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001091512.AA13601@ucbvax.Berkeley.EDU>
Source record: 244914

Hello netters,
i don't know much about this tex, but it's from a guy named Stefan
Lindner in Fuerth near Nuernberg. A friend of mine has bought tex,
bibtex and metafont (of course latex too) for 30 $. I don't know if
it's available via net, but it would be fine. If someone is interested
i can mail it.
E-mail appreciated to so01@dmarum8.bitnet.
Thomas Neser , SFB3, Universitaet Mannheim

221. opus 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:16:03 UTC
From: SCHMIDTM@CMR001.BITNET
Message-ID: <900109.11315763.061000@CMR.CP6>
Source record: 244915

I've been trying to make opus 2.2 function properly, but ran
into several snags. Has anyone been able to make a proper
complete installation?

Here are the problems I ran into:

-I'm on a 1040st, single drive, and have both GDOS and G+PLUS.

To begin the installation, I re-installed GDOS for the
Epson FX-80.

Now, the first problem was that ASSIGNER.PRG refused to accept
the newly-created ASSIGN.SYS file as valid; it said that it was
a bad file or had more than 2000 lines in it. This same ASSIGN.SYS
file worked well with both GDOS and G+PLUS.

I decided to let it go, because the OPUS install docs said that
this was only to make sure that we had a 1:1 correspondence
between screen and printer fonts, and I had that (I think).

After that I tried running FONTWID.PRG. It took a while to
discover that I always had to have the GDOS disk as A:, and
the OPUS disk as B:, but after a while it ran ok.

Now, when I loaded OPUS, I got the same error as several other
people reported earlier, i.e. OPUS says that the screen fonts
don't match the printer fonts, and won't enable charting! Ugh.

Anybody out there got any ideas? HELP!!

222. Re: Physbase vs Logbase

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:18:02 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <21054@pasteur.Berkeley.EDU>
Source record: 244916

In article <19900107151543.2.JRD@CORD.SCRC.Symbolics.COM>
jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:
>Can anyone tell me what's the difference between Physbase() and
>Logbase()? When can I expect them to be the same/different?
>
>Thanks in advance...

jrd,
These are the same under normal operation, but they _mean_ the following:

char *Physbase() returns the actual location of the screen in memory, where the
display hardware goes looking for screen data when it wants to draw the screen.
Note that you can set the Physbase with certain alignment restrictions on
the ST, but in the STE and TT these restrictions (page boundries I believe)
have been lifted.

char *Logbase() returns what the VDI thinks is the screen location in
memory, which, under normal operation, will be exactly the same as Physbase.
It's useful to change Physbase so that you can build your screen on the
side (without the user seeing the drawing in action), and then flip the
screens to show the user a completely new screen.

So, for page flipping for animation, you'd be using
Setscreen(log,phy,res) with res set to -1 to indicate no change, and
log and phy set appropriately to draw to one virtual screen, and look
at another, and look at a new one and draw to the old...

Hope this helps!
--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

223. Silencing your SLM Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:24:03 UTC
From: hafer@tubsibr.uucp
Message-ID: <1990Jan9.162403.16482@tubsibr.uucp>
Source record: 244917

This is a late followup to the nearly-forgotten discussion about having to keep the SLM laser printer running because the interface needs the power supply... a neat, low-tech solution was suggested to me recently: Just open the back cover. (The printer will be offline, of course, and you'll have to wait a moment before printing after closing the cover.) Haven't seen this mentioned here. I don't think it voids your warranty...

224. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:32:30 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <18107@umn-cs.CS.UMN.EDU>
Source record: 244918

In article <9001091511.AA13450@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (Marcelino Bernardo) writes:
>You're dead wrong on this one. The Mac II series does provide for 16.7
>million colors. Whether you get it or not depends on the video display
>board installed on the Nubus. In front of me is an ad from Radius for
>their DirectColor/24 which can simultaneously access every one of the Mac's
>16.7 million colors. They also make a 16-bit board (32,768 colors simul-
>taneously) and 8-bit board.

Now let's see, what sort of video display unit do we need? 16 million colors displayed simultaneously would imply 16 million pixels, or a resolution of 16000 x 1000 pixels, or 8000 x 2000 pixels, or 4000 x 4000 pixels.

Considering that such video display units do not appear to exist in the real world today (if you _do_ know of one, by all means give the address of the vendor -- and the price!), I highly doubt that there is a display which can show all 16 million colors "simultaneously".

As an aside, consider that each pixel requires 24 bits (or 3 bytes). The DISPLAY MEMORY alone would be 48 megabytes in order to display 16 million colors "simultaneously".

What can we therefore conclude? Although 24-bit Color is possible on a Macintosh, using non-Apple hardware, there are no Macintosh computers which can currently display 16 million colors on screen simultaneously. The standard operating system limit is 256 (ie. buy Apple monitor and RAM card). In order to be able to display 16 million colors on screen at the same time would require investment in 48 megabytes of memory (at $100 / meg this is about $5000), AND use of a video display with a minimal resolution of 4096 x 4096 pixels. I expect that the display would cost more than the memory (by a long shot).

-- David Paschall-Zimbel

On second thought, the display device probably does exist -- given all of the wondrous CAD/CAM systems which one can purchase ... but then why bother with a Macintosh when the 'real thing' probably doesn't cost much more?

225. Quantum fixed

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:34:42 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5269@blake.acs.washington.edu>
Source record: 244919
Cross-posted to: comp.sys.atari.st,comp.sys.mac

For those interested in the solution to my
intermittent powering down of my Quantum 80S:

THe lubricant surrounding the actuator arm
is rendered ineffective due to various
circumstances including certain conditions of
humidity and dust. The fix is a chip produced
by Quantum that can be installed by your dealer
that forces a random seek across the platters
during periods of inactivity. Apparently the
Seagates already do this.. and the "new" Quantums
come with the chip fix.

So far, i have had my drive running flawlessly for 14 hours..
seems to have done the trick.

THought i'd mention the GREAT service given by MacLand in Tempe, AZ.
They recieved my drive on Thursday morning, made the chip insertion
and ran a test.. had it mailed out THAT DAY Fed express 1-2 day delivery.
Can't ask for better service! ALso, Jay Denton, one of the techs, was
very concerned and helpful.

Apparently, the problem I had is rather common... so if
your Quantum starts failing to read/write due to a spin problem..
you may investigate the possibility of getting the rom chip (v. A200)
from your dealer.

-kevin
ramsiri@blake.acs.washington.edu

226. Multifinder on GCR

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 16:44:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001100809.AA18364@ucbvax.Berkeley.EDU>
Source record: 244920

My 4 meg upgrade board (FrankenSTein) for my 1040ST just arrived and another user upgraded his Mega 2 to a Mega 4. Both of us are GCR users (hey Dave, do I send back my Gamma test board or just keep it as a momento?). I read on the net that multifinder is now stable in an as yet unreleased version of the GCR software. When will the GCR stable version be released? With 4 megs, it would be great to use MF under GCR.

As yet, I have not seen any feedback on the net re: codes I could not get to run on an STE. Is the mailer slow or doesn't anyone have info? Hey Atari, anyone have a demo code to show of the STE's graphics and sound? How about a decent manual for the STE instead of an addendum sheet? Does anyone at Atari know why a save desktop in medium resolution still results in a boot to low res on an STE?

Finally, I have STs running with OMNIMON multisyncs - they're great!

227. CAD 3D

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 17:11:27 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <18388@dartvax.Dartmouth.EDU>
Source record: 244921

I have Cad 3d (v1.0) and the Cad 3d printer/plotter driver package. I have access to a plotter at work connected to an IBM. I would like to print my plots there. If I can get the plots in HPGL I can bring them to work and print them.

Problem: the plotter driver does not allow saving to a file.

I tried using barrel to capture the plot info but I guess it assumes the plotter in on the modem port. Any know how to convert a Cad 3D file to HPGL?

228. Elite!

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 17:19:03 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <18389@dartvax.Dartmouth.EDU>
Source record: 244922
Cross-posted to: comp.sys.atari.st,rec.games.misc

I finally got around to playing Elite! Great game. I have been playing for a week and I have finally gotten all the fun toys for my ship. I have a few question Elite status pilots might be able to answer.

Can you play the game without becoming an 'Offender'. I blew up a pirate and picked up his cargo and it was guns. I couldn't get rid of the stuff so I had to sell it. I don't see how you would get anywhere if you didnt hunt pirates on the side so are you reqired to be semi-illegal?

If your status is not clean you occasionally get cops chasing you. You can't outrun them (unless you hyperspace out) but if you kill one you become a fugitive and then they chase you around forever. Wouldn't be so bad if they didn't try to kill you; you are forced to kill them.
Am I missing something?

The docs say there is room for two people in the ship. Does this come to play in the game?

What do the colors in the 3d section mean? Are they explained anywhere? I have figured them out (for the most part) but I can't find them explained in the docs.

229. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 17:46:20 UTC
From: matthews@umd5.umd.edu
Message-ID: <5903@umd5.umd.edu>
Source record: 244923

In article <1990Jan8.195522.5078@i88.isc.com> katzung@i88.isc.com (Brian Katzung) writes:
[stuff deleted]
>This seems rather short-sighted to me (nothing personal, Jason). I
>believe that advertising in the US would generate substantial demand,
>which, in turn, would justify the expenditure. Unfortunately, I don't
>think they can start with a small investment. I think they need to
>make a BIG splash in order to get attention and get into the market in
>any serious way. I sure wish they would.
>
> -- Brian Katzung

Since the US needs to be seriously educated about Atari, especially because they already have a negative image (so you aren't starting from zero, you have to get yourself out of the whole FIRST before you can do any positive stuff), it would take a mighty big splash, costing a mighty large amount of $$$, of which Atari probably can not afford to spend.

You can't get the greater returns if you can't put up the capital.

230. Re: How much memory ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 18:11:47 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1411@engage.enet.dec.com>
Source record: 244924

In article <790@kielo.uta.fi>, jackin@vehka.uta.fi (Markku M{enp{{) writes...
>I need to know how much memory I have for my program
Just keep malloc'ing the amount of memory returned by malloc(-1) untill you run out of memory. If you sum the amount of memory malloc'ed then you'll know the TOTAL amount of free memory (don't forget to then deallocate all the memory if you are not going to use it). Back in October Allan Pratt posted a C example of doing this, if you want the code let me know and I'll mail it or post it.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

231. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 18:12:48 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440096@hplsla.HP.COM>
Source record: 244925

```
> Also, take note of the "FM-Towns" that
> are currently the hot thing in Japan. NTSC compatable, with built in CD-V
> units. All they need is a reasonable operating system ;-)
----------

I'll bite - what's a "FM-Towns"???

%%%
```

232. Re: Quantum fixed

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 18:19:01 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Jan9131901@offa.cs.odu.edu>
Source record: 244926
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Well, the title interested me....

Unfortunately, the message was not about QUANTUM PAINT...

Anyway, my quantum paint is a pile of decomposing software and paper.

The software is practically useless since, for me, quantum paint always
recalculated the pallete for colors for the scan lines of the frame...
and in doing so it CHANGES the ACTUAL COLOR of what I have drawn!

For instance, I draw 30 lines from the top of the screen to the bottom.
Either during this time or shortly after, the system will recaculate the
colors and change them (the new colors arent even close).

Anyway, the only format that was interesting was the 4096 color mode...
but as of yet I have not seen ANY programs that convert from this
mode to ANY OTHER mode... like GIF.

Anyway, has anyone ever seen a fix/program for either of those
two above mentioned problems? If those two problems were fixed,
quantum paint would be a decent product worth the money.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
---

233. Re: How to call the bios from within process termination handlers

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 19:03:17 UTC
From: apratt@atari.UUCP
Message-ID: <1937@atari.UUCP>
Source record: 244927

```
dmb@TIS.COM (David M. Baggett) writes:
>I.e., adding *just*
> Setscreen(-1L, -1L, 1);
>to my process termination handler causes the handler to RTS to an
>illegal instruction. Note that this call is #defined in
><osbind.h> and turns into
> xbios(5, -1L, -1L, 1)
>(i.e., it calls the xbios hook in dstart.o, provided with Sozobon).
>
>Saving the stack pointer before the trap and restoring it afterwards
>fixes things.

I don't believe it's a question of the stack pointer. When you return
from the BIOS your sp is ALWAYS what it was before you went in.
(How else could anything work?)

I think it's a reentrancy problem. The OS hooks seem to use external
storage, meaning they're non-reentrant. Worse, they all use the SAME
external location, so in a given program, you can't call BIOS from
BIOS, but you also can't call XBIOS from BIOS!

(Study the flow of a BIOS call which calls XBIOS when both go through
the same hook: the mainline calls BIOS, saving the return PC someplace.
That BIOS code calls XBIOS, saving it's return PC IN THE SAME PLACE!)

On the other hand, it shouldn't matter, since the Pterm call in question
never returns.

Hooks like this can be made reentrant by changing how they work:
instead of this:

move.l (sp)+,trapret ; save return PC
trap #$x
move.l trapret,-(sp) ; restore return PC
rts

you could use this:

movem.l 4(sp),d0-d2/a0-a2 ; get 6 longs' worth of args
movem.l d0-d2/a0-a2,-(sp) ; push them
trap #$x
add.w #24,sp
rts

This uses no external storage (and therefore is reentrant). The point
is to give the trap the intended args without the hook's own return PC
in the way. The first method pops the PC off and saves it, while the
```

second method does it by copying the args into a new stack frame.

234. Mailer problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 19:39:25 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21675@uflorida.cis.ufl.EDU>
Source record: 244928

I am having trouble getting mail across to bikini.cis.ufl.edu. Anyone who
has been so kind as to send me mail about problems from that address,
I can not answer {you for some reason. This includes
CJP@bikini.cis.ufl.edu and dsmall@bikini.
--
=-=-=-

235. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 19:44:59 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <5989@sdcc6.ucsd.edu>
Source record: 244929

A friend and I each ordered Lynx's through the Sears catalog, and we both got them. About LA and New York distributing--the final word was that they were only to distribute in New York. A friend saw the commercials there, and he tells me they were quite impressive.

Kitty World in San Jose also stocks the Lynx, though I hear they have sold out several shipments of 50 Lynx's...

It wasn't quite Atari's fault that there weren't several million Lynx's shipped--the manufacturer of the LCD color screen was the bottleneck in production; I believe they made as many Lynx's as they could buy screens.

In any case, the Lynx side by side with the Gameboy so outshines it that I think it will do well, regardless of the poor timing...

I hope, anyway... The Lynx is a wonder of blitter and processor technology that outshines ANY other home video game...it deserves to live. (I can't expand much on that--non-disclosures prevent me--suffice it to say I was at the Lynx developer's conference way back when and I know how it ticks...and it certainly ticks QUITE well...)

Tim Mensch.

236. Re: LANs for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 20:25:47 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <562@watserv1.waterloo.edu>
Source record: 244930

In article <89122619400071@masnet.uucp> tellabs.canada@canremote.uucp (TELLABS CANADA) writes:
>
> I'm writing some software that would be particularly useful in
>a LAN environment. Do any of you netters currently use an ST in a
>networked environment, or do you know of any manufacturers currently
>producing LANs for the ST/TT?
>
> I will post a summary to the net of available LANs for the ST.
>
Yes I have a multiline system from Nite Lite Systems ,Billerica, Ma.
Its main purpose is for Multiline BBS systems but it can be easily
used as a Lans system for inter-office communications even at variable
baud rates 9600,2400,maybe higher Bps. Anyways for more info call
617 663-2885. If you are local to K-W area I have one for you to try
out. Its quite interesting and comes with source code in Pascal. Also
works for an IBM system etc. I havnt used it for a while it has alot
of features and can be reprogrammed.
Dave Tomesch, Super BBS (519) 749-1206 24hrs.Brian Bentley Kwest Editor
"Never Say Never" Quote of the Day

237. Re: LHARC takes over? Sure hope not!

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 20:30:05 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <563@watserv1.waterloo.edu>
Source record: 244931

Source is already available in C language but Im new to Unix and am using my professors account somehow Ill figure a way to place it on Unix so others can get to work on switching over to Lzh.

Dave Tomesch Super BBS (519) 749-1206 24hrs.
Brain Bentley Kwest Editor

238. Dead Mega2

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 20:47:13 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <3906@jhunix.HCF.JHU.EDU>
Source record: 244932

OK, I've got a dead Mega 2 ST. Probably the power supply. For about 20 seconds it sounded like there was a piece of paper caught in the fan, then the thing completely blacked out, no power light or anything.

Thus far, my alternatives to getting it repaired seem to be either having one local repair center cannabilize a 1040 power supply at a cost (parts and labor) of around $200, or having the thing sent back for $60 and six or so weeks, none of which seem attractive to me.

Is there anyone who has had this problem, and can suggest a way a couple of undergraduate EE majors can fix it?

Is there any reason that the power supply in a computer that is of course out of warrantee but less than six months old and plugged into a fairly decent power line filter and surge protector should die? My old 520's have never needed repair, but if that's the way Atari builds their new computers, maybe the popular opinion of computers isn't so off-base (yes, this is somewhat of a flame. I've got too much invested in the damn thing to have to deal with hardware beneath even Apple's standards).

Eric

239. Re: Elite!

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 21:21:01 UTC
From: gleason@task.enet.dec.com
Message-ID: <7328@shlump.nac.dec.com>
Source record: 244933

> I finally got around to playing Elite! Great game. I have been playing
> for a week and I have finally gotten all the fun toys for my ship. I have
> a few question Elite status pilots might be able to answer.

I'm only "Dangerous", but I've accumulated some 24+ hours of playing
time and would be glad to share my experiences.

> Can you play the game without becoming an 'Offender'. I blew up a pirate
> and picked up his cargo and it was guns. I couldn't get rid of the stuff
> so I had to sell it. I don't see how you would get anywhere if you didnt
> hunt pirates on the side so are you reqired to be semi-illegal?
>
> If your status is not clean you occasionally get cops chasing you. You can't
> outrun them (unless you hyperspace out) but if you kill one you become a
> fugitive and then they chase you around forever. Wouldn't be so bad if
> they didn't try to kill you; you are forced to kill them.
> Am I missing something?

There are a couple of ways to avoid this. The obvious one is to never
pick up cargo from a pirate -- you have no way of knowing what he was
carrying; it may well be contraband goods. You can still use them for
target practice without affecting your status. By the same token, you
should never try to pick up escaped life pods from pirate ships; they
come in as slaves. Thargoids are OK, though; they're alien items.

If somehow you lose your clean status, you can escape from your ship if
you have purchased a life pod. The status stays with your ship, and you
end up docked with a ship furnished exactly the same as the one you
ditched (thanks to the "insurance policy" provided by the life pod
purchase), minus the life pod.

Or, you could just restore the game from a point at which you were clean.

> The docs say there is room for two people in the ship. Does this come to
> play in the game?

At various points in the game, after several hours of play, you'll be
offered the opportunity to go on missions. The extra passenger room
comes into play on one of these.

> What do the colors in the 3d section mean? Are they explained anywhere?
> I have figured them out (for the most part) but I can't find them explained
> in the docs.

Let's see... A flashing object of any color is an enemy and will fire
on you. Purple objects are cargo cannisters and asteriods. Yellow
objects are non-hostile ships of various kinds. Gray objects are

pirates, thargoids, and thargons. There seem to be two shades of gray, but I haven't yet related them to any differences in the ships. Those are all I've seen.

I'm currently stuck on mission 5 (which I won't detail to avoid spoilers). If anyone knows how to complete it, I'd like to hear from you!

*** Daryl ***

240. v09INF4: LHARC is okay now.

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 21:22:24 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35077@grapevine.uucp>
Source record: 244934
Cross-posted to: comp.sys.atari.st,comp.binaries.atari.st

Since fairly portable source code to lharc has been posted to comp.sources.
atari.st, I'm now prepared to accept submissions in that format. The other
rules still apply: use uue -600 or so to split files into reasonably-sized
pieces; submit binaries and sources separately (this one is the most commonly
ignored -- source+binary submissions tend to sit on the back burner for a
while, as it takes time for me to repackage them separately;) and include
some documentation with your submissions.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

241. Re: TOS 1.4 and Supra driver

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 22:06:25 UTC
From: charlop@blake.acs.washington.edu
Message-ID: <5277@blake.acs.washington.edu>
Source record: 244935

In article <4570@helios.ee.lbl.gov> keithj@ux1.lbl.gov (Keith J Groves) writes:
>I experienced the same symptom with my Supra 20 drive and have since
>discovered that it is a feature of TOS 1.4 that prevents one from
>booting off the internal floppy while the Supra autoboot feature is
>installed. I just boot my ST first and then my hard drive and run the
>Supboot program.
>
> Keith Groves

I have been able to boot off of the floppy drive using cntl-shift-alt
combination with Supra's autoboot program V2.62 and TOS 1.4. You have
to wait until the floppy drive light flashes before you press the key
combination. All goes well after that.

I do have another problem. I just installed DC Showit in my Auto folder,
and now I can't change to low resolution from the desktop. Is this a
feature of DC Showit or an incompatibility between it and TOS 1.4?

Thanx in advance

--
Aaron the Alchemist
Charlop@uwchem.chem.washington.edu

242. GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 22:39:05 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <21677@uflorida.cis.ufl.EDU>
Source record: 244936

Is there a decent gif viewer for the ST? The only one I have seen
(for color pics) is called GIFSHOW (I forget the authors) but it is
incredibly slow. Perhaps it is impossible to make it faster?

Chris
From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

243. PageStream 1.8 Bug (?)

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:09:57 UTC
From: steveg@SAIC.COM
Message-ID: <9001092309.AA02621@CASPIAN.SAIC.COM>
Source record: 244937

Well so far I've encountered several problems with the 'debugged' version of PageStream (1.8). Some are bugs, others are annoyances. The first was relayed previously and has to with outline text appearing see thru when placed on top of other objects. Fill styles only fill the area AROUND the text not the letters themselves. In trying to create a deep shadow effect, you can overlay several copies of your text offset about 0.01" over and down (up and over etc), from each other, then place an outline copy on top. The resultant output on my SLM804 is quite pleasing, but the screen display is a mess.

The 'UNDO' feature still does not work in all cases. As a bare minimum, you should be warned before the program executes something that cannot be 'undone'.

Inconsistent defaults on entering font/size selection form. Sometimes it defaults to the font of your selected block, others to the first font available.

Real annoying habit of ALWAYS asking whether a font/size change should be global or block only - why not a little checkbox in the font/size dialog that you can toggle as needed?

The screen is still not properly redrawn after moving some objects - object 'handles' get left on the screen, objects can be rotated/stretched so they seem to disappear etc.

Finally, I've recently had a problem printing Postscript to disk. If I create a file from scratch all works fine. However, upon re-entering the program and opening the saved document, an attempt to print to disk triggers repeated screen dumps to the laser! I've got a number of AUTO folder pgms and ACCs loaded, and a lot of fonts, and haven't tried to duplicate this yet with a 'clean' system, but it's still quite strange. If the screen dump AUTO program is not loaded, the system just hangs. Anyone out there have similar problems to what I've described? Any guesses as to when the *real* debugged version will be out? :^)

Sure glad I didn't jump in until v1.52 was out. I shudder to think what 1.0 was like. Don't take me wrong, once you know how to navigate around the traps its a very useful and powerful package, but it drives me crazy whenever I run into software whose annoyance factor is just barely outweighed by its utility factor. That is to say, all things considered, it's an OK program, but with the potential to be a *great* program.

244. TIFF translator

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:14:54 UTC
From: rjd@cs.brown.edu
Message-ID: <24877@brunix.UUCP>
Source record: 244938

Before I go aahead and make one this weekend:

Is there an Atari TIFF image file format translator in the
public domain? (Extra pluses for source code.)

Thanks for any and all help.

-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

245. Interrupt handlers and the RS-232 port

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:14:58 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16296@laurel.athertn.Atherton.COM>
Source record: 244939

I have a device which is sending data via the RS-232 port at 4800 baud; I can read this just fine. However, what I'm getting from the device is raw data, and I want to interpret it.

Is there a simple way of setting up an RS-232 interrupt handler from C? If so, how? If not, how do I do it in assembler?

Thanks,

246. formatting with 10 sectors under tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:30:06 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1940@calvin.cs.mcgill.ca>
Source record: 244940

For some strange reason I format disks with twisted 10-sector per track format and they work for a short time but then stop working.

Perhaps the programs I am using to format disks don't comply with the tos 1.4 standard. Twister won't even run, and disks formatted with Neodesk give me strange results. Is there a good formatting program people would recommend for Tos 1.4 (is it DCFORMAT?)?

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University Department of Computer Science - Montreal, Quebec, Canada

247. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:34:55 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <1888@ultb.isc.rit.edu>
Source record: 244941

Atari's problem with the Lynx stemfrom Epyx going bottom up....

it kind of left Atari high and dry so only the part of Epyx that does the acutal manufacturing is still around. Still this delay it what caused the Lynx to miss christmas nationwide.

As for availability, at home I get stations out on NYC on cable and have seen numerous adverts for the Lynx. It IS there! Almost all of the larger toy stores in NYC have them. 70,000 units were shipped to LA and NYC and Atari expects to ship in excess of 1,000,000 units in 1990.

248. Double open file warning

Newsgroup: comp.sys.atari.st
Date: 1990-01-09 23:57:17 UTC
From: apratt@atari.UUCP
Message-ID: <1939@atari.UUCP>
Source record: 244942

Talking with Dale Schumacher led to the following concise warning:

If the same file is open more than once, it's trouble.

That is, if you Fopen a file, then Fopen it again without calling
Fclose on the first handle first, you are courting disaster. When
either handle is Fclosed, using the other one might or might not lead
to any sensible results.

This ESPECIALLY applies to having the same file open by two different
processes: if you Fopen a file, then Pexec a child, and that child
Fopens the same file, you're in deep doo-doo. When the child Fcloses
the file, or Pterms (which closes all its files), the handle in the
parent might or might not refer to anything sensible.

Fdup and Fforce suffer from the same problems. It's all in the data
structures which turn handles into files and eventually into blocks on
disk. They're done wrong. This is true for all existing TOSes:
1.0, 1.2, 1.4, and 1.6.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

249. lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 00:31:45 UTC
From: chen@digital.sps.MOT.COM
Message-ID: <47f0d326.81da@digital.sps.mot.com>
Source record: 244943

I did a quick and dirty comparision on four compression programs in an UNIX box.And here is the result:

Program Size Cmp Size Ratio Comp. Time Decmp. Time Comp. Speed Decomp. Speed
byte byte % second second byte/second byte/second

(Text)

lharc 961244 253799 73.6 353.8 63.8 2717 15067
compress 961244 302096 68.6 29.4 22.6 32695 42533
zoo 961244 368158 61.7 85.9 48.2 11190 19943
arc 961244 425193 55.8 163.4 111.0 5883 8660

(Binary)

lharc 293489 130670 55.5 101.7 32.3 2886 9086
compress 293489 167001 43.1 13.5 9.2 21740 31901
zoo 293489 170255 42.0 33.8 17.2 8683 17063
arc 293489 180114 38.6 55.7 37.8 5269 7764

Text file: xlib document (nroff output)
Binary file: mush (apollo m68k coff)

Program versions:

compress 5.1
lharc V0.03 (Beta)
arc 5.21
zoo 2.01

Observations:

o In terms of compresion size, lharc ranks on top, with 5-12% better than compress, 12-13% better than zoo, and 17-18% better than arc(5.21).

o In terms of speed in compression mode, compress rates much higher than the rest, in the order of 2.5-3 times faster than zoo, 4-6 times faster than arc (5.21), and 8-12 times faster than lharc.

o In decompression mode, the speed differences are less than the ones in compression mode. Compress still rates the fastest, with 2 times faster than zoo, 2.5-3 times faster than lharc (not bad), and 4-5 times faster than arc (5.21).

There's no doubt people who use online services love `lharc', in which transfer time is their main concern, giving the fact that `lharc' provides over 10% better compression ratio than other methods. While other situation when storage space and process time are to be balanced, `compress' probably is

the choice.

I read from the README file in arc 6.0 (ST version) that 6.0's speed is quite fast comparing to 5.21. However, the compression ratio changes very little. I doubt even arc 6.0 can beat other three programs in both speed and compression.

Of course there are other issues involved when comparing these programs, such as feature of including comments, capability of including multiple files and/or directories. For now I just simply ignore them.

In case anyone interested, the tests were run on an Apollo workstation DN3000 (12 Mhz 68020/68881) with 8M memory (OS SR10.2), which is approximately a 1.9 mips machine (comparing to the 0.8-0.9 mips 8Mhz 68000 ST). Run times are reported in user's time.

250. EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 01:06:18 UTC
From: FRAJKOR@CARLETON.CA
Message-ID: <900109.20085072.014763@CU.CP6>
Source record: 244944

I am puzzled by those who suggest that there is no point to buying Mac / PC/ etc emulators because you can buy Messy-Dos machines sio cheaply today.

Personally, I would rather have a wife who is (a) sexy (b) intelligent and (c) a hard worker than three who are one of each. Even if you can get the other two cheaply.
Personal taste, of course.

251. Printer problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 01:08:58 UTC
From: FRAJKOR@CARLETON.CA
Message-ID: <900109.20154976.014763@CU.CP6>
Source record: 244945

Ok, if someone can think of an answer to this one I will
be forever grateful, if not generous.
One day, my 1040ST started printing nothing but garbage
when hooked up to EITHER of my two printers, Canon PW1156
and HP DEskjet. Through EITHER of two buffers.
Both printers, through either buffer, work with a
Commodore 128 and an IBM-type portable. So no problems with
printers, cables, buffers. Must be in tthe computer.
I took it to the dealers. It printed fine. Must be the
software. I brought down my software. It printed fine. I brought
down EVERYTHING. It printed fine. I brought home everything. It
prints garbage. I am at my wits end and do not feel like lugging
my system to the dealers everytime I want to write to my mummy.
Is it possible that the level of AC current in my home is
at fault, and one bit in one chip somewhere is so weak it does not
flip? Is it possible that electrical interference somewhere in
my home can do this? I can't figure out why it began to do this
all of a sudden when I have changed nothing.
There is nothing in my manuals about how to deal with demonic
possession.

252. For sale (LONG): Atari ST hardware, software, books

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 02:10:37 UTC
From: bob@cmpfen.UUCP
Message-ID: <279@cmpfen.UUCP>
Source record: 244946

This is a revised repost of a previous advertisement. Prices have
been slashed in desperation, but are as low as I will go. Please
don't submit counteroffers, just orders! 8^) You pay the shipping.

FOR SALE

ATARI ST HARDWARE and SOFTWARE

HARDWARE Price (FIRM)
--- ---

Atari 520ST CPU/Keyboard w/mouse and power supply
and Atari SF314 3 1/2" DSDD diskette drive
w/power supply
Tech Specialties plug-in memory upgrade board
(2MB of 1Mbit DRAM installed)
(Total system RAM = 2.5MB)
Atari TOS 1.4 PROMs (installed)
Atari blitter ROMs
Atari original TOS ROMs
Original Atari disk-loaded TOS
Original Atari BASIC
Original Atari LOGO
All original manuals .....(all of the above)...$500

Atari SC1224 color monitor
(Original JVC model - superior color rendition) 250
Atari SM124 monochrome monitor 100
Atari SH204 20MB hard disk drive w/manual, software 400
Logikhron real-time clock cartridge w/manual, software 25
Practical Solutions Monitor Master
(Push-button switching between monitors) 30
Practical Solutions Video Key
(Provides composite video in low resolution mode for
use with a television or VCR) 50
Okidata Okimate 20 Atari ST Plug-n-Print module
w/manual, software (emulates Atari SMM804
dot-matrix printer) 30

SOFTWARE

Software Development tools:

Complete, up-to-date Atari Developer's Kit, including:
****
* *
* NOTE: I will only release this item upon *
* receipt of a signed non-disclosure agree- *
* ment, which I will forward to Atari. *
* *
****
Alcyon C, version 4.14, including "as68" assembler, "lo68"
loader, "link68" linkage editor, and "relmod"
"madmac" fast assembler
"aln" fast linker
"db" object-level debugger
DRI Resource Construction Set, version 2.0
GDOS Release 1.2
GDOS printer driver development kit
All documentation
All developer's newsletters 250

Complete Beckemeyer Development Tools environment, including:
MT (multi-tasking) C-Shell, version 1.20 75
VSH Manager 20
Micro-RTX development package
(original release, no redistribution rights) 25
MT UUCP 15
Online Manual for MT C-Shell 10

TDI Modula-2 Development Kit
includes MegaMax Resource Construction Set 75

Tempus-2 text editor 30

Productivity Software:

Word Perfect, 7/31/89 release 100
VIP <GEM> Professional, version 1.2
(Lotus 1-2-3 V1.0 compatible) 100
Write-90 (print VIP and text files sideways) 10
RegentBase II
(SQL relational database system) 50
DAC-Easy Accounting 25
Publishing Partner 1.02
(reliable desktop publishing software)
(includes screen fonts for all native LaserWriter+ fonts)
(includes extra commercial screen and printer fonts) 50
PageStream 1.50
(includes screen fonts for all native LaserWriter+ fonts) 100
UltraScript
(for dot matrix printers, HP LaserJet, DeskJet)
(all native LaserWriter+ fonts are included)
(turns your printer into an Apple LaserWriter+ clone)
(this version of UltraScript does not support the SLM804,
and it only requires 1MB of memory) 200

D.E.G.A.S. (paint software) 10
D.E.G.A.S. Elite (paint software) 25
EasyDraw 3.0 w/SuperCharger (drawing package) 100
Drafix 1.01 (two-dimensional professional CAD)
(includes dot matrix printer driver package)
(includes general purpose symbol package) 150
CAD 3D 2.0 (3D CAD renderings) 30
PrintMaster Plus
(signs, banners, calendars with block graphics) 15
LabelMaster Elite 15

Telecommunications Software:

VTX-4014 (GEM-based VT102/Tek4014 terminal emulation package) 35
Flash 1.6 15
Shadow 15
Interlink 1.52 15
ST-Talk Pro 15
PC-Intercomm (VT100 emulator w/true double-size/double-width) 25
AnsiTerm (VT100 emulator for MT C-Shell) 10

Games:

ChessMaster 2000 25
Dungeon Master 15
Balance of Power 25
Empire 25
Flight Simulator II 25
Scenery Disk #7 (East Coast, US) 15
Silent Service 20
Pinball Factory 5
Zork I 10
Zork II 10
Zork III 10
Witness 10
Deadline 10

System Software:

MINIX 1.3 40
pc-Ditto 45
G+Plus (enhanced GDOS clone) 15
NeoDesk 2.05 25
Universal Item Selector 2.01 10
Beckemeyer's Hard Disk Accelerator 20
Beckemeyer's Hard Disk Toolkit 15
Supra Hard Disk Driver and Utilities 10
Turbo-ST 1.6 15
Backup (Hard disk backup/restore utility by Michtron) 15
Copy II/ST 15

Miscellaneous Software:

Cyber Print (512 colors from an Okimate 20) 15
EKG Teaching software 15
Professional Icon Editor 10

Books:

ABACUS books
ST Internals (3rd edition) 10
ST Internals (1st edition) 5
ST Machine Language 10
ST GEM Programmer's Reference 10
ST Graphics & Sound 10

--
Bob Breum uunet!tarpit >---v--< petsd
1701 Missouri Avenue hoptoad >---|
Sanford, FL 32771-9722 USA ucf-cs >---+----------------> !peora!cmpfen!bob
+1 407 322-2002 uiucuxc >---'

253. GFA Draft Plus

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 02:31:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001100811.AA18495@ucbvax.Berkeley.EDU>
Source record: 244947

Hi

Is anyone familiar with GFA Draft Plus? It seems to have a
problem showing levels. The current (working) level displays fine
but the background levels are plotted on the upper right hand side
of the page (not the window) and are scaled down about 8 times.
The same feature on the older GFA Draft worked fine. Any ideas?
Thanks in advance

Real World: Jason Steiner
Network: STJLHI33@WOOSTER.BITNET
CIS: 76605,3336

254. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 02:35:58 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9001100810.AA18447@ucbvax.Berkeley.EDU>
Source record: 244948

Subject: PC-Emulators

There was recently a query concerning hardware PC emulators on the net, I would like to help out a little by offering a reply.

First it was pointed out (and rightly so) that you could pick up a cheap PC for $400, however this in itself is a very inefficient solution as:

i) Who wants more computers than they need, taking up room.

ii) Who wants to keep unplugging printers monitors etc so that they can swap them between machines (I know there are switches but...).

iii) The ST hardware emulators run faster than a $400 dollar PC as at least 2 of them use the V30 at 8MHz (cheap PCs here in the UK run slower than that).

iv) ST users with a hard disk can use it for the PC emulator, I'm sure that the $400 PC does not have a hard disk. This allows easy transfer between PC and ST applications.

Anyway onto the product, I recently bought Supercharger, I considered PC-speed as it had AT&T 640x400 mono screen emulation (making better use of the SM124) however from my point of view the fact that SC could take a maths co-processor was the deciding factor. I did not concider PC-Ditto II as here anyway (UK) it is not yet available.

The product is well made in Germany (at least the European ones are) by Siemens so it has a good pedigree, opening the case shows a beautiful circuit board with a slot for an 8087 (soon filled) and space to take RAM upto 1 MEG (also soon filled). There is also an expansion port which I believe will soon be able to take PC cards (they are working on a special surface mounted VGA one to fit inside the box). It comes with MS-Dos 4.0 and the standard screen emulation is CGA.

The major attraction of SC however is the ease of installation, it simply plugs into the DMA and you are away. This in fact is where the only problem arises, and that is that you have to hold down the SC's RESET switch (on the front) when booting otherwise the hard disk reports an error (at least my ICD one does).

Anyway as you can tell I am quite pleased so if anyone wants any more info drop me a line.

Phil Woodall

Woodallp@uk.ac.bham.vax1

p.s. Oh yes compatibility is good too, nothing yet does not work.

255. xxed --looking for binaries

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 03:44:21 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <5997@sdcc6.ucsd.edu>
Source record: 244949

The program xxed (a GEM-based editor) was posted in sources form to
the net. However, I don't have the necessary tools to compile it.
Can someone compile it (with Laser C) and send me the binaries or
post it to the binary group? Thanks.

--
What is the Final Outcome for China's current Mainland-Taiwan
Separation Situation? It is:
In China, 1992, Taiwan's Lee Hwan will liberate Mainland!
********** a prediction appearing in Usenet since Sept 1989 *******

256. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 05:03:52 UTC
From: SML108@PSUVM.BITNET
Message-ID: <90010.000352SML108@PSUVM.BITNET>
Source record: 244950
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In response to my response to an ST flame...

I only call people names when appropriate, I'm not going to knock a great computer, only the attitude of its owner...

It's getting even more moot these days. The STE appears to have everything the Amiga originally had over it in a slightly less elegant fashion, and this makes the price difference even more questionable...

If only the dimbops would advertise the thing on MTV like the smart people at Commodore. I shouldn't complain though, at least they aren't trying to sell the Lynx by word of mouth (yeah I know about the Amiga/Lynx connection, I LOVE that!)

What I really wish would happen is that Apple recruit Atari to make a mac for the home market. The real expertise Atari has is in making hardware dirt cheap. Yes, the Stacy is just that, but if Atari doesn't push the thing, it won't make a gnat's yeast infection of a difference...

Commodore deserves to dominate the desktop video market. They entered it the same time as atari, but unlike atari, they supported it, rather than get lost in their own machinations, confusing everyone...
My reply was only to the dimwit who aimlessly blasted the ST because of obvious insecurity over the size of his peripherals, rather than actually spouting some truth about the Amiga's dominance of desktop video...

Scott

257. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 05:10:44 UTC
From: adp1@rosemary.cs.reading.ac.uk
Message-ID: <1975@onion.reading.ac.uk>
Source record: 244951

I would like to have Zmodem.

Is it possible for someone to post it to the binaries or sources group,
as I can not ftp from reading, U.K.

Andrew Pollard.

258. How to call the bios from within process termination handlers (errata)

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 05:47:58 UTC
From: dmb@TIS.COM
Message-ID: <9001100548.AA07000@TIS.COM>
Source record: 244952

Oops, I screwed up. As Allan Pratt and Dave Berger have pointed out,
you can't call GEMDOS from within a process termination handler. So
ignore the new _gemdos hook in my original posting. It most definitely
will not work. The _bios and _xbios hooks are fine, though.

Sorry 'bout that.

Dave Baggett
dmb@TIS.COM

259. GDOS font file formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 06:55:29 UTC
From: SCHMIDTM@CMR001.BITNET
Message-ID: <900110.01574829.061234@CMR.CP6>
Source record: 244953

Does anyone have detailed descriptions of GDOS font file formats? and the metafile format? Is this information somehow secret/priviledged/etc?

If possible, could someone post this to the net or send it to me directly?

Thanks!

****

Mike Schmidt bitnet: schmidtm@cmr001
Bull HN Ltd internet: schmidtm%cmr001.bitnet@cunyvm.cuny.edu

****

All my opinions are entirely fictional; any resemblance to those held by real persons, corporate or otherwise, is purely coincidental. (or just dumb luck!)

****

260. Re: INFO-ATARI16 Digest V90 #18

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 08:01:58 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9001100801.AA17283@ucbvax.Berkeley.EDU>
Source record: 244954

RE; Postscript cart for HP Laser Jet IIP

I am have been using the HP Laser Jet IIP with 512 K memory for several months. I don't realy miss the postscript. In Mac mode with Spectre GCR, I use Adobe Type Manager program which very good print out. In Atari mode the Page Stream and Calamus program provide scalable outline font for the printer. What I miss is the Epson Emulator to print the graphics from Degas and 1st Word Plus.

Does anybody have the Epson Emulator program (similar to the one for SLM804) for the IIP? Another thing I would like to experiment with is to connect the IIP to Atari DMA port a la SLM804 as the printing of Calamus is very very slow with the present parallel interface. Has anyone try or look into the possibi-lity of connecting the SLM804 Printer interce/control box to the IIP? IMHO I think that this box is a conversion for SLM804 Parallel to DMA. S.Sujarittanont

261. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 08:08:20 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001100808.AA18195@ucbvax.Berkeley.EDU>
Source record: 244955

Hello all,

In Info-Atari16 Digest #16, cca.ucsf.edu!wet!nut@cgl.ucsf.edu (adam tilghman) writes:

> After reading several descriptions of TOS 1.6, it sounds like it would not
>be an impossibility to drop a 68030 into a 1.6-equipped machine. Will Atari
>market 1.6 to us 1.0-1.4 peoples for that purpose? I like my Mega and do
>not plan on upgrading to an STe (for the same reasons that I sold my 1040).
>I realise that this is not exactly an easy question for those Atari
>employees on the net, as it is more a legal issue than a technical one =:(

Sorry, but this technically impossible. The 1.6 version is bigger than the available ROM space in a regular ST/Mega, and is installed at a different location in the CPU address space.

Also, I doubt that 1.6 checks for CPUs other than a 68000. TOS 3.0, on the other hand, does just what you want. 3.0 is the TOS that comes with the TT. It won't work in STs for the same reasons.

The only way you still can achieve your goal of having an '020 or '030 in your machine is to take TOS 1.4, disassemble it, fix the '020/'030 problems and reassemble it. This works just fine, but it is a bit of work. As a side effect, GEM is 9 % faster using an 68000 (haven't measured other performances yet), and the ROM code size is decreased by several KB, giving you space to add some extra goodies on your own. While you're at it, you can fix all of those (known) bugs that still lurk in there. Of course, programs that illegaly use hardcoded ROM addresses will fail, but I haven't found such a program yet, at least not one that I'd miss.

In Germany, this is entirely legal, as long as you don't distribute such a TOS to others (without written permission from Atari, which is probably hard to get :-) Me, all I need is an affordable 68030 board, like the one recently discussed here (if I remember correctly, Dave Small was one of the developers, but he has been silent on that topic for some while).

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

262. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 08:09:58 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <9001100809.AA18367@ucbvax.Berkeley.EDU>
Source record: 244956

To: info-atari16

Subject: multisync monitors

I am interested in using a NEC GS2A multisync analog gray scale monitor
as a monochrome on my 1040st. (I can't find an Atari monochrome
anywhere in the U.S. and an NEC 2A is out of my price range.) Has
anyone done this or have any info that would be useful?

Please email me directly if possible. Thanks.

Norm Frech (frech@MWRAAA.ARMY.MIL)

==========
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==========

263. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 08:53:45 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1859@gmdzi.UUCP>
Source record: 244957

news@uflorida.cis.ufl.EDU (USENET Master) writes:

>Can anybody out there tell me if UW (unix windows) works with tos 1.4?

Yes, I can. I'm writing this using UW having ROM TOS 1.4.
I called it just the first time - I hav not yet opened a second window.

I'll try it after finishing this message. If that does'nt work, i'll send
a second message.

kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In reallife: Jelske Kloppenburg

264. Re: How do I add a window to a form?

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 10:11:23 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9001101011.aa01318@benjamin.Cs.Bham.AC.UK>
Source record: 244958

Paul Close asked (paraphrased):
1) how do I put a scrollbar in a form (dialog) like the file selector?
2) how do I write inside a window?

1) Well, you CAN'T put a window inside a dialog box. What you can do though, is simulate a window's scrollbars and features by drawing little buttons (hint - use G_BOXCHARs for the scroll arrows) and boxes (the scrollbar background should be a G_BOX with a fill pattern, the little moveable box (thumb) should be a child of this object, and should also be a G_BOX, filled in white). Play around with a good resource editor (K-Resource or WERCS spring to mind).

All the objects should have the TOUCHEXIT flag turned on, so that a mouse click will 'repeat'. You'll need a little bit of code to handle all the different click positions - on the thumb (drag the box), on the background (page the thumb up or down), or just scrolling line by line up or down. You don't need to use G_PROGDEF types.

2) You can write inside a window just by writing on the screen at the proper coordinates. To ensure that you don't destroy the screen outside the window, clip the VDI output to inside the window's work area. There is no other way. There are alas, no extra window functions inside the AES that will help you do clever things. You need to work hard! After a bit, you get to admire the work that's gone into packages like NeoDesk (custom windows) et al.

>Paul Close paul@cacilj.CTS.COM ...!{uunet, ucsd, crash}!cacilj!paul
>
> The Obi-wan Kenobi method: "Use the Source, Luke" -Jim Fulton

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

265. Stacy salesman in Munich

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 11:19:00 UTC
From: mi@uwasa.fi
Message-ID: <1990Jan10.111900.17785@uwasa.fi>
Source record: 244959

Few questions to Germany

1. Is Atari Stacy allready for sale in Germany.
2. Does anyone know a Atari salesman in Munich who sells Stacys (Atari).

Please inform me if you know

Matti Inkinen
Vaasa, Finland
mi@chyde.uwasa.fi

--
****
* Matti Inkinen e-mail mi@chyde.uwasa.fi *
* University of Vaasa inkinen@vakk.uwasa.fi *
* Finland voice 358-(9)61-248302 *

266. Re: Need Mouse Info

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 12:11:34 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Jan10.121134.15539@gdt.bath.ac.uk>
Source record: 244960

In article <7051@b11.ingr.com> cowie@b11.ingr.com (Ivan Cowie) writes:
>In article <1782@mrsvr.UUCP>, krieg@jupiter.uucp (Andrew Krieg) writes:
>> My mouse is dying and I need to replace it fast. Can anyone recommend one
>> cable. The arrow moves in the opposite direction of what I want, sometimes.
>> I shake the cord a little, and it will work OK for a short time. Can I
>> cheaply replace/build a new cable?

This problem can occur if one of the wires inside the cable is broken.
(There seems to be a favorite place for them to break, about an inch
outside the mouse.) You might be able to get a replacement cord from
someplace that repairs Atari. (I thought about rebuilding mine, but
couldn't find either an appropriate strain-relief, or a source of the
fiddly little connector used to attach the cable to the board inside
the mouse.)

You can also get this effect (it follows) if your mouse socket in the
ST is lifting from the board and so breaking a connection (apparently
not too uncommon if you unplug the mouse a lot, to put a joystick into
that port) or if the mouse is not firmly, all-the-way, plugged into the
ST. Check that first, it's easier; my mouse often wiggles loose. If
you plug/unplug the mouse a lot, get a switchbox, or even just a
joystick extension cable (Tandy/Radio Shack) and do the swap at the end
of that.

If you go for a third party mouse, be careful about the ones with
switches that make a loud click. They tend to have metal domes which
deform under pressure (like the little metal 'cricket clickers') and
will die from metal fatigue under heavy use. Probably OK for 'serious'
use, where you don't click a LOT, but I've killed 2 such (different
makes) playing Populous. (Anybody know a good, durable, light button
touch, 'GAMES' mouse?) My dead ones where a Kempston mouse, and one
labeled 'Conniver' or something like that. These might be UK-specific
brand names. I'm tempted to try modifying the shell of the Kempston
mouse, which is very nice for 'serious' use, so I can install heavy-duty
microswitches. Nothing to lose, after all...

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

267. Re: LHARC sources on Sys V

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 12:18:35 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570051@otter.hpl.hp.com>
Source record: 244961

> a source of the routines mkdir(), rmdir(), rename() and
> ftruncate()? All but ftruncate() seem self-explanatory, but the code is

ftruncate is a U**x kernel routine and will have to be simulated, the others should be available via library utilities (dirent.h?, dir.h?), Steven Grimm reports that the sources compiled up OK under BSD, so try the libBSD option, if you have one.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
---

268. Re: Xbios dosound command

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:11:10 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <19657@watdragon.waterloo.edu>
Source record: 244962

Change the envelope pattern to be continuous. See the messages just before Xmas were I sent out a set of examples. Steve Grimm should be placing them onto the comp.sources.atari.st too very soon now.

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

269. FrankenSTein and Revolver

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:19:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001122236.AA24401@ucbvax.Berkeley.EDU>
Source record: 244963

I installed a 4 meg FrankenSTein memory board in an old 1040STf (revision number D on the mother board) and everything I have, including Spectre GCR running with 4 megs, is OK except Revolver. It will boot up and give me two 1973K partitions but when I try to switch between the partitions the system crashes. In addition, I cannot access the Revolver menu via SHFT-ALT because everytime I use this key combo the system bombs.

Anyone out there in netland have any answers?

As an aside, when I did a system info request in EXCEL under GCR, the code crashed. If Dave Small is out there, have you seen the same crash?

270. PD Calamus Fonts: wo?

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:26:50 UTC
From: hafer@tubsibr.uucp
Message-ID: <1990Jan10.142650.1622@tubsibr.uucp>
Source record: 244988

Hat irgendjemand im dnet-Bereich PD Fonts fuer Calamus? Speziell die,
die vor einiger Zeit erwaehnt wurden, aber nur ueber Genie etc.
erhaeltlich sind?

Jeder Fingerzeig wuerde erfreut aufgenommen.

P.S.: Ich koennte selbst einen APL-Font anbieten...

271. Tempus II

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:29:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9001122253.AA25515@ucbvax.Berkeley.EDU>
Source record: 244964

As a heavy user of Tempus II and the Universal Item selector I have
been plagued by the following problems:

1). Tempus' Item Selector, while it was great when first introduced,
has been supplanted by Universal or, to a lesser extent, the built-in
item selector under TOS 1.4. Could we get the Tempus people to abandon
their item selector or at least provide a configuration option that
allows use of whatever happens to be resident in the system, as the new
WordPerfect does?

With the Tempus item selector one has to take extra steps to get past 6
logical drives. Universal provides capabilities like delete, copy,
rename, format, print, touch, ...which are very handy when doing
editing. While it is true that the UIS can always be brought up as a
desk accessory it would seem very convenient to also have it available
for loads, block saves, etc.

2) Tempus' scroll bars interact with the scroll bars and buttons on UIS
such that any UIS item that happens to overlay a Tempus scroll bar
fails to function. This can create a serious problem if the horizontal
scroll bar for an active window happens to lie beneath the "Cancel"
button on the UIS. I have seen this problem in TOS 1.4 and TOS 1.2.
Has anyone else seen it? This seems to imply that Tempus replaces
certain GEM functions in a non-standard manner, which is greatly to be
deprecated.

3) Tempus does not provide hot-key reminders on its drop-down menus.
This would be a really nice feature to have because Tempus does make
effective use of hot-keys. I recognize that the fact that Tempus' key
bindings are user-selectable may be a problem but it would seem to me
that the text strings for the menu entries could be rewritten when
Tempus recompiles its bindings. Since Tempus does not use a separate
resource file to hold data for menus and the like this would mean
modifying the executable image of the program, which should not be too
difficult.

4). Perhaps the Tempus developers could also provide online help via
the Help Key.

Tempus II is by far the most satisfactory line-oriented editing program
that I have used on the ST. I would hope that its developer would be
responsive to these very minor problems. I would gladly pay another
$25 or 30 for an upgrade to enhance the value of this fine program.

If anyone out there in Net-Land has contacts with the Tempus developers
I would appreciate it if they could forward this to the responsible

people. I do not find it useful to take problems like these to Michtron, the US distributor.

Please keep me posted via E-Mail on anything that develops out of this message. I would be interested in other folks' reactions to these suggestions in the spirit of evolving sound standards for the development of a coherent "look and feel" for ST applications programs.

272. Parochialism in the Worlds of ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:31:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9001122253.AA25532@ucbvax.Berkeley.EDU>
Source record: 244965

There has been enough traffic from the "loneliness...." message thread to raise the following issues:

1). What are the factors that retard the movement of the wonderful software that we hear of in Europe, the true home of the Atari ST, across the Atlantic to the underdeveloped reaches of the USA and Canada?

2). How many different kinds of ST's are there? This may seem naive but are German ST's, English ST's, French ST's, Canadian ST's etc... that different from each other and from those in the USA? If so, Why? If this is true of ST's is it also true of PC Clones and Macintoshes?

3). What barriers exist to the migration of software and hardware into Europe? What obstacles other than his own simple ignorance would an outside developer face if he tried to market in Europe?

4). We often hear that ST's are taken more seriously for professional, academic, and scientific use in Europe. Is this still true?

5). Problems with RFI suppression have been cited as the most frequent cause of delays for the introduction of new products into the US market. Are these standards different in Europe and the US? If so what are the differences? Is there a common standard that could serve as the benchamrk for RFI suppression engineering?

I am sure that others can think of other questions in a similar vein. I have offered this topic in the spirit of initiating a dialog which could, if the outcome were taken to heart, lead to a more unified approach to the Atari marketplace to replace the fragmented approach we see today.

While it is difficult to separate institutional factors from technical issues, it would be desirable to be as objective as possible in this discussion. Isolated personal experiences should be eschewed in favor of globally valid descriptions.

It might also be possible to identify areas of possible transatlantic collaboration in such areas as translation of documentation, standards development, and software testing that could help to break the ice. This may just be another gasp from a superannuated Candide, but I am seriously interested in seeing improved computing on both sides of the pond.

273. Re: Dead Mega2

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:58:19 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <567@watserv1.waterloo.edu>
Source record: 244966

In article <3906@jhunix.HCF.JHU.EDU> rick@jhunix.UUCP (Eric Ruck) writes:
>
>OK, I've got a dead Mega 2 ST. Probably the power supply. For about 20
>seconds it sounded like there was a piece of paper caught in the fan, then
>the thing completely blacked out, no power light or anything.
>
>Thus far, my alternatives to getting it repaired seem to be either having one
>local repair center cannabilize a 1040 power supply at a cost (parts and
>labor) of around $200, or having the thing sent back for $60 and six or so
>weeks, none of which seem attractive to me.
>
>Is there anyone who has had this problem, and can suggest a way a couple of
>undergraduate EE majors can fix it?

Well I have fixed several Atari St Machines and upgraded many of them.
The cause of the power failure could be anything from grounding out
the disk drive connector to the Dma port etc over a period of time.
Most likely the cause was a cold solder joint that over time heated
up and then had no connection. These cold solder joints can be located
at various spots but from experience near C10 C11 or where any of the
wires that enter or exit the power supply board. I have had to replace
a leaky capacitor at c13 and a fuse time to time(normally due to improper
disconnection of the power supply). Regardless before sending it off look
high an low for a cold solder joint on the power supply board.

If you require any more assistance send me mail and Ill see how I can help.

Dave Tomesch , Super BBS (519) 749-1206 250Megs. Brain Bentley KWEST Editor
" Never say Never"

274. Atari ST Picture Formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 14:59:59 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1516@cs.rit.edu>
Source record: 244967

Hello everyone,

I am looking for information for various picture formats, for both
the ST and other computers.. Specifically for the ST, I am looking for
PD C or Assembly source code to display Spectrum pictures. I hav e
seen several programs that display SPC pics, but I'm not quite
experienced enough on the ST (yet!) to write my own Spectrum display
algorithm..

I also need the GIF format (it's not in the Picture Formats file
that was posted recently), any 8-bit formats (Koala, Micropainters,
etc..), and any Mac format(s). (just the description of these
should be fine)..

Also, what ever happened to PicSwitch? The latest version I saw
was 0.7, with a promise of a newer release. Well, that never seemed
to happen! Is the source code available?? Is the author on the
net? (sorry, I'm not on my ST or I'd look to see who he is)..

Thanks for any help,

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

275. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:01:56 UTC
From: mjv@iris.brown.edu
Message-ID: <24938@brunix.UUCP>
Source record: 244968

In article <1513@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
> The public
> domain version is called Ani-ST. It'd be a nice thing to have, it used
> to cost 80 quid (erk!).
>
> Has anyone got it? And if they do how about sending me a copy or putting
> it on terminator or some other archive, pleeeease...

Sorry, but it is not PD but was released on a STart disk which is not
PD (but has this myth about being so).
Contact them at (415) 957-0886 if you want to order that issue. (Sorry,
couldn't find it off hand so I don't know which issue number that was).

-- mjv@iris.brown.edu

276. Re: Ani-ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:02:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9001122241.AA24736@ucbvax.Berkeley.EDU>
Source record: 244969

Someone recently requested that Ani-ST (The publicly released version of Aegis Animator). I have that program from Start Magazine & if enough interest is here, I will post to binaries. If not, whoever requested it should send me his bitnet address & I will get it to you as soon as possible.

```
-------------------------------------------------------------------------------
| ______ | ATARI IS NO. 1 | Chris Edgington |
| / \ / \ | * * * | Wabash College '92 |
| | | | . | * * * | (Purdue next year.) |
| | | | __ | * * * | Computer Science Major |
| | |/--\ |-- | |__ | ** * ** | Math Minor |
| \______/ / \ / \ / \ __| | *** * *** | |
| | *** * *** | edgingtc@wabash.bitnet |
-------------------------------------------------------------------------------
```

277. Re: formatting with 10 sectors under tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:03:53 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <568@watserv1.waterloo.edu>
Source record: 244970

One of the oldest but best programs for formatting is Hypercopy.
It not only copies many programs fast but has excellent formatting
qualities. Dcformat is also good. Acopy is also good. There are
many others.

278. Costums charges for computers.

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:08:21 UTC
From: ATT3B@UCONNVM.BITNET
Message-ID: <9001122231.AA24098@ucbvax.Berkeley.EDU>
Source record: 244971

I am planning to buy a computer in the US, use it there for studying,
and then take it with me home to germany, half a year later.

Does anybody know, how much this will be, regarding costum or toll charges
in the US and in West Germany? Do you have to pay the same as with mail
orders from different countries?

Thanx a lot
Martin Stein

279. Re: Genlock inquiry

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:19:03 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21700@uflorida.cis.ufl.EDU>
Source record: 244972
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <90010.000352SML108@PSUVM.BITNET> SML108@PSUVM.BITNET writes:
>In response to my response to an ST flame...
>
>I only call people names when appropriate, I'm not going to knock a great
>computer, only the attitude of its owner...
>
>It's getting even more moot these days. The STE appears to have everything
>the Amiga originally had over it in a slightly less elegant fashion, and this
>makes the price difference even more questionable...
>
>If only the dimbops would advertise the thing on MTV like the smart people at
>Commodore. I shouldn't complain though, at least they aren't trying to sell
>the Lynx by word of mouth (yeah I know about the Amiga/Lynx connection, I
>LOVE that!)
>
>What I really wish would happen is that Apple recruit Atari to make a mac
>for the home market. The real expertise Atari has is in making hardware
>dirt cheap. Yes, the Stacy is just that, but if Atari doesn't push the thing,
>it won't make a gnat's yeast infection of a difference...
>
>Commodore deserves to dominate the desktop video market. They entered it the
>same time as atari, but unlike atari, they supported it, rather than get lost
>in their own machinations, confusing everyone...
> My reply was only to the dimwit who aimlessly blasted the ST because of
>obvious insecurity over the size of his peripherals, rather than actually
>spouting some truth about the Amiga's dominance of desktop video...

I think Atari is a great machine. I love my ST and prefer it over any
other computer I can think of that I could afford to buy. Right now,
it seems to me like there is a hole in the computer market. C64 is
going out, and C128 never really was a big deal. There is nothing for
the person who doesn't know much about computers, doesn't WANT to know
much about computers, or doesn't NEED to know much about them.
Nothing for the casual home user who wants to play games and also do
some serious stuff on it. The Atari ST could fill this gap, but they
do not advertise. Half the people I ask do not even know what an ST
is. It is all well and good that things are different in NY and the
west coast, but tht isn't going to help Atari. Atari doesn't have a
bad image...right now, they have NO image.
You guys at Atari listening? I also think that advertising on MTV
is DUMB. But it would be smart to get more dealerships open across
the US...Buy advertisement in computer magazines. (I was happy to see
ATari ST mentioned in Computer Shopper)...support the product! And

get rid of some of these distributors that aren't getting products to
the dealers that they have...or should have...
Tell you what, Atari can hire me as a campaign manager for the US.
I'll accept the job for ...oh, to be generous...40,000 a year.

--
=-=-=-

280. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:21:15 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21701@uflorida.cis.ufl.EDU>
Source record: 244973

What we have here is a lot of different archive methods being used.
It would be nice if we could use one standard, and I would vote for
Zoo.

--
=-=-=-

281. Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 15:58:07 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21702@uflorida.cis.ufl.EDU>
Source record: 244974

Hi all,

Hi there. I'm an ST user who has had his share of viruses. I must say, I am glad for things like Virus Killer 2.2. To get back to the point though, I have heard of things called antibodies, that sit in your boot sector and do something like flash the screen . The idea being that if a virus hits and writes over the antibody, you will notice the screen not flashing. Is there currently a program to install something like this out? What would be nice is a formatter that has this as an option. What would be nicer is if the makers of DCFORMAT would add this as an option...

--
=-=-=-

282. Re: formatting with 10 sectors under tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:11:31 UTC
From: matthews@umd5.umd.edu
Message-ID: <5910@umd5.umd.edu>
Source record: 244975

In article <1940@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>
>For some strange reason I format disks with twisted 10-sector per track
>format and they work for a short time but then stop working.
>
[stuff deleted]
>--
>S. Alan Ezust depeche@calvin.cs.mcgill.ca
>McGill University Department of Computer Science - Montreal, Quebec, Canada

I use 82 track/10 sectors-per-track disks with TOS 1.4 all the time, formatted with DC Formatter 3.2 (I paid the shareware due; it should be identical for this purpose to the latest PD version). No problems. Well, an occasional disk does fail, but they do that.

Could be a whacky drive... (I know, something you really didn't want to hear)
Or you have some really bad disks.

283. Panarthea

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:16:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001122249.AA25247@ucbvax.Berkeley.EDU>
Source record: 244976

I am also having problems getting binaries from panarthea. Indexes work just fine, though.

Real World: Jason Steiner
Network: STJLHI33@WOOSTER.BITNET
CIS: 76605,3336
"I was on a table, waiting for some shock treatment, when a sudden power surge zapped me with 2 thousand volts. Then I floated down a tunnel to a shining man in white and when I could finally make out his face it was...it was _you_ doctor"
"So what's the problem?"
-- Jung and the Restless by Steve Taylor from i PREDiCT 1990

284. Planning a TIFF and GIF converter

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:34:07 UTC
From: rjd@cs.brown.edu
Message-ID: <24948@brunix.UUCP>
Source record: 244977

OK, the initial responses to my request for a TIFF and GIF image
file format converters seem to indicate that there really aren't
any that are any good. (Is this true?)

This leaves me no recourse but to write my own, since I need
them. I will write the software as a companion piece to PICSWITCH.
Is there anything else people wna tme to include? (Hell, as long
as I'm doing it, I might as well be all-encompassing and
anal retentive about it. :-))

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

285. Atari ads, ad nausem....

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:44:54 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900110.10445243.002724@SFA.CP6>
Source record: 244978

Hello all,

After reading for months letters raking Atari for advertisements, or
the lack thereof, here is a little bit of opinion from East Texas, all
gleaned from reading mail from other nets.
The Amiga net is tough to follow. Several letters will be positive
over the national ads of six weeks ago, and, in a couple of days, those
same individuals will be scolded because they liked the ads. Those
scolding them will claim the ads didn't refer to the technical quality
and attributes of the machine and appealed to no one comparing machines.
Further moaning begins when others say that the ads didn't make that
much of a contribution in moving product. Conclusion on that particual
net was that the money used could have better been used for research, etc.
The Mac nets are also tough... sort of hard to find a Mac hacker
anymore. Apple has finally succeeded in shaping users to fit that box
instead of the other way around. Push a button, listen to it whirr. If
one has the money, then the Mac is a real nice appliance. What few hackers
are left for the Mac all question what System 7.0 *really* is, where Mac
is headed, and why constant advertisement is being done when money should
really be spent on better research to counter the IBM world. Their feelings
are that IBM is slowly becoming friendlier with an iconoclastic interface
shell and that the Mac advantage will soon be mute. National advertisement
campaigns are a waste, they say, aimed at the corporate market. In short,
they ask, "What was Apple talking about when they said: 'The computer for
the rest of us' ".
Atari..... To advertise or not? Advertise what? To buy from whom?
I am not a marketting person but I fail to see how advertising would help
in my area. I guess that there are no more than five STs within 200 miles
of me. My dealer is in Fort Worth, an ST mecca of sorts. He's small, has
two employees: himself and an electronics engineer. Makes a fortune
selling ST hardware and software...sometimes by appointment. He does his
own tv spots. He is very happy with Atari, at least he is making a nice
income. But for my area, how would a national campaign do any good? No
dealer to buy anything from.... it would be nice for me, though. I could
say to a stranger, "Yeah, I have an ST," and no one would say "whatzzat?"
So, I'm content with taking a four hour drive to Fort Worth for my ST
needs. If I had my druthers..... I'd druther drive across the street
like my Mac, IBM, and Amiga friends. But we have to look at our local
situation and go with it.
The advertisement campaign didn't really benefit Amiga, at least to
the level expected (U.S. folks want IBM [why, why, why???]). Mac
advertisements appeal more to the Yuppie (my opinion) and bank rather than
the hacker and home computerist, and that leaves Atari.
Speaking of hacking...I am disturbed that Atari engineers feel that

the home computer hacker, the guy who wants to software/hardware hack on his machine, no longer exits as a whole. This deeply bothers me. Did we (Apple, Atari, Commodore) lose this when we abandoned BASIC as our interface?
Personally, in my own very biased opinion.... and sorry about cluttering the net....: I'd rather see the ST market penetrate the schools and reps be hired strictly for education reasons. Music departments, desktop publishing, robotics. The ST can easily accomodate those areas in the schools. A push of the ST, with theoretical funding earmarked for national ads to be used for education instead, would do more in benefitting the machine, exposing the programmer and developer, and restoring home computing enthusiam than any national ad.
Somehow, seeing a former speaker of the house pushing a mouse button on a glaring color tv screen does NOTHING to me in wanting to buy that product.
If I were a 10th grader, participating in a music lab with MIDI theory and keyboards, I think that I'd have a problem in going home..I'd want to stay on the ST. Obviously, examples for the other disciplines abound.
Advertisement? Well, a fine concept. It is the American way, but examine the other systems and it will be found that advertisement just isn't as beneficial as one would expect particularly when the money could be used elsewhere. Sorry about the clutter and the above views are totally and strictly my own.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

286. Re: opus 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:47:33 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <6609@brspyr1.BRS.Com>
Source record: 244979

SCHMIDTM@CMR001.BITNET writes about problems running Opus 2.2 and getting it to accept the ASSIGN.SYS file.

I found that Opus is very particular about the ASSIGN file format. In particular, the device entries can't have anything extra around them, and device number MUST be 2 digits long. That is, the following line will not work:

1r screen.sys

But this one should be okay:

01r screen.sys

It may have also complained when the drivers selected used upper case (or the other way around -- I'm not at my system right now, so most if this is just vague recollection). Play with the device driver entries though, it took me several hours to get it right.

One of these days I'll get around to writing that ASSIGN.SYS file builder/maintainer I've been meaning to ... ah, well.

-- Tim
--
Tim Northrup +--+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

287. Spectre GCR Review

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 16:55:56 UTC
From: ya16@mrcu
Message-ID: <369@mrcu>
Source record: 244980

I found this in the Info-Mac Digest and thougt it of interest to the
Atari Community.
****
Date: 14 DEC 89 14:01:53 CST
From: Z4648252 <Z4648252%SFAUSTIN.BITNET@forsythe.stanford.edu>
Subject: Emulating the Mac Plus via Spectre GCR

I've been requested to give an evaluation of the Spectre GCR,
the Atari ST Macintosh emulator.
I have access to a Mac SE FD/HD (a mouthful!) and am
constantly on both the Atari Spectre GCR Mac emulator and Mac so
hopefully, this evaluation will be of value. The Atari ST used
is a four megabyte ST equipped with a SeaGate 296n hard drive and
Atari paper-white 12" monitor. No accelerators are in use to
speed up this particular ST.
The Spectre uses Macintosh 128k ROMs and can emulate either a
Mac 512KE or Mac Plus. A key press will toggle either system.
All systems work, including 6.0.3. All ram has been surrendered
to the "Mac side" allowing some hefty applications to work
together via MultiFinder, i.e., FullWrite, Hypercard, RedRyder.
In fact, that is what is on the system right now. I'm typing
this with FullWrite, Hypercard and RedRyder lurking in
the background.
Hard drive support is a simple plug in and go via the Atari
ST's hard drive DMA port, therefore, data transfer is fast, if
not faster than the real thing, depending upon the hard drive
mechanism. External Macintosh hard drives also work.
Macintosh ramdisks work perfectly and, like the real Mac,
all but required if a one-drive system is used. This can help in
ending the Mac Floppy Shuffle.
Control Panel settings are not saved, therefore a Mac PD
utility, DiskParam, will do the job. It works perfectly and was
written by a Macintosher, Mr. Webb, who lost his Param circuit on
his Macintosh.
Because of the Atari ST's faster clock speed, graphics and
sound are noticeably faster. Sound is a touch "squeaky".
Graphics are snappier than that of a Plus and SE. Indeed, Aldus
FreeHand's self-running demo will be about four pages ahead of
the same demo on an SE after about two minutes into the demo.
Mouse handling is great and the mouse does not slow down
during disk access. Also, the ST mouse has two buttons. The left
is the standard "point and click" button, the right is a shift
key equivalent. This allows for selective file maintenance
without your having to touch the keyboard!

Floppy disk access is ok. The Spectre GCR can read Macintosh disks directly at the same speed as a real Mac if the ALTernate key is pressed prior to accessing the disk. Otherwise, the read attempt will sample the disk and check to see if it is an Atari (Spectre) or Mac disk. Pressing the ALTernate key will bypass the check. Writing is direct and since the disk has already been sampled when it was inserted, the emulator knows already whether the disk is Atari or Mac. Mac formating can be done along with duplication of real Mac disks. Again, there is no speed loss. Some STs are having problems writing to Mac disks due to a particular batch of drive mechanisms which think the Mac data is noise. However, these seem to have no problem writing to Mac disks via Spectre's own utility program. Again, the process is fast.

Although Spectre GCR can support Atari's RGB screen, the cheaper ($90.00 at some stores) and crisp paper-white Atari monochrome monitor is the best. It is 12" and uses 640 X 400 resolution. There is no flicker and the scan lines are barely seen. The display is clean and bright. The larger screen does not increase the size of the characters, instead the user has a greater viewing area close to that of the $400.00 Macintosh monochrome monitor. Gray scale, I think, is the same.

Memory allocation is transparent. The user will lose about 300k for emulation overhead. The rest is all his, if he wants it. Gee, I love this 3.5 meg or so of available memory!!!

Macintosh emulation on the Atari ST with the Spectre GCR has reached beyond the "hacker" level. For all practical purposes which include data I/O speed, program execution, and screen display, the ST becomes a Macintosh Plus, thus, greatly extending the use and power of the Atari ST and yet, with very little compromise for either Atari ST in its host mode or in "Mac" mode.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

---

288. Re: Printer problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 17:46:50 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1945@calvin.cs.mcgill.ca>
Source record: 244981

In article <900109.20154976.014763@CU.CP6>
"FRAJKOR/ATARISTUFF"%CARLETON.CA@Forsythe.Stanford.EDU writes:
>
[weird printer problems]

my mail to you bounced so here it is in public...
----- Transcript of session follows -----
Connected to musocs:
>>> DATA
<<< 550 <%CARLETON.CA@Forsythe.Stanford.EDU>... User unknown
554 %CARLETON.CA@Forsythe.Stanford.EDU... Remote protocol error

----- Unsent message follows -----

To: "FRAJKOR/ATARISTUFF"%CARLETON.CA@Forsythe.Stanford.EDU
Subject: Re: Printer problems

When you bring your computer into the shop, do you also bring your
printer CABLE?!?!?!?

If they use their own at the store and it works fine, and you are using
yours and it doesn't, you can BET that is the problem.

Printer cables sometimes get broken connections after long time of use.

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science - Montreal, Quebec, Canada

289. Re: Atari's Quarterly Results ($5.4 Mil

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 18:03:44 UTC
From: waynekn@tekig5.PEN.TEK.COM
Message-ID: <5352@tekig5.PEN.TEK.COM>
Source record: 244982

In article <30200039@inmet>, hedger@inmet.inmet.com writes:
- Are they serious ????
- They sold 98 million dollars worth of stuff and only made
- a 900,000 dollar profit ????
-
- Sounds fishy to me.

That's nothing! My company has even manage to sell 1.4 BILLION
and LOSE 16 million!!! Atari looks good from where I'm sitting.
(The above happen in the year that ended June of 1988)

Wayne Knapp

290. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 18:10:08 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <9001130807.AA27622@ucbvax.Berkeley.EDU>
Source record: 244983

In article <5970@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu ( ) writes:
>
>For little more than $400, you can get a complete XT with a monitor.
>So why spend money of [PC] emulators, anyway?

In reply Phil Woodall writes:
>
>There was recently a query concerning hardware PC emulators on the net, I
>would like to help out a little by offering a reply.
>
>First it was pointed out (and rightly so) that you could pick up a cheap PC
>for $400, however this in itself is a very inefficient solution as:
>
> i) Who wants more computers than they need, taking up room.
>[stuff deleted]

I would like to add my two-cents' worth to this discussion. I have used PC-Ditto extensively since it was first introduced, and am anxiously awaiting the arrival of PC-Ditto II to my door. (Anyone know the current status of the product?)

In places where I work (and have worked), PC's are of course dominant. The convenience of being able to bring any extra work home is unbeatable. This necessitates that I have PC compatibility at home. However, though clones are cheap, in the little trailer that I live in their is barely room for ONE computer system, much less two or three (if I also wanted a Mac). Therefore, an emulator that turns my present computer into one (or two!) other computers is indispensible.

So IMHO emulators are most useful for people who do not have a great deal of room to spare for multiple computer systems.

Timothy Roeder

Internet: troeder@mis.arizona.edu -- Bitnet: roedert@arizvm1.bitnet
"Over the years I have begun to think that it is very unhealthy to think. What do you think?"

291. Re: Printer Problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 18:10:21 UTC
From: ROEDERT@ARIZVM1.BITNET
Message-ID: <9001130806.AA27598@ucbvax.Berkeley.EDU>
Source record: 244984

In article <900109.20154976.014763@CU.CP6> FRAJKOR/ATARISTUFF, etc. writes:

>[stuff deleted]
> One day, my 1040ST started printing nothing but garbage
>when hooked up to EITHER of my two printers, Canon PW1156
>and HP DEskjet. Through EITHER of two buffers.
>
>[stuff deleted]
>
> I took it to the dealers. It printed fine. Must be the
>software. [stuff deleted] It printed fine. <etc.>
>
> Is it possible that the level of AC current in my home is
>at fault, and one bit in one chip somewhere is so weak it does not
>flip?

I don't think that this is too likely, though I suppose it is possible.

> Is it possible that electrical interference somewhere in
>my home can do this?

This, I think, is the more likely culprit. I remember reading an article in BYTE magazine some years ago where Jerry Pournelle was having similar problems. After going through serious contortions (much the same as you have) he decided to try shielding his parallel printer cable(s). After he had taken such steps to minimize electrical interference, the problems that he had simply vanished as mysteriously as they had begun.

> There is nothing in my manuals about how to deal with demonic
>possession.

If THIS is the problem, as I can suggest is that you get your system blessed by a Priest! ;-)

I hope this info will be of some use to you.

Timothy Roeder

Internet: troeder@mis.arizona.edu -- Bitnet: roedert@arizvm1.bitnet
"Gorge, guzzle, and wench, for tomorrow we get gutted!"

292. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 18:44:33 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9001122232.AA24133@ucbvax.Berkeley.EDU>
Source record: 244985

Subject: Printers (Laser)

Is it possible to drive a laserjet from an ST when the printer has only 512k
of ram, I require full page 300 dpi, I would have thought that this was not
possible with only this much ram. I require/will require to use with
Calam
Calamus(maybe anyway), GDOS, and Ultrascript, I cannot afford the extra ram or
an Atari laser (I only have a mega 2 anyway) so I was looking at the LJ IIP.
Otherwise I will just have to buy the DJ+ instead.

Thanks

Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1

293. Beckemeyer Development has moved

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 19:04:55 UTC
From: david@bdt.UUCP
Message-ID: <680@bdt.UUCP>
Source record: 244986

```
The new address and telephone number is:

Beckemeyer Development
P.O. Box 21575
Oakland, CA 94620

Voice: (415) 530-9637
BBS: (415) 530-9682 (1200/2400 baud 24 hrs).
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"
```

294. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 19:25:31 UTC
From: david@bdt.UUCP
Message-ID: <682@bdt.UUCP>
Source record: 244987
Cross-posted to: misc.forsale,comp.sys.atari.st

```
Atari 1040ST Computer with Atari SC1224 Color Monitor.
Well maintained -- excellent reliable system $650.00

Supra 20MB Hard Disk $250.00

Will sell CPU/Monitor separately. Willing to trade for
Telebit T2500 modem or other goodies. You pay shipping.
--
David Beckemeyer | "To understand ranch lingo all yuh
Beckemeyer Development Tools | have to do is to know in advance what
478 Santa Clara Ave, Oakland, CA 94610 | the other feller means an' then pay
UUCP: {uunet,ucbvax}!unisoft!bdt!david | no attention to what he says"
```

295. Physbase vs. Logbase

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 20:42:00 UTC
From: latornell@MECH.UBC.CA
Message-ID: <255*latornell@mech.ubc.ca>
Source record: 244989

```
In response to the question by:
John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>

regarding: Physbase vs Logbase

Physbase() is the XBIOS call to get the physical base address of the
screen while Logbase() is the call (also XBIOS) to get the logical
base address of the screen.

Physbase() returns a long that is the screen's physical address in
memory at te next vertical blank interupt after the call. Logbase()
immediately returns a long that is the screen's logical address. To
actually do anything with these call you need to know about
Setscreen() too.

Setscreen() has 3 arguments, log_base, phys_base and res. log_base
points to the screen buffer on which writes operate, phys_base points
to the buffer that is displayed. If they are the same then a write
operation will appear on the screen as it is done. If they are
different, you won't see the result of the write until you change the
physical base to show that logical screen. res sets the resolution.
A -1L for *_base or -1 for res leaves the current value unchanged.

Perhaps an example will make things clearer. I've used this to do
primitive animation, the sort where you flip back and forth between 2
screen buffers, displaying one while drawing the next frame on the
other. An outline of the code goes something like:

/* globals */
char *screen1, /* logical base of current screen */
*screen2; /* logical base of new screen */

set_bases()
{
long new_buffer;

new_buffer = Malloc(32256L);
/* some code to make sure new_buffer starts on
a half page boundary */
screen1 = Logbase();
screen2 = (char *)new_buffer;
}

main()
{
set_bases();
while( /* not stop animation condition */ )
```

```
{
/* show screen 1 while drawing on screen 2; leave res alone */
Setscreen(screen2, screen1, -1);
/* draw next frame */
....
/* show screen 2 while drawing on screen 1 */
Setscreen(screen1, screen2, -1);
/* draw next frame */
...
}
/* put logical ad physical bases back to original values */
Setscreen(screen1, screen1, -1);
/* release memory used for 2nd buffer */
Mfree(screen2);
}
```

Hope this helps. Check out Pollack and Weber, "Atari ST Application Programming", Bantam, 1987 for further details.

Doug Latornell
latornell@mech.ubc.ca (this address works for everybody I know!)

296. Buying TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 20:52:00 UTC
From: smithb@acf2.NYU.EDU
Message-ID: <12530019@acf2.NYU.EDU>
Source record: 244990

```
Does anyone know where I can buy TOS 1.4 in NYC?
Can I buy them by mail, if so, where?
```

297. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 21:03:15 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <18126@umn-cs.CS.UMN.EDU>
Source record: 244991

In article <24938@brunix.UUCP> mjv@iris.brown.edu (Marshall Vale) writes:
>> domain version is called Ani-ST. It'd be a nice thing to have, it used
> Sorry, but it is not PD but was released on a STart disk which is not
>PD (but has this myth about being so).

ACtually, Ani-ST is "shareware", and was released to GEnie, for one, before it appeared on the STart disk. I believe that Jim Kent wanted a "smile" as payment ...

So, no, you do not have to buy the STart disk in order to obtain the Ani-ST program, but you may certainly do so.

Public domain programs have appeared in STart before, and are generally marked as such. Programs such as ST Writer may be freely copied, since STart magazine _cannot_ hold a copyright on the material. This does not mean that all programs on STart are PD, most of the are not. But in the case of Ani-ST and ST Writer, the programs are freely distributable ...

-- David Paschall-Zimbel

298. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 21:40:11 UTC
From: ignac@electro.UUCP
Message-ID: <1252@electro.UUCP>
Source record: 244992

In article <9001100808.AA18195@ucbvax.Berkeley.EDU> VBRANDT@DBNUAMA1.BITNET writes:
> Sorry, but this technically impossible. The 1.6 version is bigger than the
>available ROM space in a regular ST/Mega, and is installed at a different
>location in the CPU address space.
>
> Also, I doubt that 1.6 checks for CPUs other than a 68000. TOS 3.0, on the
>other hand, does just what you want. 3.0 is the TOS that comes with the TT.
>It won't work in STs for the same reasons.

actually, darek mihocka and myself have an STE and we've disassembled the
exception handlers in TOS 1.6, and sure enough, it checks some
system variable which tells the software what type of stack frame it can
expect. therefore, if its a 68000 processor, it uses an offset begeinning
at 6 from the current stack pointer to get params, and if its an 010 or
higher, it uses an offset of 8. it does this in getting params, and also
for reconstructing stack frames, etc. so, in actuality, tos 1.6 does indeed
support cpus other than the 68000.

also, i remember vaguely reading some review in ST world on the STE when
it was unveiled at the dusseldorf show, and they were saying it was running
tos 1.6 at the time. but i could be wrong ...

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

299. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-10 22:12:57 UTC
From: jvance@ics.uci.edu
Message-ID: <25ABB36A.5680@paris.ics.uci.edu>
Source record: 244993

In article <21701@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>What we have here is a lot of different archive methods being used.
>It would be nice if we could use one standard, and I would vote for
>Zoo.
>
I would rather have someone develop a universal archiving tool which
could dearchive many different formats and perhaps archive in all those
formats as well. There are trade-offs for all the compression methods and
I would rather not lose the freedom of choice.

Does someone want to develop such a universal archiving tool? Is it
worth it? I for one would have a use for such a program.

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

300. GEM windows programming problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 01:13:36 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830069@hpldola.HP.COM>
Source record: 244994

Here is a GEM programming problem:

I've written a multiwindow GEM application, everything was fine until I added a "feature" that allows users to edit window data in a dialog box. The dialog box editing function allows the user to edit data that may appear in several windows that are currently open on the screen.

Here's the difficulty, when the dialog box closes, the window(s) receive a WM_REDRAW message which is fine, but data may have changed in an area of a window (or two, or three) that is not covered by the dialog box and therefore does not appear on the redraw rectangle list. When the uncovered part of the window(s) is redrawn the window data looks wrong because the part of the window that was not covered is old.

Solutions and commentary:

1) When traversing the rectangle list set the clipping area to the whole window instead of the just the covered part, then draw the entire window's data.

results: YECH. This doesn't work because the windows are drawn in somewhat random order (any ideas here?) and windows that are beneath other, already drawn windows may pop through them when drawn.

2) When the window(s) are "dirtied" (that is their data is changed), use appl_write() to send a redraw message for the entire desktop.

comments: I haven't tried this yet, but it seems pretty good. The questions that come to mind are:

a) will this new WM_REDRAW message get merged with the one from the dialog box closure? I know that redraw messages will get merged, I have used this before when I wanted to force a redraw whenever windows were sized (normally window sizing only causes a redraw event if one of the window's dimensions is increased).

b) Will this look bad even if the redraws are merged? I'll have to try this and see.

3) Variation on (2) above, send multiple redraw messages, one for each dirtied window.

Will these messages all get merged?

Anyway, any ideas and comments are appreciated!
-Joe Gilray

301. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 01:32:02 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <6610@brspyr1.BRS.Com>
Source record: 244995

I have come across a somewhat serious deficiency with LHARC ... archives which contain directories cannot be transported from UNIX to the ST (the ST versions of LHARC and UNLZH do not convert from / to \). I assume things do not work in the other direction either, but I have not tested that as yet.

I will forward this on to the folks that handle the ST and UNIX versions that I have, but think everyone here should be aware of the problem.

Other than that, the disk savings of lharc are pretty impressive.

-- Tim
--
Tim Northrup +--+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +--+

302. Re: Atari's Quarterly Results ($5.4 Mil

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 01:36:02 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <1148@crash.cts.com>
Source record: 244996

In-Reply-To: message from hedger@inmet.inmet.com

>Sounds fishy to me.

Low margens on their products. :-)

.>Brad Martin<.
Atari Jihad

"The above opinions are mine and mine alone... I think."

303. TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 01:36:04 UTC
From: bradm@pro-grouch.cts.com
Message-ID: <1149@crash.cts.com>
Source record: 244997

I have heard rumors (God I hate rumors) that TOS 1.6 would allow the STe to work with an 68030 processor (and perhaps an 1040ST or Mega if outfited with 1.6). I would like to know if any of the Atari reps here on the net could comment on this. I have a friend who works for a company who makes 68030 boards for 'other' computers who could have an '030 board out for the ST way before another well publisized project (Hi Dave :-)). If this is not true, I will have to convince them that they want to write the software to make it compatable (how would you like to have you ST running at 40mhz?).

.>Brad Martin<.
Atari Jihad

"The above opinions are mine and mine alone... I think."

304. Gathering info on memory upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 01:38:26 UTC
From: renner@m.cs.uiuc.edu
Message-ID: <7500011@m.cs.uiuc.edu>
Source record: 244998

On one hand I have a very nice 1040ST. On the other I have a large pile of memory chips, of various package types and capacity. I'd like to put the two together. But I have to learn more about the upgrade possibilities first. So...

If you have knowledge about memory upgrades for Atari ST machines -- 520s, megas, whatever -- please send me mail. I will summarize the replies.

==========
Scott Renner USENET: pur-ee!uiucdcs!renner
University of Illinois at Urbana-Champaign ARPA: renner@cs.uiuc.edu

305. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 02:43:53 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21723@uflorida.cis.ufl.EDU>
Source record: 244999

In article <21701@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>What we have here is a lot of different archive methods being used.
>It would be nice if we could use one standard, and I would vote for
>Zoo.

I would _really love to see a super-smart program that can use any of these formats, and allow you to unarchive _anything_. Then the choice of archive format would become less of a problem in the present and the future.

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

306. Re: Megas in clone cases...

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 03:00:32 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <363@bnrgate.UUCP>
Source record: 245000

In article <900104.09355056.038329@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:

> If anyone has any experience on working with clone cases, contact
> me. Specifically, I'm moving a Mega 4 and a hard drive mechanism into
> a baby AT case. The only problem I'm encountering is really cosmetic
> and that is where I need help.

Larry,
I was interested in doing the same thing; at one point I even turned the backpanel "inside-out" but this didn't help much either. Finally I decided to go with more HDs. In a regular clone case, using a couple of stacked and smaller power supplies, I have managed to get two 5.25" HH HDs, one FH 5.25" HD along with two Adaptec 4000 and an ICD host adapter, as well as a FH 5.2" 80Trk floppy into this thing. Oh yes, and a fan. Believe it or not, I still have room to add another 5.25" HH HD or a couple of 3.5" HDs. None of this could be done with the original backpanel, so I just made a custom one from a heavy sheet of aluminum.
Everything looks just fine with my Mega2 stacked on top. Besides, unless your system will regularly be viewed from the rear, why worry about the backpanel not being identical to a clone?

Cheers,
Pierre Fortin

Wot a winter: record cold over holidays (coldest in 100 years), and now temperatures to melt the snow 3 months early... :(and :)

307. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 03:12:52 UTC
From: jdg@elmgate.UUCP
Message-ID: <1189@elmgate.UUCP>
Source record: 244801

In article <900109.20085072.014763@CU.CP6>
"FRAJKOR/ATARISTUFF"%CARLETON.CA@Forsythe.Stanford.EDU writes:
>
> I am puzzled by those who suggest that there is no point to buying
>Mac / PC/ etc emulators because you can buy Messy-Dos machines sio
>cheaply today.
>
> Personally, I would rather have a wife who is (a) sexy (b) intelligent
>and (c) a hard worker than three who are one of each. Even if you can
>get the other two cheaply.
> Personal taste, of course.

There are some obvious good/bad points to "any" emulations (to date?)
In that One can use ONE computer and use the widest Range of software.
And, it's generally cheaper than buyin the real McCoys. In the case of
the PC, I agree, it's ridiculous to spend $300-$500 for a box that one
can buy for $300, and expand upon. And, PC prices still are not stabalized.
386's are comin way down, and 286's are BEST buys. In the case of the Mac,
Mac's are not cheap... Disadvantages are the lack of expanibility with
hardware (or shall I say of?). Someday, maybe Risc or some such nifty
gizmo will provide the best of all worlds. Myself, Well, When Dave Small
releases the latest version of the Spectre (the one that runs multifinder)
I'm gonna spring for one I think. It's simply a great buy. What I REALLY
wish is that apple would price down some stuff so "the rest of us" can
afford to expand/purchase/propogate the Mac. It's a great lil' machine.
And, an excellant example of what can REALLY be done w/ great software
engineering (as is the spectre). Also, I use Macs frequently, and its
frustrating not being able to afford the "usable" mac. BTW Dave, if you
see this! I have a few Qwik Questions about GCR.
1> Will GCR "ever" support the "coming!" System 7.0 software?
2> Does it have an extender port (for my Deskcart! <- When you help write it,
it's always "there" know what I mean? hehehe)
3> Will GCR ever "evolve" in step w/ Macs (a totally inane questions, but
I'm curious about it's future).
4> Does Think C run under GCR? (ie: The re-bugger uses MultiFinder)
5> Since I'm delving into Macdom more & more, how much Ram /HD does GCR
support?
6> I have an idea for a REAL ST winner (Maybe?). And, I have decided not
to code it. Maybe you'd be interested dave?

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

308. Re: Dead Mega2

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 04:10:24 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1902@ultb.isc.rit.edu>
Source record: 244802

In article <3906@jhunix.HCF.JHU.EDU> rick@jhunix.UUCP (Eric Ruck) writes:
>
>OK, I've got a dead Mega 2 ST. Probably the power supply. For about 20
>seconds it sounded like there was a piece of paper caught in the fan, then
>the thing completely blacked out, no power light or anything.
>
>Thus far, my alternatives to getting it repaired seem to be either having one
>local repair center cannabilize a 1040 power supply at a cost (parts and
>labor) of around $200, or having the thing sent back for $60 and six or so
>weeks, none of which seem attractive to me.
>
>Is there anyone who has had this problem, and can suggest a way a couple of
>undergraduate EE majors can fix it?
>

It's always been my OPINION that the internal power supplies found in ST
computers have been wimpy. Yours may have just gotten overloaded or
something. Who knows. What we DO know is that it is dead.

Is it worth putting another one in? I'd say no. Try something else.

I have my 520, 2 drives, and XE hooked up to a single power supply.
It's a nifty no-RF unit I picked up from Computer Software Services (the
8-bit folks who manufacture the SUPER ARCHIVER and BLACK BOX). It puts
out 5V @12A, 12V @1.5A, and -12V@ .5A. If you'd be interested in it,
give em a call: 716-586-5545. It's $80 or so, but it's worth it. You
won't have to worry about wimpy power supplies.

I've never seen how Atari has the internal power supply hooked up.
Whether it is done with wires, or terminals soldered right to the
motherboard, I don't know. The external supply is certainly less than
$200, and you won't have to wait 6 weeks for it.

You might also try Best Electronics. They can probably set you up with
a new Mega supply. The part number is : CB101507. No price listed.
As for replacing it yourself, it should be quite easy.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

309. Re: Cartridge port connectors

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 05:30:45 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5850@rice-chex.ai.mit.edu>
Source record: 244803

In article <900108.22294364.040310@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Does anyone know a U.S. source for project boards and connector
>pieces that will fit the cartridge port.

Yes. Douglas Electronics, 718 Marina Blvd, San Leandro Ca 94577: 415-483-8770
Their cartridge port connector is part 33-DE-40, priced at $10.00 the last time I bought one a year ago; they take credit cards.

Their connector is a board about 3" x 5" with the connector at one end and enough room for a few ICs and/or a 40-pin flat cable connector.

John Purbrick
jpexg@ai.mit.edu

310. Design for MIDI-to-RS485 translator

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 05:47:28 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5851@rice-chex.ai.mit.edu>
Source record: 244804

I'm using the MIDI port to communicate with a network (only 2 so far) of microprocessors (Intel 8031) using RS485 protocol. This is a two-wire-plus-ground differential line setup using half-duplex mode (ie, the same bus is used for bidirectional data, hence only one party can transmit at a time).

The circuit for the level translator is available if anyone wants it.

John Purbrick
jpexg@ai.mit.edu

311. Re: LHARC sources on Sys V

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 06:58:03 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Jan11015405@dsrgsun.ces.CWRU.Edu>
Source record: 244805

to anyone who may be interested: the LHARC sources recently posted compiles and runs just fine under TOS when compiled with tos-Gcc. Some minor adjustments were needed (for 16/32 bit ints), ftruncate() was pretty easy to simulate. the resulting code is a little smaller than the Lharc that was posted to comp.binaries.atari.st, and it runs much quicker too (though its no speed demon, due to the way lzhuf.c is coded). Unlike the Lharc for St that was posted, and the recently posted unlzh12, this one handles path names, creating folders etc correctly. i personally still prefer zoo.

bill shroka (our local archives expert) is currently looking into speeding up things. he also did an excellent port of zoo to Gcc. his port is sigificantly faster than the turbo-c compiled one that was posted to the net, and has all the extra St features also implemented.
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

312. Re: CO-Processors---MOTOROLA ARE NICE PEOPLE!

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 09:23:34 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1990Jan11.092334.5785@newcastle.ac.uk>
Source record: 244806

In article <2865@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>In article <9001030805.AA24416@ucbvax.Berkeley.EDU>,
>so01@dmarum8.BITNET (Thomas Neser) writes:
>> Hello netters,
>> does anyone know something about the use of coprocessors with PC-emu-
>> lators? a) The co-processors in use with the atari 68000er
>
>I was VERY INTERESTED in attempting to tack a mc68881 co-processor onto
>my 1040.....I talked to ATARI-US and ATARI-UK: They couldn't tell me
>ANYTHING and ATARI-US denied the '881s existance.
>
>In a UK catalog, however (Silica House), I do see the co-pro listed as an
>ATARI-manufactured item! Although this is most certainly NOT the case--unless
>someone isn't telling me something.
>

[----------lots deleted----------]
>
> | Dan Karbowsky

I have an Atari MC68881 board fitted to my Mega. The chip is rated at
16Mhz. I use Prospero Fortran & Pascal who also supply the 68881
drivers. It really makes the ST fly on the numeric intensive ops..
I am hoping to get a 16Mhz 68000 installed at some stage. This
should make for a more interesting machine.

I got the board from SDL which is the education arm of Silica Shop.
The board cost 120 pounds sterling about a year ago.

Address:- Silica Shop
1-4 Mews,
Hatherley Road,
Sidcup,
Kent DA14 4DX.

TEL: 01-309-1111

Hope this helps

Chris

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=--=--+
mail: Chris.Forker@newcastle.ac.uk	Dept. Marine Technology
voice: +44 91 2226000 X 6750	Newcastle University
fax: +44 91 2611182	Newcastle upon Tyne
	NE1 7RU ENGLAND

313. Re: GDOS font file formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 10:04:21 UTC
From: maume@warwick.ac.uk
Message-ID: <365@lily.warwick.ac.uk>
Source record: 244807

In article <900110.01574829.061234@CMR.CP6> SCHMIDTM@CMR001.BITNET writes:
>Does anyone have detailed descriptions of GDOS font file
>formats? and the metafile format? Is this information
>somehow secret/priviledged/etc?
>
>If possible, could someone post this to the net or send
>it to me directly?

Could someone also send me a copy too.

Thanks

| JANET maume@uk.ac.warwick.cu
MARK | ARPA maume@cu.warwick.ac.uk
MAPLETHORPE | BITNET maume%uk.ac.warwick.cu@nsfnet-relay.ac.uk
| UUCP maume%uk.ac.warwick.cu@ukc.uucp

314. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 10:16:56 UTC
From: exspes@gdr.bath.ac.uk
Message-ID: <1990Jan11.101656.18975@gdt.bath.ac.uk>
Source record: 244808

In article <9001091511.AA13450@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (Marcelino Bernardo) writes:
>You're dead wrong on this one. The Mac II series does provide for 16.7
>million colors. Whether you get it or not depends on the video display
>board installed on the Nubus. In front of me is an ad from Radius for
>their DirectColor/24 which can simultaneously access every one of the Mac's
>16.7 million colors. They also make a 16-bit board (32,768 colors simul-

Do they also make a 4096x4096 pixel screen, so that you can get all 16.7 million colors out into the world at once?

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

315. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 10:25:50 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9001130810.AA27924@ucbvax.Berkeley.EDU>
Source record: 244809

```
any ST monitors for sale?
I'm looking for both a b&w (124) and a SC1224 monitor for friends.
Anyone have these critters laying about?
```

316. BiBTeX for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 11:35:19 UTC
From: os@trillian
Message-ID: <1889@laura.UUCP>
Source record: 244810
Cross-posted to: comp.text,sub.tex,unido.tex,comp.sys.atari.st,dnet.atari,sub.sys.st,unido.atari

```
Path: trillian
!os

Good news for all TeXnicans preparing LaTeX-documents with their Atari ST:

BiBTeX, a flexible and easy-to-use tool for handling bibliographic databases
and automatic generation of \bibliography-entries in Your LaTeX-document has
been ported onto the Atari ST.

If You desire to obtain this integral part of Leslie Lamport's
LaTeX-Document- Preparation-System for free, please answer to this
announcement. If there is enough interest I shall post it to
comp.sources.atari.st.

Oliver Schlageter
```

317. Hello Atari USA Netters

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 14:47:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <9001130809.AA27847@ucbvax.Berkeley.EDU>
Source record: 244811

If any on the technical staff of Atari USA who read and post on the net (Pratt, Townshend, etc.) get this message, could he/she pass it on to someone at Atari USA who could answer the following questions?

1. When is the ABC286/30 going to be available in Canada (Atari Canada cannot give a date an suggested I contact Atari USA)? Is it in stores in the USA?

2. When will the LYNX hit Canada? What about STACY?

3. When the STE was demonstrated at COMDEX in Vegas, were there codes that took advantage of the new sound/colour capabilities of the STE? Are any demo codes available for distributions (two STEs in the local area look and act just like std 1040STFMs and the users would like to see something that shows off the features of their equipment)?

When a SAVE DESKTOP is done on the old ST in med res., the system will boot up in med res. Not so with the STE, it still comes up in low res. Is this a TOS 1.6 (1.4) bug?

318. Re: Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 15:08:13 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <8940@ttidca.TTI.COM>
Source record: 244812

In article <21702@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
...[edited]...
>...I have heard of things called antibodies, that sit in
>your boot sector and do something like flash the screen . The idea
>being that if a virus hits and writes over the antibody, you will
>notice the screen not flashing. Is there currently a program to
>install something like this out?

There are two such "anti-virus" programs that I have copies of.
One spreads itself across disks, just like a virus would. That is,
in my opinion, unacceptable.

The other can be manually installed on a disk, and will do something
like what you ask. I can post it, after I find time to set up a
reasonable install program. It will take a little while, though, since
I'm a little short on spare time...

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

319. STE problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 16:43:42 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jan11.164342.15604@newcastle.ac.uk>
Source record: 244813

I think I have found a bug in the STE. When booting from a floppy with a colour display, the machine allways comes up in low res. The window positions etc are correct however if the res is then changed to medium. This problem happens when using a desktop.inf saved on the STE and with the file saved on a TOS1.2 ST.

Anybody know a way around this?

On the compatability front the only program I have found that will not run on the STE is palace software's Barbarian.

Dave Halliday.

(JANET: d.c.halliday@uk.ac.newcastle)

320. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 18:23:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan11.182305.24007@chinet.chi.il.us>
Source record: 244814

In article <1252@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>
>actually, darek mihocka and myself have an STE and we've disassembled the
>exception handlers in TOS 1.6, and sure enough, it checks some
>system variable which tells the software what type of stack frame it can
>expect. therefore, if its a 68000 processor, it uses an offset begeinning

This is what serious developers do when source to critical parts of an OS isn't made available, and when the documentation is sparse (in case there's any confusion, I think it's a good thing to do under the circumstances, as long as it doesn't lead to use of version-specific and accidental features. I attach no moral color, good or bad to Atari's reluctance to disclose TOS source to registered developers. The sparse documentation is unfortunate, but not evil). My point is that all the stuff Atari hopes to prevent by keeping the source confidential, even from those who have signed non-disclosure agreements can happen anyway. Here we have 2 people who've earned a reputation as cautious programmers doing their own dissembly. Guys with PC game experience and a lot less caution can do the same. On any timescale I can imagine, it would be better for Atari and its customers if developers had an easy way to check EXACTLY what TOS would do in a given situation (and any commented source, no matter how 'ugly', beats a dissassembly).

[whining off]
Steve J.

321. CTS bug

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 18:26:33 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18443@dartvax.Dartmouth.EDU>
Source record: 244815

I have run in to a problem with the CTS bug metioned in Abacus's
ST internals. Supposedly the OS (where is not mentioned) requires
the CTS line to jiggle after each bye sent. I'm just switching to
a system that uses full duplex, GND and DTD lines and ties the
RTS (ready to send), CTS(clear to send) and pin 6 whatever that is.

I'm using a 520STfm recieved may 89 with uniterm and EMULATOR.ACC

Is there a fix. Has this already been fixed and I have something else
wrong. Will this be a problem with Magic Sac/Spectre?

Thanks, Clark

322. Re: PageStream 1.8 Bug (?)

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 18:47:05 UTC
From: fyl@ssc.UUCP
Message-ID: <374@ssc.UUCP>
Source record: 244816

In article <9001092309.AA02621@CASPIAN.SAIC.COM>, steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>
> Well so far I've encountered several problems with the 'debugged' version of
> PageStream (1.8).
>
> Sure glad I didn't jump in until v1.52 was out. I shudder to think what 1.0
> was like.

Yeah, me too and I have 1.0 and 1.1. The really disappointing this is that rather than fix what is wrong, new features are added. PP 1.01 does essentially what we need to do. Nothing fancy. We use it to lay out some of our advertising flyers. All of our "real" publishing work is done on the UNIX systems.

But, each new version of PP (now PS) adds a whole bunch of stuff plus some new bugs. I have looked at the options and still don't have the right answer. FleetStreet 2.0 lacks some stuff. I don't know if 3.0 is good or not. Calamus is wonderful -- I have played with it -- but I need PostScript output as we ultimately send stuff to a Linotronic.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uunet!pilchuck!ssc!fyl or attmail!ssc!fyl (206)527-3385

323. Re: ARC 6.02-bug (was Re: ARC 6.0)

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 18:58:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10615@stag.math.lsa.umich.edu>
Source record: 244817

In article <814@opal.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>IMMEDIATELY STOPS INSTEAD? If I do "arc v fubar.arc" and fubar contains
>files which are squashed, I want arc to show me the contents of the
>archive-file. If I do "arc x fubar.arc" I want arc to skip these
>files such as "fubar.xyz - unknown compression method. Skipped.".
>What I don't want arc to do is to abort the whole task.
>
>This has been done by transitioning from arc 5.12 to wunderful(?) arc 5.21
>with its squashing algorithm. This fault has been repeated on arc 5.21,
>which can now be seen when listing an arc 6.xx archive which contains
>sub-directories. Sigh.
>

That does seem to be a problem that the docs don't point to. Dunno why
they did things that way... I'd fix it, but don't have the 6.02 sources.
(Deep sigh. }-)

>.complaining off
>
>Another one, which is more of a *real* (and heavy) bug:
>Arc lost it's capability of dealing with overlong filenames.

Well, it was pretty non-standard anyway, and the main idea was to maintain
compatibility with the PC version of ARC. (But it was certainly trivial to
allow for arbitrarily long names, really.) The official "fix" I posted for
the Unix side was to make it automatically truncate long names to fit into
12 characters. So it goes. You could easily add back in the code to allow
for long names though. Dunno what you'd do with them when you try to extract
them, but at least it wouldn't choke...
-- Howard

>Greetings,
> RIPLEY
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

324. Re: BUG REPORT AND PATCH FOR TOS 1.4 AND 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:03:08 UTC
From: powers@engles.enet.dec.com
Message-ID: <7396@shlump.nac.dec.com>
Source record: 244818

In article <1944@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
>
> Atari Corp., January 10, 1990
>
> There is a rare bug in Rainbow TOS (1.4) and STe TOS (1.6) involving
> the way GEMDOS handles its internal memory. You probably have never
> seen this bug, and if you use this patch program, you never will.

Allan,

I use an editor on my ST which used to handle files larger than
available memory. It used to work on tos 1.0, the other day I was
editing something that was larger than available memory with tos 1.4
and my system hung, and printed a three line message at the top of
the screen telling me about memory problems, and I should use
foldrxxx.prg. Is this message possibly coming out TOS? I kind of
get the impression it is. If so, is this the bug you are fixing
with your patch, and if so, is it really necessary to still use
foldrxxx.prg even with tos 1.4?

thanks

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

325. Re: CO-Processors---(Atari!) ARE NICE PEOPLE!

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:08:49 UTC
From: apratt@atari.UUCP
Message-ID: <1946@atari.UUCP>
Source record: 244819

kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609) writes:
>I was VERY INTERESTED in attempting to tack a mc68881 co-processor onto
>my 1040.....I talked to ATARI-US and ATARI-UK: They couldn't tell me
>ANYTHING and ATARI-US denied the '881s existance.

I can't imagine why they did that.

Atari has a product, the SFP004, which is a 68881 peripheral for a Mega.
It only works with Megas, not 1040s, which may have been the source
of the confusion. It comes with a library (and source!) for linking
Alcyon C programs which use floating point so they use the 68881
if it's there, and use the old software routines if it's not.

Once you have this technical document and a 68881 chip, how do you
propose to weld the chip into your 1040? It's a nontrivial
undertaking. The SFP004 plugs into the internal Mega expansion bus. If
you do manage to weld a 68881 onto a 1040, please try to make sure it
addresses at the same place as the SFP004: the base address is $FFFA40.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

326. OOPS - BAD PATCH FOR TOS 1.4/1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:11:12 UTC
From: apratt@atari.UUCP
Message-ID: <1947@atari.UUCP>
Source record: 244820

I posted a patch for TOS 1.4 and 1.6 to this newsgroup, but it doesn't work. I cancelled the patch itself, but some of you may have gotten it. In my haste to get the fix out, I didn't test it thoroughly enough. I'm sorry. Ignore the patch, and keep your eyes out for a new, correct one.

==========

Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

327. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:11:26 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10616@stag.math.lsa.umich.edu>
Source record: 244821

In article <9001050802.AA10246@ucbvax.Berkeley.EDU> so01@dmarum8.BITNET (Thomas Neser) writes:
>Hello back in the nineties,
>a few querstions for today:
>1) Is is possible via soft- or hardware to kill the black frame of the
> atari sm124 monitor?
By hardware you can open it up and tweak some potentiometers inside to expand the video image.. By software, probably the nicer way to go, you can get the OVERSCAN software and *use* that black frame for more pixels. 688x480 on a fresh-out-of-the-box SM124.

--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

328. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:15:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10617@stag.math.lsa.umich.edu>
Source record: 244822

In article <21617@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Christopher Roth) writes:
>Can anybody out there tell me if UW (unix windows) works with tos 1.4?
>I've been trying to get it to work, but alas, to no avail. Strange things
>happen..sometimes it bombs, sometimes I get no lower case letters (try
>THAT on unix...) and sometimes it just plain does not work. I am , of
>course, using a monochrome monitor, a 1040 ST with 1 meg. Perhaps I
>am missing something...
>
Which version of UW are you using on the ST? I use the version in uwbin.arc
from terminator, it works fine on my Mega w/TOS 1.4. It also works with the
overscan mod, which makes it that much nicer...

This uw version also has a bare-bones kermit client. Handy...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

329. Poolfix problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:50:58 UTC
From: matthews@umd5.umd.edu
Message-ID: <5928@umd5.umd.edu>
Source record: 244823

I just grabbed and installed poolfix.prg (which apratt posted <thanks!>), and have come across one minor problem.

It and Neodesk 2.05 don't get along at all. Everything works fine from the desktop. This is true with and without shel_fix.prg.

I just had some problems with my ROM chips (the dealer who installed them did a pretty lousy job; chips are NOT supposed to be crooked), and I'm _pretty_ sure I reseated them OK. In short, can anybody confirm this?

330. Re: INFO-ATARI16 Digest V90 #23

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:53:39 UTC
From: SRMASTER@PUCC.PRINCETON.EDU
Message-ID: <9001130807.AA27681@ucbvax.Berkeley.EDU>
Source record: 244824

Please remove me from the mailing list.

331. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 19:57:46 UTC
From: matthews@umd5.umd.edu
Message-ID: <5929@umd5.umd.edu>
Source record: 244825

In article <10616@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>By hardware you can open it up and tweak some potentiometers inside to
>expand the video image.. By software, probably the nicer way to go, you
>can get the OVERSCAN software and *use* that black frame for more pixels.
>688x480 on a fresh-out-of-the-box SM124.
>
Two quick questions:

1) Where is this software? I can do anonymous ftp, so a site name would be
muchly appreciated.

2) Do ST programs such as PageStream recognize this? Or, better yet (?),
Spectre GCR?

(hope my .signature file works this time)

332. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 20:15:20 UTC
From: valentin@cbmvax.commodore.com
Message-ID: <9299@cbmvax.commodore.com>
Source record: 244826

In article <1149@crash.cts.com> bradm@pro-grouch.cts.com (Brad Martin) writes:
>
>I have heard rumors (God I hate rumors) that TOS 1.6 would allow the STe to
>work with an 68030 processor (and perhaps an 1040ST or Mega if outfited with
>1.6). I would like to know if any of the Atari reps here on the net could
>comment on this. I have a friend who works for a company who makes 68030
>boards for 'other' computers who could have an '030 board out for the ST way
>before another well publisized project (Hi Dave :-)). If this is not true, I
>will have to convince them that they want to write the software to make it
>compatable

Well, I too work for a company that makes 68030 boards, though not likely to ever produce ST boards. :-) Now I don't know how TOS is written but I can tell you what the difference in the processors are.

All user-mode instructions, as opposed to supervisor-mode, are fully upwardly compatible from the 68000 up to the 68040. Except for the MOVE <ea>,SR instruction of the 68000 which is now executable only in supervisor mode on 68010+ processors.

This however can be easely fixed through software. Executing this instruction in user mode on 68010+ processors will cause a priviledge violation exception, and an exception software handler can substitue the right code there.

Another difference between the 68000 and 68010+ processors is the exception stack frame created during an exception, such as interrupts. The differences are small and well documented, but they have to be taken into account anyway. If Atari provides source code to its OS, then fixing this should be no problem, particularly on 68030+'s. You see, the 68030 has a built-in MMU, thus allowing you to load a fake image of ROM in RAM and then translating all memory accesses to the ROM area to the RAM area.

If source code to the OS is not provided, you're screwed, unless the OS already takes account of the different exception stack frames created on the different processors. You can probably disassemble the exception processing code yourself, since the exception processing routines have their pointers starting at location 8.

Of course, software which depends on busy-waiting timing loops will be completely out of wack. So even if you get your act together, that does not mean that third party software out there does too.

(how would you like to have you ST running at 40mhz?).

Don't hold your breath. Even if you get a processor running at 40MHz, the rest of the hardware will not. You would have to provide your own 32-bit memory board to go along the 68030, and it will not be accessible to the blitter or any other

device at high speeds.

By the way, if your friend's company would like to make a board for this 'other' computer I work on, you know who to have him contact. :-)

Valentin
--
The Goddess of democracy? "The tyrants Name: Valentin Pepelea
may distroy a statue, but they cannot Phone: (215) 431-9327
kill a god." UseNet: cbmvax!valentin@uunet.uu.net
- Ancient Chinese Proverb Claimer: I not Commodore spokesman be

333. Re: HP PaintJet Printer info wanted

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 20:39:02 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <3326@cbnewsj.ATT.COM>
Source record: 244827

In article <2866@cuphub.cup.edu>, kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
> Could you please tell me SPECIFICALLY what hardware/software you're using
> and especially where you got the driver for the PAINTJET!!!???
>
> This MAY change my mind.....(from LJ-II to PJ)...

Let me talk about the ways ST programs talk to printers, and then let's
see how these ways relate to the HP Paintjet, OK?

The first and simplest way is for the program to use the text mode of
your printer only, and forget about the graphics mode. You get to tell the
program what escape sequences it needs to print bold, italics, compressed,
etc., but the important thing is, you're limited to the printer's own
internal fonts and capabilities in text mode.

First Word and Wordwriter ST are examples of programs that fall into this
category. If you'd be happy with a 10-point Letter Gothic font, which is
a font that the Paintjet has built in, then using one of these programs
will produce 180-dpi NLQ text mighty speedily. And besides the black text,
you can print colored text in 6 other colors. You can do this by mapping some
Wordwriter ST modes to color escape sequences, e.g., I mapped the light,
superscript, and subscript modes (which I don't use) to red, blue, and green.
Anyway, writing a driver for these types of programs is easy.

The second way a program can print is to use GDOS along with the graphics
mode of the printer. So, if you need fancy fonts, you specify them in your
ASSIGN.SYS file, and GDOS will map them to the best possible resolution
for your printer. EasyDraw, Timeworks DTP, and Wordup are all examples of
programs that use GDOS for output. Alas, there is no GDOS driver for the
Paintjet, to my knowledge. If programs like these are important to you,
don't buy the Paintjet! (I have the HP Deskjet also, and, fortunately,
both Neocept and Migraph have very good GDOS drivers for the Deskjet/Laserjet
series; if 300 dpi laser quality output is important to you, get one of
these printers instead.)

A third way a program can print is to use the graphics mode of your
printer, but bypass GDOS, and use its own graphics-producing schemes.
Pagestream 1.8 is in this category. It comes with a whole slew of printer
drivers including an excellent one for the Paintjet. This program is
powerful enough to be a wordprocessor and object-oriented drawing program
all by itself, not to mention it's excellent page layout capabilities.
But what really makes it stand out is it's ability to represent hundreds
of colors internally, import Degas, Neo, and Amiga HAM format color
pictures with the palettes intact, and print them beautifully to the Paintjet.
It also has a color postscript driver for people with color postscript

printers. Not only that, it comes with outline fonts (not bitmapped) so you can get arbitrarily big, tall letters with no additional disk space!

Summary: If you really need brilliant color output and 180 dpi text in the same device, get the Paintjet. You can use the programs I mentioned, and you'll be happy. If you need a printer that has good GDOS support, and color is not important but 300 dpi laser quality is, get the Deskjet/Laserjet.

Rana Dutt
rcd@mtqua.att.com

334. nethack 3pl6 for atarist

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 20:52:17 UTC
From: ret@rti.UUCP
Message-ID: <3411@rti.UUCP>
Source record: 244828

Hello, I am looking for a site that has nethack for an atari
st with patches through level 6 applied. The two sites I have
found, panarthea and ncsu, only have patches through level 3.
If sites are not available could some kind soul contact
me through e-mail about transferring the file.
I would be most appreciative.

address ret@rti.rti.org

thanks.

335. LHARC source not all that portable

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 21:09:25 UTC
From: dag@per2.UUCP
Message-ID: <891@per2.UUCP>
Source record: 244829

The sources to LHARC posted recently to comp.sources.atari.st are not
all that portable across *nix systems. There is a routine gettz() in
lharc.c that is specific to BSD4.X, and the use of ftruncate, mkdir,
rmdir, and rename is not flagged as a system dependency.

The routine gettz() uses structures and a subroutine call which are
not available on many systems, and it is unclear from the code if
they are required for proper operation.

The routines ftruncate(), rename(), mkdir(), and rmdir() are used.
On older Unix systems (binary license) these routines are not available
in the standard libraries.

Before people move to LHARC format wholesale, a version of the lharc sources
should be created which is portable to a larger number of *nix varients.
--

Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

336. ProGem articles

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 21:17:13 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16471@laurel.athertn.Atherton.COM>
Source record: 244830

I'm unable to get through to terminator.cc.umich.edu, so I can't
get the ProGem.arc and ProSrc.arc articles. Can anyone suggest
another site that I can get to that has these? (I can use
the mail server, but I can't ftp). Or does anyone have them
in uuencoded form and be willing to mail them to me?

Thanks in advance...

--
|---|
|--alex | 'My mind is my own', and so are my opinions |
Now who are you gonna believe--me, or your own lyin' eyes?

337. Re: ARC 6.02-bug (was Re: ARC 6.0)

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 21:56:12 UTC
From: nelson@kodak.UUCP
Message-ID: <2263@kodak.UUCP>
Source record: 244831

Another bug I found in arc 6.02 is the definition of the "p" command:

p = copy files from archive to standard output

Arc 6.02 prints the file to the line printer. Previous versions (5.21 and earlier) outputted the file to the screen or could be redirected via the ">" operator.

If anyone near Phoneix could point this out to Darin Wayrynen on his bbs (Next Gen BBS (602) 938-8288) I'd appreciate it.

Bruce Nelson

338. Unix Windows - Unix side needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 21:58:16 UTC
From: nelson@kodak.UUCP
Message-ID: <2264@kodak.UUCP>
Source record: 244832

Would someone kindly point me towards a copy of the Unix-side source
for Unix Windows?

Thanks.

Bruce Nelson

339. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 22:11:39 UTC
From: a254@mindlink.UUCP
Message-ID: <923@mindlink.UUCP>
Source record: 244833

> FRAJKOR writes:
>
> Msg-ID: <900109.20085072.014763@CU.CP6>
> Posted: 10 Jan 90 01:06:18 GMT
>
> Org. : The Internet
>
>
> I am puzzled by those who suggest that there is no point to buying
> Mac / PC/ etc emulators because you can buy Messy-Dos machines sio
> cheaply today.
>
> Personally, I would rather have a wife who is (a) sexy (b) intelligent
> and (c) a hard worker than three who are one of each. Even if you can
> get the other two cheaply.
> Personal taste, of course.

Why not have ne of each? Then you could have one clean your house, talk to another, while the third was doing other things to you.

340. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 22:43:32 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <32896@iuvax.cs.indiana.edu>
Source record: 244834

Could someone say briefly what techniques the overscan software uses to do overscanning?

341. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 23:46:21 UTC
From: kbad@atari.UUCP
Message-ID: <1950@atari.UUCP>
Source record: 244835

```
mjv@iris.brown.edu (Marshall Vale) writes:
| In article <1513@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
| > The public domain version is called Ani-ST.
| Sorry, but it is not PD but was released on a STart disk...

Sorry, but it is PD. Jim Kent first released it on BIX, as "shareware" -
the recommended donation is a smile ;). STart picked it up and put it
on their disk, but they have no copyright on it.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

342. Re: Multifinder on GCR

Newsgroup: comp.sys.atari.st
Date: 1990-01-11 23:54:04 UTC
From: kbad@atari.UUCP
Message-ID: <1951@atari.UUCP>
Source record: 244836

```
01659@AECLCR.BITNET (Greg Csullog) writes:
| Does anyone at Atari know why a save desktop in medium resolution
| still results in a boot to low res on an STE?

Yes, and that's why John Townsend and I wrote an auto folder program
which solves the problem. This program should be available where
you bought your STE. If it isn't, have them contact dealer support
at the appropriate Atari subsidiary.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

343. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 00:21:09 UTC
From: kbad@atari.UUCP
Message-ID: <1952@atari.UUCP>
Source record: 244837

bradm@pro-grouch.cts.com (Brad Martin) writes:

| I have a friend who works for a company who makes 68030
| boards for 'other' computers who could have an '030 board out for the ST way
| before another well publisized project (Hi Dave :-)).

68030 expansions that work on other computers may or may not work on the ST - Jim Allen and Dave Small know this all too well. The ST has some unique hardware glue problems that make it tough to step into the 68000's shoes (or pads, as it were).

Don't you think that if the STE were completely 68030 compatible, and Atari could support it, that Atari would be crowing about that fact? What third parties can do with the machines shipped by Atari, and what _Atari_ can support on its machines are two vastly different categories of things. It is obviously doable, or Dave & Jim wouldn't have considered doing it. If any other hardware developers believe it's a worthwhile project, they are welcome to contact Atari developer support, and Atari will give them as much help as possible.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

344. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 01:31:52 UTC
From: chen@digital.sps.mot.com
Message-ID: <47fb17d2.81da@digital.sps.mot.com>
Source record: 244838

In article <21723@uflorida.cis.ufl.EDU> rs0@beach.cis.ufl.edu () writes:
>
>I would _really love to see a super-smart program that can use any of
>these formats, and allow you to unarchive _anything_. Then the choice
>of archive format would become less of a problem in the present and
>the future.
>

It's possible to write such program. However, it's pretty hard to write
a program to handle multiple format by itself with comfortable speed.

It's much easier to write a program to identify the compression format
and call appropriate compression program to handle the data file. Under UNIX,
this is trival as each of these four compression schemes has an unique 'magic'
number. The UNIX command `file' can be used for such application. If you add
following lines in the 'magic' file (/etc/magic), the command should be able
to identify the format of an compressed file:

```
0 short 0x1f9d compress(l) output
0 byte 0x1a arc(l) archive output
2 string -l lharc(l) archive output
20 long 0xdca7c4fd zoo(l) archive output
```

Note that the magic number for zoo is for Motorola 680x0 chips, the Intell
chips and VAX family (?) store the long integer in normal order. So the
number should 0xfdc4a7dc instead.

I'm not 100% sure the lharc magic string covers every format of lharc. Inside
lharc.c, there are four of them listed:

```
#define LZHUFF0_METHOD "-lh0-"
#define LZHUFF1_METHOD "-lh1-"
#define LARC4_METHOD "-lz4-"
#define LARC5_METHOD "-lz5-"
```

Alternatively, one can add these information to the magic file so `file' command
can even tell you which archive method lharc uses.

345. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 02:15:46 UTC
From: a1318@mindlink.UUCP
Message-ID: <924@mindlink.UUCP>
Source record: 244839

> mjv writes:
>
> Msg-ID: <24938@brunix.UUCP>
> Posted: 10 Jan 90 15:01:56 GMT
>
> Org. : IRIS
> Person: Marshall Vale
>
> In article <1513@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
> > The public
> > domain version is called Ani-ST. It'd be a nice thing to have, it
> Sorry, but it is not PD but was released on a STart disk which is not
> PD (but has this myth about being so).
>
> -- mjv@iris.brown.edu

From STart ,Volume 4,Number 4,page 67 (Reprinted without permission):
Ani ST is shareware and can be freely distributed -- the author
(Jim Kent) asks for nothing more than a smile.
As of yet,I have not quite figured out how to reach the binaries
(soon I hope :})) so if you wish SEND me E-mail and I will parcel it to
you
Kent_Cavaghan@mindlink.UUCP
Beautiful British Columbia
Canada

346. Stacey shippi{ng??

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 04:32:44 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <3936@jhunix.HCF.JHU.EDU>
Source record: 244840

I spoke to wonderful folks at Computer Emporium in Texas and found out that
they are getting a batch of Stacy1's and 1+20meg HD's in by the end of next week
the prices he quoted me, dont quote this from me, its fuzzy
were 1199 without 20meg and 1599 with..
he said he didn't know when or if he will be getting Stacey2's or 4's..
at least they are appearing(maybe I shouldn't speak so soon)
-Ajay

347. Re: Poolfix problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 04:49:10 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1522@cs.rit.edu>
Source record: 244841

In article <5928@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>I just grabbed and installed poolfix.prg (which apratt posted <thanks!>), and
>have come across one minor problem.
>
>It and Neodesk 2.05 don't get along at all. Everything works fine from the
>desktop. This is true with and without shel_fix.prg.

When I threw poolfix in my autofolder and rebooted, I too had a problem
with Neodesk 2.05. The Neodesktop (hmm!) would load but I couldn't
run any programs (the system would just hang when I double clicked
on something). Well, I booted up the handy auto_organizer program
that came on my Codehead Utilities disk and made it the third program
to load, as opposed to the last. Works great now!!!

Thanks Allan!

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

348. Re: Physbase vs Logbase

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 07:29:26 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1865@gmdzi.UUCP>
Source record: 244842

jrd@STONY-BROOK.SCRC.SYMBOLICS.COM (John R. Dunning) writes:

>Can anyone tell me what's the difference between Physbase() and
>Logbase()? When can I expect them to be the same/different?

Normally physbase and logbase point to the same memory. If You
set one of them to another screen memory then what you see is
shown from Physbase() and what You draw (VDI etc.) is drawn to
Logbase(). That can be used for animation: Show one screen, draw
the next image to another, then flip the Screens.

greetings, j.k.

Kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In real life: Jelske Kloppenburg

349. VSH on Moniterm Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 09:25:50 UTC
From: david@bdt.UUCP
Message-ID: <725@bdt.UUCP>
Source record: 244843

I've got a version of the MT C-Shell Visual Shell (VSH)
graphical interface running on the Moniterm monitor.
You really have to see it to believe it! Multiple full
25x80 screens active at the same time. Emacs in one window,
a compile in another, arc and kermit in another, with
desk accessories running all at the same time!

Those registered VSH owners that want to beta test this
new version of VSH should get in touch with me. I'm
adding a bunch of features to VSH, but I will considfer a
a release just for the Moniterm support if there's interest.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

350. SPECTRE MAC ROMS

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 09:49:09 UTC
From: mars@duteca
Message-ID: <708@duteca4.UUCP>
Source record: 244844

A friend of mine purchased the SPECTRE mac-emulator. According to him SPECTRE requires the ROMs from the mac, which can only be bought from apple (approx. $200 he said). Could someone please tell me if this is true or if it is only true in Holland/Europe. If it is not violating any copyrights, I would like to buy used mac ROMs from someone who upgrades his mac, is this possible? Please e-mail to:

mars@duteca.tudelft.nl

Gert-Jan Tromp.

--
****
* Gert-Jan Tromp *
* Delft University of Technology *
* Dept. of Elect. Engineering, room 10.04 *
* P.O. Box 5031, 2600 GA Delft, The Netherlands *
* Email: mars@duteca.tudelft.nl *
****

351. Re: 1040STE, at last!

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 10:42:37 UTC
From: daniel@pkmab.se
Message-ID: <2573@pkmab.se>
Source record: 244845

In article <9001060801.AA03913@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>The following would not run from my auto folder (activated after the
>tests on the software listed above):
>
>Pinhead
>UIS II
>Headstart

I can not comment on Pinhead and Headstart, but the UIS II can easily
be patched to work on the new TOS ROMS since the problem [bombs] are
caused by direct jumps to the ROM.
As illegal as before, but it works. (I have a working version myself.)

If you like, I can try to patch Pinhead/Headstart as well. Send me an e-mail.

--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

352. Why does OVERSCAN not install ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 14:10:11 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1370@tnoibbc.UUCP>
Source record: 244846

Hello,
I found the program OVERSCAN.PRG to enlarge the ATARI screen, but it
won't install. Does the program need a specific version of TOS? I tried
TOS 1.4 beta and the normal (old) TOS-in-rom (1.2?).

Thanks in advance,

Remco
--

Remco Bruijne USENET: remco@tnoibbc PHONE: +31 15 606437
---

353. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 14:32:18 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <720.25ada423@miavx1.acs.muohio.edu>
Source record: 244847

In article <1990Jan7.084927.19588@csusac.csus.edu>, rohwerwd@csusac.csus.edu (W. David Rohwer) writes:
> The following is from "The Business Journal", p. 28, for the Week
> of January 8, 1990.
>
> "Atari Corp. of Sunnyvale suffered a third-quarter
> net loss of $5.4 million, or 9 cents per share, on net sales
> of $81.44 million. During the third quarter of the year
>
>
> Apparently, Atari is slowly fading into oblivion. :)
>

I don't know much about finances, but couldn't a lot of these "losses" be actually just expenses incurred on the development of the new systems that are about to be released and that Atari will compensate for this with the increase in sales projected for the new systems. I would say Atari will easily make this up with the sale of the new systems.

Just my humble opinion,
The Kentster
Kent Covert
Miami University
Oxford, Ohio

354. Re: Need Mouse Info

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 14:56:52 UTC
From: bartho@obs.unige.ch
Message-ID: <508@obs.unige.ch>
Source record: 244848

In article <7051@b11.ingr.com>, cowie@b11.ingr.com (Ivan Cowie) writes:
> In article <1782@mrsvr.UUCP>, krieg@jupiter.uucp (Andrew Krieg) writes:
>> My mouse is dying and I need to replace it fast. Can anyone recommend one
>> of the 3rd party mice (I've seen a cordless, and another one by some company
>> ...
>> Any info on any of the above questions would be greatly appreciated.
>
> Andrew, I had the very same problem with my mouse. If you have a
> soldering iron it is easy to fix. Just open up the mouse and find the
> little infra-red transmitters and receivers on opposite sides of the wheel.
> The problem with mine was that one of the receivers wasn't quite lined up
> correctly with the transmitter (must'v gotten jarred) so I melted the solder
> and just 'reseated' it on the board. Works fine now. Good luck!

We have 25 1040ST in house and had same problem. Four mices went back to
dealers, two have been replaced, two repaired, but the repair would not last
for more than a few days. So we decided to do it ourself, essentialy as above,
but with the following trick : the infra-red pair are mounted on a plastic
spring, and are supposed to be adjustable with the screw at the end, but as
long it is not soldered ... also the hole on the printedboard are metalized
which makes (un)soldering more difficult.

So : 1. unsolder completely the IR pair (4 wires) and pull it out of the
printed board. you may need special desoldering tools.

2. bind the 4 wires 90 degree horizontaly (carefuly !) near the diodes
use thin wire.

3. solder in place 4 small wires to the board at one end, and to the
diodes to the other end (far from the diodes)

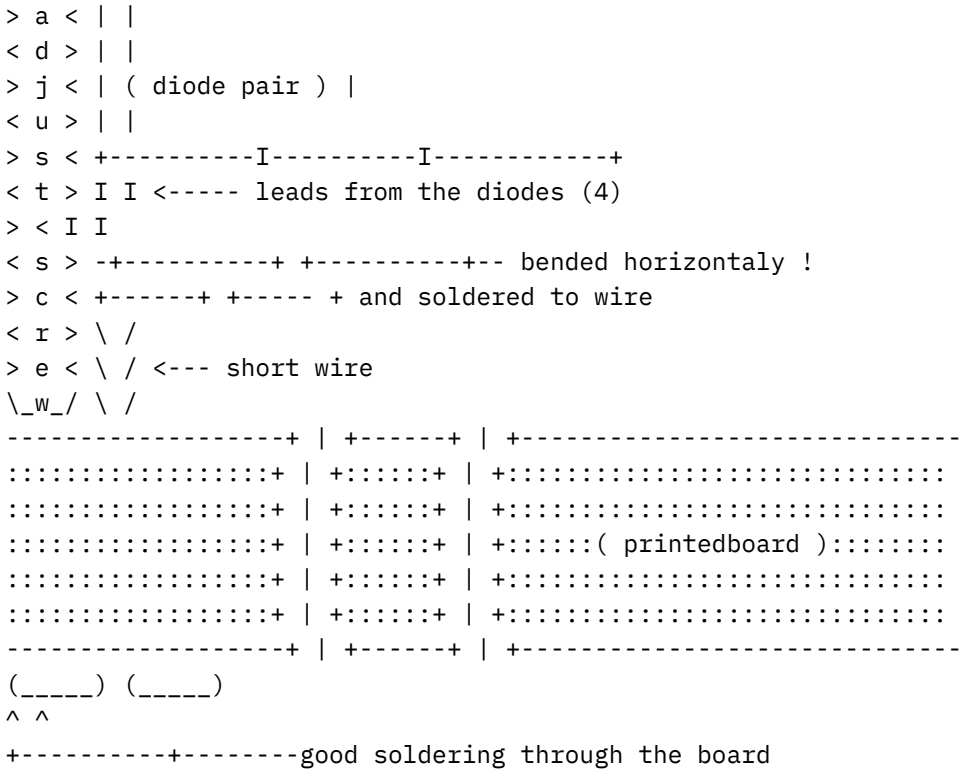
4. adjust the position of the diode pair with the screw (now that it is
free to move ...)

5. if you have an oscilloscope, check that the signal from the 2 diodes
are more or less shifted 90 degrees. At least, the cosine track
must come up and then down before the sine one, as this is used
by the logic to detect the direction of movement.

The mices we have repaired have been used now for quite some time and we never
had any trouble any more.

NB: do not try to adjust the screw with the diodes soldered in place, at most
you will destroy them ! Also take the usual precautions with integrated
circuit and static electricity ...

Here is more or less a cut through the board and diode pair. I hope it will
help save many mices !



God luck, and H a p p y N e w Y e a r !

Paul Bartholdi, Geneva Observatory

355. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:12:12 UTC
From: covertr@force.UUCP
Message-ID: <47fdf52f.14a1f@force.UUCP>
Source record: 244849

In article <21723@uflorida.cis.ufl.EDU>, rs0@beach.cis.ufl.edu (Bob Slaughter) writes:
> In article <21701@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu
> (Chris Roth) writes:
> >What we have here is a lot of different archive methods being used.
> >It would be nice if we could use one standard, and I would vote for
> >Zoo.
>
>
> I would _really love to see a super-smart program that can use any of
> these formats, and allow you to unarchive _anything_. Then the choice
> of archive format would become less of a problem in the present and
> the future.
>
> --
> * Bob Slaughter * This space for rent *

Actually, a SuperSmart Do It All Archiver isn't needed. A friend of mine named Gerry Szekely of Detroit Michigan wrote a ShareWare program called "ARCIT SHELL" which handles ARC, LHARC, ZOO, ZIP all transparently from the same dialogue box. You select a button for the desired ARCing format and then ARCIT SHELL uses other buttons to build a command line to the desired program. I use it all the time.

And then there is the FAMOUS Charles Johnson's ARC SHELL program which is great for ARC and LHARC files.

And there is a new LZH dearchiver called UNLZH12 which is super fast for extracting files.

So, as long as there are excellent Shells (GEM-based shells I mean) I don't see why we need a overly complex do it all archiver. I would rather see a sharp programmer spend time on improving the existing LZH program. That would be of more immediate benefit to more users than a do it all program.

Another point is that a DO IT ALL program would freeze the archivers into a static state. I don't think that the ARC and LZH and ZOO and ZIP updates would as easily incorporated into a DO IT ALL than just a shell. A shell can normally use the newer archiver without change, witness the fact that ARC SHELL 2.0 worked fine with ARC 6.02, but w/o the new features of ARC 6.02. Then Charles Johnson updated ARC SHELL to ARC SHELL 2.1b and now it works fine with ARC 6.02. Pretty simple and quick.

So, for all of the above reasons I don't see a burning need for a DO IT ALL archviver. With the two fine shells mentioned above we can work with any archiver with ease now!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

356. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:24:07 UTC
From: mjv@iris.brown.edu
Message-ID: <25269@brunix.UUCP>
Source record: 244850

In article <18126@umn-cs.CS.UMN.EDU> davidli@umn-cs.CS.UMN.EDU (David Paschall-Zimbel) writes:
> ACtually, Ani-ST is "shareware", and was released to GEnie, for one, before
> it appeared on the STart disk. I believe that Jim Kent wanted a "smile" as
> payment ...

OOppss. I didn't read the Ani-ST article at all so I guess I just got caught with an assumption in my mouth. :-) Sorry everyone. Guess that's what I get for reading the Net first thing in the morning, brain doesn't work.

-- mjv@iris.brown.edu

357. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:25:42 UTC
From: covertr@force.UUCP
Message-ID: <47fe0144.14a1f@force.UUCP>
Source record: 244851

In article <1975@onion.reading.ac.uk>, adp1@rosemary.cs.reading.ac.uk (Andrew Pollard) writes:
> I would like to have Zmodem.
>
> Is it possible for someone to post it to the binaries or sources group,
> as I can not ftp from reading, U.K.
>
> Andrew Pollard.

About a month ago I found a new version of ZMODEM named ZMDM163 that attempts to fix the infamous Zmodem upload to Forem ST boards. Anyway, it does allow full speed uploads with the US Robotics HST 14400 modem (I have seen 1600 cps files uploads to a Forem ST board). But, the authors of this latest version did not leave their name of a way to connect them. Neither did they release the source code to their version 1.63. All I know is that they are called "The ST Enthusiats" (sp??).

There are two bugs in version 1.63 that I would like to correct. The first is that 1.63 fails to correctly start the upload transfer when you are uploading a file to a Forem ST board which has the older TOS 1.0/1.2 ROMS. 1.63 works fine when uploading to a Forem ST board running TOS 1.4 (haven't seen any boards with an STe running TOS 1.6 yet :-)). So, I need the source code to fix this.

Also, I would like to add other file extenders to the BINARY transfer mode, such as ZOO and ZIP. I keep losing ZOO files from my UNIX account when I use ZMODEM !!!

So, if anyone know who the "ST Enthusiats" are or if you have the source code to the ZMDM163 version please send me email!!

TIA.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

358. Re: BUG REPORT AND PATCH FOR TOS 1.4 AND 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:38:42 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan12.153842.27545@chinet.chi.il.us>
Source record: 244852

I'd just like to compliment both Allan Pratt and Atari for announcing AND EXPLAINING what was wrong on this one and promptly supplying the fix (and explaining what the fix did). Many many attaboys!
Steve J.

359. PC Ditto II availability (again)?

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:46:21 UTC
From: carlo@electro.UUCP
Message-ID: <1254@electro.UUCP>
Source record: 244853

Back in November I asked this and got minimal response. So I ask again ...

Has *anyone* received PC-Ditto II yet? If so, how long ago?

Please E-mail and I'll summarize if there is interest.
--

Carlo Sgro Vote for your favorite .signature!
watmath!watcgl!electro!carlo Call 1-900-GOODONE ($2 on your phone bill).

360. Mathcalc by Leo de Wit

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 15:57:49 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2893@water.waterloo.edu>
Source record: 244854

I just tried MathCalc by Leo de Wit that was posted recently to
the binaries group. (Posting-number: Volume 9, Issue 10)

I think MathCalc is very nice, in fact one of the nicest calculators
for the Atari that I have seen.

It seems clear to me that Mr. de Wit has made up his own mind about
what to include in it, and has not just blindly followed the keyboard
layout and functionality of some other commercial product. The end
result is something interesting, powerful, and easy to use.

The package is a little short on the documentation, but it did
not take me long to figure out what some of his things were.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

361. Re: GDOS font file formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 16:09:13 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750042@hpsad.HP.COM>
Source record: 244855

There is a file called gdos.arc. It can be ftp'd from:

[35.1.33.8] terminator.cc.umich.edu

When you get in; cd ~atari/unindexed.

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677

362. Looking for PD-Fonts for Calamus DTP

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 16:51:43 UTC
From: cs@unido.UUCP
Message-ID: <1140@unido.UUCP>
Source record: 244856

```
Hi folks,

I'm looking for a source of PD Fonts for the Calamus DTP.
Is there an archive-site I can mail to or even ftp ???

aTdHvAaNnKcSe

Chris
--
EUnet-Support-Infoserver + EUnet-Support-News
Universitaet Dortmund, IRB, Postfach 500 500, D-4600 Dortmund 50
cs@unido.informatik.uni-dortmund.de (Chris Schmidt)
Tel. : +49 231 755 2444
```

363. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 17:40:56 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1073@carroll1.cc.edu>
Source record: 244857

This is getting really old really fast.

The point is not that you _will_ display all 16 million colors, but that
the graphics memory is set up such so you _can_ without having to resort to
horizontal refresh pallette changes.

--
David L. Newton | uunet!marque!carroll1!dnewton | The Raging Apostle--
(414) 524-7343 (work) | dnewton@carroll1.cc.edu | for the future--
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186 | for the world.
"Isn't it fun to take two unrelated sentences and mix the batter lightly?" -me

364. Re: Elite!

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 17:47:15 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25AE1823.8928@maccs.dcss.mcmaster.ca>
Source record: 244858

>> If your status is not clean you occasionally get cops chasing you. You can't
>> outrun them (unless you hyperspace out) but if you kill one you become a
>> fugitive and then they chase you around forever. Wouldn't be so bad if
>> they didn't try to kill you; you are forced to kill them.
>> Am I missing something?

I avoid this by getting a docking computer. It docks so fast that
the cops don't get a chance at me. And this is the part I like best:
(Taken straight out of the manual) "It comes with MemnSomn pilot
interaction to induce hi-cram sleep during the manoevre."

>If somehow you lose your clean status, you can escape from your ship if
>you have purchased a life pod. The status stays with your ship, and you
>end up docked with a ship furnished exactly the same as the one you
>ditched (thanks to the "insurance policy" provided by the life pod
>purchase), minus the life pod.

This hasn't worked for me. Am I doing something wrong? I make sure
I don't carry any cargo, get into a fight, and then eject.
I get my ship back just as before, but my status is still bad.
What's going on?

>At various points in the game, after several hours of play, you'll be
>offered the opportunity to go on missions. The extra passenger room
>comes into play on one of these.

I thought I'd played a while, but I haven't seen this yet. Better
get cracking.

> *** Daryl ***

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

365. Re: How to call the bios ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 17:49:42 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2116@sbsvax.UUCP>
Source record: 244859

```
In article <1937@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> I think it's a reentrancy problem. The OS hooks seem to use external
> storage, meaning they're non-reentrant. Worse, they all use the SAME
> external location, so in a given program, you can't call BIOS from
> BIOS, but you also can't call XBIOS from BIOS!
> [...]
> Hooks like this can be made reentrant by changing how they work:
> [example how to do it by copying the arguments]

There is another solution: use your own stack for saving the return address.
(This is also the method used in the ROM when bios is called.)

move.l stackpointer,a0
move.l (sp)+,-(a0)
move.l a0,stackpointer
trap #$x
move.l stackpointer,a0
move.l (a0)+,-(sp)
move.l a0,stackpointer
rts

You have to initialize the variable stackpointer to point to the upper end of
some memory space reserved for this new stack. Although this does only allow
a limited level of reentrancy (the stack-space divided by the amount needed for
every call), you don't have to copy your arguments around.

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'
```

366. Problem with 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 17:53:57 UTC
From: MXB126@PSUVM.BITNET
Message-ID: <90012.125357MXB126@PSUVM.BITNET>
Source record: 244860

I'm buying a 520ST only there is one problem, when the power is turned on the power indicator flicks on and then goes out. I was wondering if anyone has ever seen this problem before. The problem has been limited down to the computer itself the power supply, monitor, and disk drives are fine. Also when it flicks on the drive light and the monitor also flick for a fraction of a second.
Thanx,

Mike Barthelemy

367. Re: STE problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 18:05:19 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1421@engage.enet.dec.com>
Source record: 244861

In article <1990Jan11.164342.15604@newcastle.ac.uk>,
D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes...
>I think I have found a bug in the STE. When booting from a floppy with a colour
>display, the machine allways comes up in low res. The window positions etc are

Iv'e attached a note from someone else (slightly edited) which describes two
fixes for this STE bug.

One bug I've found with the new 520STe is that it doesn't recal medium
resolution. I just spoke to Atari's help line and they say there are
two fixes for this.

One is edit DESKTOP.INF and change the last byte in the #E C4 12 line
for 13 (or 03 if the last byte was a 02, the 1 selects verifying file
deletion). (I've read in another document that this is supposed to be 01
for low rez, 02 for med rez, and 03 for hi rez, but the support desk
say set to 03)

You can also send them a blank disk and they return it with MEDRES.PRG
which is put in the AUTO folder and also fixes the problem.

Their address: Atari Helpdesk,
P.O. BOX 200,
Dartford.
KENT.

Richard

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

368. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 18:19:48 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1422@engage.enet.dec.com>
Source record: 244862

I could not get ARC 6.02 to work with UNARC. ARC bombs everytime UNARC calls it.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

369. Re: ARC 6.02-bug (was Re: ARC 6.0)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 18:32:21 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2123@sbsvax.UUCP>
Source record: 244863

In article <10615@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
> the Unix side was to make it automatically truncate long names to fit into
> 12 characters. So it goes. You could easily add back in the code to allow
> for long names though. Dunno what you'd do with them when you try to extract
> them, but at least it wouldn't choke...

I know it:
You can create unique filenames during extraction (example: longname-1 is changed to longname.-1, longname-2 into longname.-2 instead of both being mapped into longname), even if the original names on the unix-machine aren't unique up to the first 8 chars + 3 chars extension.
For example if i have extracted sources from usenet with unshar on the unix machine, i normally don't want to rename dozens of files. Instead i am archiving the whole directory as it is with zoo. At home when i am extracting those files, zoo tries to create unique TOS-filenames or asks me wether i want to rename it.
What i also like is that with zoo i can use arbitrary long names on the parameter line to specify the archive file. Arc simply cuts after the 8th character. Zoo would try to open the file even if the name does not constitute a valid file name on TOS. Now you could ask: why do you want this? - Since i am using '/' instead of '\' as directory delimiter in my shell. Zoo can unpack '../archive', but arc will only try '../archi' (which fails) and i have to enter '..\\archive'.
Why does Arc make so much assumptions about the environment in which it will be run ? This must be code which is commented out in a unix version. Why not just use the same source anywhere ? Why those artificial restrictions ?

> -- Howard

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

370. Re: OOPS - BAD PATCH FOR TOS 1.4/1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 18:46:11 UTC
From: logajan@ns.network.com
Message-ID: <1990Jan12.184611.2146@ns.network.com>
Source record: 244864

In article <1947@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>I posted a patch for TOS 1.4 and 1.6 to this newsgroup, but it doesn't
>work.

Yes, I got the patch and it didn't work. Many (all?) programs would
bomb with "bombs" when you tried to terminate them.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

371. file program (was: Re: lharc/arc/zoo/compress)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:00:07 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2124@sbsvax.UUCP>
Source record: 244865

In article <47fb17d2.81da@digital.sps.mot.com>, chen@digital.sps.mot.com (Jinfu Chen) writes:
> It's much easier to write a program to identify the compression format
> and call appropriate compression program to handle the data file. Under UNIX,
> this is trival as each of these four compression schemes has an unique 'magic'
> number. The UNIX command `file' can be used for such application. If you add
> following lines in the 'magic' file (/etc/magic), the command should be able
> to identify the format of an compressed file:
> [omitted entries for /etc/magic file]

If somebody is interested: i have done a port of this file-program some time ago when it was posted to comp.sources.unix. I have also collected some magic numbers used by st-programs. The program can be used to identify files as executables, objects, sources for some language and even to provide informations about them like name of the font in a GDOS font file or size of the various sections (TEXT, DATA, BSS) in executables.
If i get enough requests, i could post the binary and/or source to the comp.{binaries,sources}.atari.st group (of course with all the collected st-specific entries for /etc/magic).

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

372. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:04:03 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10635@stag.math.lsa.umich.edu>
Source record: 244866

In article <5929@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <10616@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>By hardware you can open it up and tweak some potentiometers inside to
>>expand the video image.. By software, probably the nicer way to go, you
>>can get the OVERSCAN software and *use* that black frame for more pixels.
>>688x480 on a fresh-out-of-the-box SM124.
>>
>Two quick questions:
>
>1) Where is this software? I can do anonymous ftp, so a site name would be
> muchly appreciated.
>
>2) Do ST programs such as PageStream recognize this? Or, better yet (?),
> Spectre GCR?

Sorry, I misspoke... You need to do some hacking to your ST motherboard
as well, to use overscan. If you'd rather not do that, you're better off
just tweaking the monitor. (It looks like a simple enough mod, though;
cut one trace, add a couple wires and a [debounced!] toggle switch.)

The software is available on terminator.cc.umich.edu. I don't have PageStream,
dunno what it knows. I know that Uniterm doesn't like it very much. I wrote
to Simon Poole, asking if he'd put out a new release that supports non-standard
screen sizes. Got no reply, so I've disassembled it and fixed it myself.
It's pretty cool now, 60 lines by 137 columns of text.

How do you start up Spectre GCR? The Overscan program runs from the AUTO
folder and tweaks some Line-A and other system variables. If you can boot
TOS before you start up Spectre, you might have a chance. Otherwise I doubt
it, but don't really know. If you wanted to make sure, you might be very
enterprising and burn your own TOS ROMs with the Overscan mods applied...
-- Howard
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

373. Re: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:24:12 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10636@stag.math.lsa.umich.edu>
Source record: 244867

In article <32896@iuvax.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
>Could someone say briefly what techniques the overscan software uses to do
>overscanning?

The hardware change is to cut the normal display enable signal (between GLUE and Shifter) and replace it with the composite sync signal. This allows you to actually display bits during the longer display enable cycle. The overscan software changes the physbase and logbase, among other things, to accomodate the larger display area. Unfortunately it's a little memory hungry with an SM124. Since the signal the ST is spitting out is now at a slightly greater bandwidth than the SM124 can accomodate, the effect is that the "top left corner" of screen memory cannot be displayed properly. The fix the overscan software uses is to add an offset between physbase and logbase. This pushes the region of memory that the ST actually draws on into a space that the SM124 can actually display.

This causes problems for a lot of programs that do page flipping for screen drawing, animation, etc. They're typically set up to grab the value of physbase, malloc a 32K chunk for their alternate buffer, and toggle things in, swapping their original physbase and their new buffer in for logbase as they please. This makes for a lot of screen garbage when using overscan. [The original assumption, which is true on an unmodifed ST, is that physbase == logbase. WIth overscan, logbase >= physbase in order to position the screen appropriately. Thus, you can't swap them around at will, you have to remember the original values, etc.]

I'm pretty sure the same sort of thing happens in color, but I haven't played with it as much. Fixing Uniterm required searching for every hardwired constant "24", "80", "132", "32000", etc., replacing them with appropriately calculated variables, rewriting the code that manipulates the screen memory, and finding weird little bugs caused by adding signed short integers to long addresses. [That last is No Fun.]

I suspect that more programs will be incompatible than not. Another pitfall is programs that use the Line-A screen width variable analogously with the horizontal resolution variable. [On a plain ST, the screen width is 80 bytes, in monochrome you get 640 pixels. No problem, 8 pixels per byte. With overscan, you need 100 bytes per line, but you won't see 800 pixels on an SM124. You could with a multisync monitor, but not otherwise. So, you need to be careful, and some programs don't seem to take things into account very well.] This all seems quite tedious, since programs are supposed to let GEM worry about the nitty-gritty details of exact screen size. Some do, and they work fine. Unix Windows is a slick example of one that does. Others run into problems...

Gee, this turned out a lot longer than I'd planned. Anyway, I'm rambling now,
so I'll shut up.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

374. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:28:47 UTC
From: apratt@atari.UUCP
Message-ID: <1956@atari.UUCP>
Source record: 244868

saj@chinet.chi.il.us (Stephen Jacobs) writes:
>In article <1252@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>>actually, darek mihocka and myself have ... disassembled ...

>This is what serious developers do ... to
>check EXACTLY what TOS would do in a given situation (and any commented
>source, no matter how 'ugly', beats a disassembly).

The fallacy here is that you think we want you to know EXACTLY what TOS would do. Publishing the source would make it impossible to change it, because people would start relying on accidental side-effects of operations. When that happens, we can't change the code without breaking those programs or maintaining those previously-accidental side effects. This is a maintenance nightmare.

Take this example: if you had source for the original Fsfirst call, you'd have seen that the only error it can return is EFILNF, file not found. You might have used that knowledge in your code somehow. In TOS 1.4 and beyond, Fsfirst can return EPTHNF, *path* not found. I consider this an improvement. If your code was expecting either success or EFILNF, and gets neither, how will it behave?

In an extreme case, you might have seen that there was a bug in Cconout when stdout is redirected to a file; the HIGH byte of the argument is written to the file, not the low byte, or something like that. This is a bug, not a feature, but if you take advantage of it we can't ever fix it without breaking your program.

Finally, take Malloc: you would know that Malloc uses OS POOL to keep track of memory, and that two successive Malloc calls are likely to result in two contiguous blocks of memory. People have in fact taken advantage of this, and the result is that we can't ever fix this brain-damaged approach to memory management. We're straitjacketed by the tricks people pull; imagine how much worse it would be if the whole OS were open to that kind of scrutiny!

You needn't tell me that UNIX source is available (if you pay for it). UNIX is different, because (A) it was designed better, so people don't have to resort to these tricks just to do ordinary things, and (B) people on UNIX systems don't come from a tradition of 8-bit game-machine programming, where the first question they ask is, "Where can I POKE to change rez?"

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

375. Re: Atari dealers in central NJ

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:37:57 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <1909@ultb.isc.rit.edu>
Source record: 244869

There is one in Princetown....on route one....it's called Softwear Station....they are a registered Mega dealer

They are located in a mall but it looks more like a little city, can't remember the name though (of the mall that is, but it is on route one)

Bob

376. Re: GEM windows programming problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 19:59:32 UTC
From: mui@atari.UUCP
Message-ID: <1958@atari.UUCP>
Source record: 244870

in article <11830069@hpldola.HP.COM>, jg@hpldola.HP.COM (Joe Gilray) says:
>
>
> Here is a GEM programming problem:
>
> I've written a multiwindow GEM application, everything was fine until I
> added a "feature" that allows users to edit window data in a dialog box.
> The dialog box editing function allows the user to edit data that may
> appear in several windows that are currently open on the screen.
>
> Here's the difficulty, when the dialog box closes, the window(s) receive
> a WM_REDRAW message which is fine, but data may have changed in an area
> of a window (or two, or three) that is not covered by the dialog box and
> therefore does not appear on the redraw rectangle list. When the uncovered
> part of the window(s) is redrawn the window data looks wrong because the
> part of the window that was not covered is old.
>

Here's my $0.02

Inside the same function do the following:

Immediately after the dialogue box is closed, do a
evnt_multi of Timer Zero and Messages wait. You should receive
a redraw message with a rectangle that covered the windows, and
then do the normal window redraw.

After you have done all these, do your internal data update.
Then do a window redraw with a big rectangle (full desktop size)
to each of the windows.

The code should look like:

```
foo( )
{
......;
......;
form_do( ... );
form_dial( 3, ... );

event = evnt_multi( MU_TIMER|MU_MESAG, ..., msgbuff, .... );

if ( event & MU_MESAG )
{ /* do your own window redraw */
do_redraw( msgbuff[3], &msgbuff[4] );
/* window handle, rectangle */
}
```

```
update_windowdate( ); /* update your windows' data */

handle = firstwin( ); /* get your first window's handle */

loop
{
/* rectangle = desktop rectangle area */
do_redraw( handle, rectangle );
handle = nextwin; /* get your next window's handle */

}while( handle >= 0 );

}
```

Hope this helps and works!

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

377. PC emulator outlook

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 20:34:42 UTC
From: FNDDR@ALASKA.BITNET
Message-ID: <9001130810.AA27909@ucbvax.Berkeley.EDU>
Source record: 244871

Here's some recent info and a question.

First, Avant-Garde's answering machine claims that they are now shipping. I still haven't seen one. I hope the first person to get one will report on the net.

We had some money allocated to buy PC-Ditto II for an office 1040 ST. We waited until the end of December, when the money was due to expire, and were faced with either letting the funds expire or purchase another emulator. It looked to me like the only other game in town was PC-Speed from Michtron, so I ordered one from E. Arthur Brown. He says he doesn't recommend them for 1040s because it is hard to fit them in the required space, but I ordered it anyway for lack of anything else to do.

So, the question for PC-Speed owners: is it worth the trouble of fitting it in? If it is a well-behaved emulator (as PC DITTO I is for the most part) I will make the effort to cram it in whatever space is available. Otherwise, I'll see about exchanging it for Supercharger, which EAB says is an external DMA port plug-in emulator due out in 60-90 days.

Any information would be appreciated. Thanks,
Don Rice
FNDDR@ALASKA.bitnet

ps: in response to an earlier question of "why bother with pc emulators," one reason is to save space. If you simply don't have enough room to set up another computer, an emulator is a very nice solution...

378. Subtitling system

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 21:24:11 UTC
From: kroe@sbcs.sunysb.edu
Message-ID: <4445@sbcs.sunysb.edu>
Source record: 244872
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

My sister is interested in purchasing an inexpensive system (< $2000) for adding subtitles to video. I really don't know much about her work, but the system should have fairly good quality, and it should be expandable so she can go into other areas of video. We have ruled out a Mac II based system as simply being too expensive. I have heard that many people are using Amigas for this kind of work, but I'd like to hear about Atari-based systems, too. If you have some experience in this area, I would appreciate comments about hardware and software. If you are actually using such a system, I would really like to hear what you have to say.

To avoid the usual Amiga vs. Atari flame wars, please send all responses directly to me.

I do have one question that perhaps anybody can answer: what exactly are the systems available for Amiga and Atari ST? I have heard about Amiga 500, 2000, 2500, and Atari 1024ST, MegaST, Stacy, TT, etc. Can somebody from each camp just list what systems are available right now and their basic capabilities? Again, please send to me directly, and if I get a summary which is particularly comprehensive, I'll post it.

Thank you.

KiYun Roe kroe@sbcs.sunysb.edu
Department of Computer Science
SUNY at Stony Brook
Stony Brook, NY 11794-4400 (516) 632-7675

379. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 21:58:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <370011@acf5.NYU.EDU>
Source record: 244873

```
/* acf5:comp.sys.atari.st / kbad@atari.UUCP (Ken Badertscher) / 7:21 pm Jan 11, 1990 */
>W hat third parties can do with the machines shipped by Atari, and what
> _Atari_ can support on its machines are two vastly different categories
o> f things.

Thank God!! :-)

Thanasis
```

380. STacy

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:30:56 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5315@blake.acs.washington.edu>
Source record: 244874

Sure is a nice looking full page ad in Feb's
Electronic Musician showing a STacy4 running
NOTATOR...

GOod going ATARI!

-kevin
ramsiri@blake.acs.washington.edu

381. C++ pre-processor

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:31:59 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16556@laurel.athertn.Atherton.COM>
Source record: 244875

```
Does anybody know of, or have, a C++ (or Objective C)
pre-processor for a C compiler on the ST? (I specifically
use Mark Williams C, but a pre-processor for any
C compiler would be fine.) Has anybody heard of such
a thing being commercially available?

--
|-----------------------------------------------------------|
|--alex | 'My mind is my own', and so are my opinions |
|Now who are you gonna believe--me, or your own lyin' eyes?|
|-----------------------------------------------------------|
```

382. Re: Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:38:43 UTC
From: roberth@tekig5.PEN.TEK.COM
Message-ID: <5372@tekig5.PEN.TEK.COM>
Source record: 244876

Ani-ST is indeed downloadable from GEnie. (I did it last night).
And it's true, all Jim Kent asks for is a smile.

My question: I didn't see any documentation on GEnie.
Does anyone know it they're there, or if there's another source
for docs?

Thanks in advance.

Anything I say here is my own fault, not Tektronix'.

383. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:41:18 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001122239.AA24605@ucbvax.Berkeley.EDU>
Source record: 244877

Hello netters,
in article 5970 Mr. X wrote:
> For little more than 400$, you can get a complete XT with monitor.
> So why spend money on these emulators, anyway?
a) You have no good monitor
b) You have only a 360KB Drive, really boring
c) Mostly you have only 512K RAM, in the best way 640K, the emulators offer minimal 704K
d) You have difficulties to transfer data from one to the other machine
e) You have no mouse on this XT
If you have a good AtariST, lets say with HD and up to 3MB a good solution can be the new Emulator named Delta Module here in germany with 1MB RAM, which can be used under TOS as well and 16MHZ 80386SX for ca 1000$. For 200$ more you can plug in a 80387SX, of course clever kinds can use it as co-processor under TOS two and this processor has 16bit out and 32bit in as well as Atari. XT's are no good with no HD and good screen etc. but the PC-Speed with NECV20 is okay on a atari. It runs comparable to a XT with 10MHZ and makes CGA and Hercules. A Atari co-processor can be used like a 8087. In the Supercharger you can plug in a 8087, but it makes only cga, no good for your eyes. In the Delta Module you can have 32KB Cache for 50$. PC-Speed uses the Atari-Ram with 704KB direct under DOS and the rest, up to ca 3MB in a Mega ST4 as Ram-disk. In Supercharger 512KB are standard, but 1MB can be plugged in. When you built PC-Speed in your machine garantie goes lost, Supercharger uses the DMA-Port, but this can be weak at some computers. If you only use fast DOS-Programs frequently you can use the software PC-Ditto, it's price should go down when PC-Ditto II is on market.
Okay enough of that. Greetings
Thomas Neser <so01@dmarum8.bitnet>

384. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:44:30 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001122244.AA24871@ucbvax.Berkeley.EDU>
Source record: 244878

```
Hello netters,
can somebody tell me about preffered software for instance games,
wordprocessors, spredsheets, statistics, graphics and so on, equal if
it's CPM, DOS, TOS or MAC?
Okay enough of that. Greetings
Thomas Neser <so01@dmarum8.bitnet>
```

385. Re: Multifinder on GCR (Really the multiple TOS patches)

Newsgroup: comp.sys.atari.st
Date: 1990-01-12 22:56:29 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan12.225629.3008@chinet.chi.il.us>
Source record: 244879

We now have about 5 useful official TOS patches that I can think of to run from the AUTO folder. Perhaps it would be reasonable for Atari to combine all of them into 1 program which reads a configuration file to tell it how big to make OSPool and how much buffer to set aside. Not at all coinciden-tally, this gets to look a lot like the MS-DOS startup mechanism. I'd be willing to buy such an animal, as long as it was both official and supported (that means that Atari would take names, and send a card to let us know when a new one was available).
Steve J.

386. Larry's right!

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 01:38:35 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5321@blake.acs.washington.edu>
Source record: 244880

Larry's right... possibly Atari's best
effort should be put into the education system..

Seems like much of Apple's initial success has
to be attributed to their establishing of themselves
in the student market.

About two years after i graduated from Dartmouth, i
learned that the new Dartmouth students (freshmen) were
being handed Macintoshes at registration. THey'd pick
up their class schedule and a Mac Plus. THe cost
was built into the tuition.. though one was not
officially obligated to purchase a Mac.. 97% of the
entering students in fact did go home with one...
(perhaps a current Dartmouth student can confirm this).

A logical outgrowth of this is a preponderance of
users who stay loyal to Apple. Were I a few
years younger, I'd probably be reading comp.sys.mac
instead of comp.sys.atari. I don't think
it is impossible for Atari to enter this market
and follow suit.. in fact, i think the time is
ripe for Atari to do so.

-kevin
ramsiri@blake.acs.washington.edu

387. Re: Poolfix problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 01:53:56 UTC
From: apratt@atari.UUCP
Message-ID: <1962@atari.UUCP>
Source record: 244881

I MADE A MISTAKE. DON'T USE POOLFIX.PRG. POOLFIX.PRG DOESN'T WORK.

I'm sorry. My fault. It has bugs and should not have been released.
Next week (that is, 1/15 or so) I will post a new one, POOLFIX2.PRG,
which will work. Until then, REMOVE POOLFIX.PRG from your system.
Wipe it completely. Kill it before it kills you.

Am I making myself clear?

I have the new fix already done & working, but I hope you can
understand if I want to test it to death before releasing it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

388. WANTED: Replacement keyboard for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 03:24:55 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.90Jan12222455@brillig.umd.edu>
Source record: 244882
Cross-posted to: comp.sys.atari.st,misc.wanted

I spilled stuff on my keyboard and need a replacement. It is a MEGA 2 with
the corded keyboard.

Can I use a keyboard from a 520 or 1040 for replacement. Anybody got a parts
machine that they could sell the keyboard. All of my keys are intact,
I just need the circuit board.

Anybody know a mail order source? My local guy wants $75 for one!

Would be willing to trade a new ST mouse if someone would be so kind.
Chris

/\/\/\

389. The 520ST problem is solved.

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 03:27:41 UTC
From: MXB126@PSUVM.BITNET
Message-ID: <90012.222741MXB126@PSUVM.BITNET>
Source record: 244883

Thanx for any and all responses.

Mike Barthelemy

390. Software from START

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 03:44:02 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25AEA403.23275@maccs.dcss.mcmaster.ca>
Source record: 244884

In article <18126@umn-cs.CS.UMN.EDU> davidli@umn-cs.cs.umn.edu (David Paschall-Zimbel) writes:
>[...]
>Public domain programs have appeared in STart before, and are generally
>marked as such. Programs such as ST Writer may be freely copied, since
>STart magazine _cannot_ hold a copyright on the material. This does not mean
>that all programs on STart are PD, most of the are not. But in the case of
>Ani-ST and ST Writer, the programs are freely distributable ...
>
>-- David Paschall-Zimbel

What about programs like GFA BASIC, and some of the other GFA
stuff that was released on START issues? Is that PD, or do I have
to buy a START disk?
--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

391. timer

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 04:35:04 UTC
From: jstorey@wpi.wpi.edu
Message-ID: <6667@wpi.wpi.edu>
Source record: 244885

I'm writing a C program and have a small problem - I want to time how long a call to the Random ( ) XBIOS function. The problem is that I can't figure out how to time it in increments smaller than 2 seconds.

392. TOS 1.6 and 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 08:06:01 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9001101141.AA20210@freya.dmswwu-ether>
Source record: 244886

TOS 1.6 definitively checks for the presence of an 68030 and
adjusts the usage of the stack frames in the trap dispatchers
accordingly. It SHOULD really work on a 68020 or 68030!!!
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
email: ONM07@DMSWWU1A.BITNET

393. microsoft mouse as a replacement, instructions?

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 08:09:47 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <9001130809.AA27821@ucbvax.Berkeley.EDU>
Source record: 244887

Once upon time someone posted instructions for convertering a
Microsoft (serial) mouse for use with ST. Does anyone have these?
If so please re-post or email to me directly.

Also the previous article didn't mention the Logitech mouse, it should
work too, right?

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
OR Pullman WA 99163-3347 (USA)
(IBM=International Business Marketing corp, they don't make machines
they market products) ***Hey, that stuff up there is just my opinion***

394. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 08:12:00 UTC
From: so01@dmarum8.BITNET
Message-ID: <9001130811.AA27967@ucbvax.Berkeley.EDU>
Source record: 244888

Hello netters,
The TEX my friend has are 7 Disks and im sitting in front of a damned
slow Siemens BS2000 here, so via net i can't send it. There are now
three ways.
a) Someone knows there it is on the net
b) Someone has is it in a town near you
c) I sent it to you, if you think postage from europe to us goes well
and sent me your adress.
Greetings
Thomas Neser <so01@dmarum8.bitnet>

395. Re: CO-Processors---(Atari!) ARE NICE PEOPLE!

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 11:25:01 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1990Jan13.112501.26095@newcastle.ac.uk>
Source record: 244889

```
In article <1946@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609) writes:
>>I was VERY INTERESTED in attempting to tack a mc68881 co-processor onto
>>my 1040.....I talked to ATARI-US and ATARI-UK: They couldn't tell me
>>ANYTHING and ATARI-US denied the '881s existance.
>
>I can't imagine why they did that.
>
>Atari has a product, the SFP004, which is a 68881 peripheral for a Mega.
>It only works with Megas, not 1040s, which may have been the source
>of the confusion. It comes with a library (and source!) for linking
>Alcyon C programs which use floating point so they use the 68881
>if it's there, and use the old software routines if it's not.
>
>==========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Allan, When I got the 68881 board for my Mega, I did not get a library
or source code. However, as I use Prospero's software I bought their
drivers.

You mention that the Alcyon C compiler uses the 68881 if it is there,
otherwise the software emulation. How does it manage this. With
Prospero's compilers, ( I use Fortran & Pascal ), the result will be a
bus error on machines with no 68881. Does TOS1.4 have some trap that I
can call from Fortan or Pascal which will indicate the presence of a
68881 ??

Thanks in advance

Chris....

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
| mail: Chris.Forker@newcastle.ac.uk | Dept. Marine Technology |
| voice: +44 91 2226000 X 6750 | Newcastle University |
| fax: +44 91 2611182 | Newcastle upon Tyne |
| | NE1 7RU ENGLAND |
+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=--=-+
```

396. Re: lharc/arc/zoo/compress

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 15:18:46 UTC
From: perand@nada.kth.se
Message-ID: <2721@draken.nada.kth.se>
Source record: 244890

In article <21723@uflorida.cis.ufl.EDU> rs0@beach.cis.ufl.edu () writes:
>In article <21701@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu
>I would _really love to see a super-smart program that can use any of
>these formats, and allow you to unarchive _anything_. Then the choice
>of archive format would become less of a problem in the present and
>the future.

And of course it should work under Unix, BSD+SysV, Amiga, ST, PC and mac.
This is unfortunately an utopia. But things is getting better, Zoo works
on all these systems, arc does, and lharc at least works on BSD, ST and PC.
Then you can build e menysystem around them to get your program. If this
supersmart program had been done, there would be enough ccordination not
to have umpteen compression formats.

Just ramblin' on, Per
--

Per Andersson
Royal Institute of Technology, Stockholm, Sweden
perand@admin.kth.se, @nada.kth.se

397. Re: Spectre GCR Review

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 15:38:24 UTC
From: swimmer@fbihh.UUCP
Message-ID: <340@fbihh.UUCP>
Source record: 244891

Did you try to run an Atari Laser printer on the Spectre GCR, by any chance?

Cheers, Morton

398. Re: Re: Ani-ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 15:44:28 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750043@hpsad.HP.COM>
Source record: 244892

Yes!!! Please post it!

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677

399. Re: GDOS font file formats

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 16:00:12 UTC
From: maume@warwick.ac.uk
Message-ID: <367@lily.warwick.ac.uk>
Source record: 244893

In article <750042@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>There is a file called gdos.arc. It can be ftp'd from:
>
> [35.1.33.8] terminator.cc.umich.edu
>
>When you get in; cd ~atari/unindexed.

As I can't get access to ftp could someone please send me a copy.

Thanks in advance.

| JANET maume@uk.ac.warwick.cu
MARK | ARPA maume@cu.warwick.ac.uk
MAPLETHORPE | BITNET maume%uk.ac.warwick.cu@nsfnet-relay.ac.uk
| UUCP maume%uk.ac.warwick.cu@ukc.uucp

400. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 16:00:32 UTC
From: matthews@umd5.umd.edu
Message-ID: <5939@umd5.umd.edu>
Source record: 244894

In article <1956@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The fallacy here is that you think we want you to know EXACTLY what TOS
>would do. Publishing the source would make it impossible to change it,
>because people would start relying on accidental side-effects of
>operations. When that happens, we can't change the code without
>breaking those programs or maintaining those previously-accidental side
>effects. This is a maintenance nightmare.
>
[various examples deleted]
>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Yes, but it would seem that if there was a bug in the OS, the program would crash anyway (or at least misbehave) if the code was written correctly, so it would work with future versions of TOS.

There already IS a "maintenance nightmare" out there. Programs crash on new releases of the ROM because the programmers decided to ignore some rules. Or perhaps workaround some old bugs. That's gonna happen no matter what.

(correct me if I'm wrong; I'm guessing at this mostly)

Mike

401. Looking for a list of good servers.

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 20:01:39 UTC
From: MXB126@PSUVM.BITNET
Message-ID: <90013.150139MXB126@PSUVM.BITNET>
Source record: 244895

If someone out there has a list of the bitnet and internet servers for the Atari ST could you please send me a copy.

Thanx,

Mike Barthelemy

402. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 21:16:27 UTC
From: etelree@dutrun.UUCP
Message-ID: <1071@dutrun.UUCP>
Source record: 244896

In article <1952@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Don't you think that if the STE were completely 68030 compatible, and
>Atari could support it, that Atari would be crowing about that fact?
> ||| Ken Badertscher (ames!atari!kbad)

And 68010 compatibility of TOS 1.6? I know, it is not such an improvement
as a '30, but one might get a faster ST, and it may work.
Any comments from Atari on this?

An while I'm at the subject: could Atari release details about the
programming of the STE? I would love to get one if I could use its
extended possibilities. Sorry, I can't afford to become I registered
developer for this. I am just hacking on the Atari as a hobby, and
the required $100 or $200 is just too big a dent in my budget for that.

In my opinion there are a *lot* of ST users who would like to get the
real info on the ST instead of the unreliable books that are sold
today. Thus, I strongly disagree with Ken (was it Ken?) who thinks that
there would be no market for this. After all, since there has been
little advertising of the ST, ST owners tend to be people who know the
field, and know that a bad ST is better than a good mess-dos machine.
(This is not a flame to Ken, just a difference of opinion.)

C. van Reeuwijk | e-mail: reeuwijk@duteelb.UUCP
Delft Univ. of Technology | Phone: +15-781429
Dep. of Electronic Eng. |------------------------------
Mekelweg 4 | If they are beginning to
2628 CD Delft | understand you, you can always
The Netherlands | introduce another meta-level

403. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 21:29:11 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan13.212911.11657@cs.dal.ca>
Source record: 244897

In article <47fe0144.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>About a month ago I found a new version of ZMODEM named ZMDM163
>that attempts to fix the infamous Zmodem upload to Forem ST
>boards. Anyway, it does allow full speed uploads with the US Robotics
>HST 14400 modem (I have seen 1600 cps files uploads to a Forem ST
>board). But, the authors of this latest version did not leave their
>name of a way to connect them. Neither did they release the source
>code to their version 1.63. All I know is that they are called
>"The ST Enthusiats" (sp??).

I have version 1.67 of ZMDM, dated Sept. 1989. The ST Enthusiasts are
at Case WRU and I got my copy from Bammi there -- he just sent me
a change of address notice which is sitting on my work machine, but I
can look it up later. It's a super program -- whether it solves the
bugs that Covert goes on to list I don't know. There were some bugs in
1.65 and 1.66 that Bammi fixed very promptly.

I think that he is out of town for a while. Let's see if he answers
this posting, as the authors should be the ones to distribute software,
and my version has some special patches in it.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

404. STart programs are not PD

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 21:33:43 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Jan13.213343.11731@cs.dal.ca>
Source record: 244898

In article <9001122241.AA24736@ucbvax.Berkeley.EDU> EDGINGTC@Wabash.BITNET writes:
>I have that program from Start Magazine & if enough interest is
>here, I will post to binaries.

Material published in STart is not PD. If you want it, buy STart -- it
is a real bargain. Reposting to UseNet groups is not legit.

If you give away stuff that is as cheap as this, the only stuff we'll be
able to get for the ST will be pretty damned expensive!

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

405. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-13 21:58:01 UTC
From: a23@mindlink.UUCP
Message-ID: <932@mindlink.UUCP>
Source record: 244899

> scott writes:
>
> Msg-ID: <1216@jpusa1.UUCP>
> Posted: 14 Jan 90 16:02:25 GMT
>
> Org. : JPUSA - Chicago, IL
> Person: Scott Van Court
>
>
> --Well Atari miht know what Commadore found out. The siz able ad blitz over
> theholidays cost them alot and was a flop. I'm not sur
> e the answer is just
> large ads. If it is it would take a long time and alot of money to be
> effective.
> Scott
>
> scott

How do you know that the "siz able ad blitz" [sic] was a flop? From all indications, it's too early to tell how well or how poorly Comm_o_dore did.

--
// /// CIS: 73200,3117
\X/oel ///urray Usenet: a23@mindlink.UUCP

406. Re: INFO-ATARI16 Digest V89 #843

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 03:18:00 UTC
From: UNCSPL@UNC.BITNET
Message-ID: <9001140806.AA06231@ucbvax.Berkeley.EDU>
Source record: 244900

I

407. Take my computer, please

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 03:33:28 UTC
From: scott@CIE.UOREGON.EDU
Message-ID: <9001140333.AA01127@cie.uoregon.edu>
Source record: 244751

FOR SALE

Atari 1040ST Personal Computer
Atari SC1224 Color Monitor
Avatex 1200hc Modem
including:
Original Manuals
Forth/MT
Advanced OCP Art Studio
BASIC

My Atari looks great, has never been opened or modified, and has never exhibited any problems. I used it almost exclusively for programming and telecommunication, so it hasn't been beaten and pounded upon during game play.

$700 (incudes shipping)
Scott Settlemier scott@cie.uoregon.edu (503) 686-0808

408. Thunder! has a problem when "not installed"

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 03:54:20 UTC
From: nelson@kodak.UUCP
Message-ID: <2269@kodak.UUCP>
Source record: 244752

I have been experiencing a problem with my hard drive in that my ST would seemingly hang when opening a GEM window. (I once posted a note asking for help here.)

This problem persisted using different cpu's (a 520 and 1040), and different TOS's (1.0 and 1.4). It persisted with different mmu's. It persisted with different disk driver software (I tried Atari's and Supra's). The only thing I hadn't changed was the disk drive, so I upgraded to a bigger drive, and sure enough, I still had the problem.

I finally found the problem!

The Thunder! spelling checker accessory (by the now defunct Batteries Included) has an option to select whether or not to load the main part of the accessory. If the program is configured to always load Thunder!, there's no problem. But, if it is configured to bring up the dialog box to ask whether or not to load it, and "no" is selected, then a piece of Thunder! is left hooked into the system which causes the problem. It appears that 8 programs will run before the system hangs.

In order to have the option of loading Thunder!, I wrote a small auto folder program to rename Thunder! as required. I will email it to anyone who requests it.

Although I know the first rule of debugging these problems is to remove all auto folder programs and accs, and I tried these methods, I never seemed to make the connection of Thunder! in the non-loaded mode with the problem I was experiencing.

BTW, Thunder! works ok on TOS 1.4 except for the problem noted.

I hope my experience helps someone else out there.

Bruce Nelson

409. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 08:28:26 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Jan14032424@dsrgsun.ces.CWRU.Edu>
Source record: 244753

```
i am here! i tried to reply to r.covert via mail, but he had strange
address that my mailer did'nt like. i'll post a new (improved) version
of zmdm to comp.binaries/sources.atari.st soon, after i have
heard from r.covert about the problems (and hopefully fix them).
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi
```

410. Atari Lynx deserves to do well

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 15:03:11 UTC
From: mgardi@watserv1.waterloo.edu
Message-ID: <604@watserv1.waterloo.edu>
Source record: 244754
Cross-posted to: comp.sys.atari.st,rec.games.video

I just picked up a Lynx from Buffalo -- just walked into a computer store and bought one -- they had four in stock.

It would have been better if Atari had been able to get wide distribution set up before Christmas (I'm sure no one would agree more than Atari) but I don't think it will hurt the Lynx in the long run.

There is NO comparison between the Gameboy and the Lynx. The Gameboy is a great extension of the single-game handhelds that have been around for quite awhile -- The lynx is a full video game system that can be judged face-to-face with any of the full blown systems. The graphics and sound are some of the best I have ever seen.

Whether or not the Lynx DOES well, it certainly DESERVES to do well. The Lynx is an extremely nice product, and atari has a responsibility both to it and to us to do as much as it can to establish it as THE premier handheld game system.

This is not to put the Gameboy down -- at $90 U.S. it is also a very good buy and I enjoy both Super MarioLand and Castlevania a lot -- but let's face it, it is not even in the same class as the Lynx.

There is talk of a portable sega-genesis on the drawing board, and I'm sure others will follow -- but for now Atari has the field to itself. I hope that it makes the most of it.

David Rowley
mgardi@watserv1.waterloo.edu

411. Re: STart programs are not PD

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 15:52:20 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1529@cs.rit.edu>
Source record: 244755

In article <1990Jan13.213343.11731@cs.dal.ca> bill@biomel.UUCP writes:
>In article <9001122241.AA24736@ucbvax.Berkeley.EDU> EDGINGTC@Wabash.BITNET writes:
>>I have that program from Start Magazine & if enough interest is
>>here, I will post to binaries.
>
>Material published in STart is not PD. If you want it, buy STart -- it
>is a real bargain. Reposting to UseNet groups is not legit.

This is NOT always the case. Often software is published in STart
that is public domain or Shareware. STart always states if a program
falls into one of those categories. Aegis Animator does.

>
>If you give away stuff that is as cheap as this, the only stuff we'll be
>able to get for the ST will be pretty damned expensive!
>

Cheap?? Have you ever looked at the European ST magazines? They are
far superior to STart, and a LOT cheaper. I paid $8 for ST Format,
WITH disk and found it much more interesting and useful than the
$15 I paid for the Feb. issue of STart.. In fact, at one store I
visited in Cleveland, the owner was selling so many European magazines
over American mags that he stopped carrying all but Current Notes
(which is also good, IMHO).

Heck, for the price of two STarts w/disk, I could go out and BUY a
real program, not a collection of programs of which 1 might be useful
occassionally..

>Bill Silvert, Habitat Ecology Division.

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

412. Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 16:02:25 UTC
From: scott@jpusa1.UUCP
Message-ID: <1216@jpusa1.UUCP>
Source record: 244756

--Well Atari miht know what Commadore found out. The siz able ad blitz over theholidays cost them alot and was a flop. I'm not sure the answer is just large ads. If it is it would take a long time and alot of money to be effective.
Scott

scott

413. PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 17:30:19 UTC
From: scott@jpusa1.UUCP
Message-ID: <1217@jpusa1.UUCP>
Source record: 244757

Has anyone heard what is going on with the PC Ditto II?
I'm sure there must be someone that has heard something. I can't beleive
I've waited this long.
--
scott

414. formatting with 10 sectors under tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 17:36:14 UTC
From: scott@jpusa1.UUCP
Message-ID: <1218@jpusa1.UUCP>
Source record: 244758

```
--
I have Neodesk and use the 10 sector format all of the time. I also have
TOS 1.4. I would think you might have some other problems

scott
```

415. Re: Planning a TIFF and GIF converter

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 18:06:41 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <1916@ultb.isc.rit.edu>
Source record: 244759

A BIG improvement over Picswitch would be the option to SAVE out in other formats besides DEGAS and Neochrome.....I know that Tinystuff 4.0 saves out in Mac, IFF, PC Paintbrush....

Also, throw in converters for EVERY format you can find!!

Bob

416. Re: Problem with 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 18:54:26 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <606@watserv1.waterloo.edu>
Source record: 244760

In article <90012.125357MXB126@PSUVM.BITNET> MXB126@PSUVM.BITNET (Michael S Barthelemy) writes:
>I'm buying a 520ST only there is one problem, when the power is turned on the
>power indicator flicks on and then goes out. I was wondering if anyone has
>ever seen this problem before. The problem has been limited down to the
>computer itself the power supply, monitor, and disk drives are fine. Also when
>it flicks on the drive light and the monitor also flick for a fraction of a
>second.
I already wrote a small message on this type of power supply problem. Its simply a cold solder joint or your capacitor at c11,10,c13 is leaky not working correctly. I suggest you get someone to look at the power supply for any cold solder joints. The capacitor at c13 can be replaced cheaply on the 520st and 1040 st models.

I run a 24hr BBS and havnt had any problems with my tos 1.4 as others are complaining about i noticed the 400 file limit per partition, but if you put 400+ files in a folder on a partition it seems limitless so far. I think its more constructive to look at the good points of Tos 1.4 and not dwell on the really quirky exceptions everyone is finding because they run this or that accessory. We will here endless errors from users who dont realize that accessories screw up program operations..and then the user blames it on Tos 1.4???? This is simple note to other atari users. I run 250megs on all partitions 24hrs have millions of accessories and Pd, shareware and original files!, and I love Tos 1.4. Thanks Atari for the good work. I realize some errors crop up but lets not forget the good fixes. I love the speed for hard drive IO, the folder name changes, window display speed. If anyone has reason to complain its because 250 Megs is completely filled.

Dave Tomesch , Super BBS, 250megs (519) 749-0757
"Never say Never"

417. poolfix, tos bugs and the 40 folder limit

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 19:24:04 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1964@calvin.cs.mcgill.ca>
Source record: 244761

All these TOS bugs are really confusing me... Could someone please
clarify. Here are my questions.

1] With respect to TOS 1.4, what IS the 40 folder limit?
2] If I have more than 40 folders per subdirectory, does it crash?
3] If I have more than 40 folders per PARTITION, does it crash?
4] Does the original FOLDERXX.PRG still work for 1.4, or do I need
a newer version?

5] This is to apratt of Atari
I already have TOS14fix.prg in my autofolder. Now I am supposed to
put POOLFIX into it too? Why not incorporate both into ONE file so
we don't end up getting 18 stupid patch programs cluttering up our
AUTO folders?

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science - Montreal, Quebec, Canada

418. dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 19:26:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <F39D2F69C99FC014B9@UBVMS.BITNET>
Source record: 244762

(This has to do with the thread about about documented source for TOS etc. where Allan Pratt makes an argument involving developers taking advantage of "features" (my word, definitely not his). Sorry for not quoting)

What I don't understand is why don't the excellent development team at Atari just go ahead and make the changes and break all the programs that don't follow the rules. I'm not a developer, but I doubt that there was any documentation that said 2 successive mallocs would yield neighboring blocks. (same for other examples)

It seems to me (IMHO) that if developers keep taking advantage of "side-effects" and Atari tries it's best to keep programs from breaking, eventually, you won't be able to revise TOS at all.

I mean, if a program breaks because a programmer takes advantage of an undocumented or illegal "feature" which isn't there at the next os revision, isn't that the programmer's fault?

Also, about working around bugs in TOS, there is a legal way of checking TOS version, right? So, can't you write your program so it uses a "workaround" for TOS 1.0 but does things the right way for TOS 1.4 (sort of like how Ian Lepore's GEMFAST bindings simulates the TOS 1.4 file_selector if your TOS is <1.4) or whatever the case may be?

(I think they're right. Maybe Atarians ARE militant :-))

John
v067majp@ubvmsc.cc.buffalo.edu

419. Turbo C, Pascal for ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 20:08:55 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <10314@saturn.ucsc.edu>
Source record: 244763

I remember reading some time back an address of where I could get Turbo Pascal for the ST. I was wondering if someone could help me on this and also answer if Turbo C for the ST is in existence, or even an assembler. Any help would be greatly appreciated. ALso, I am interested in a PC emulator, I've heard PC Ditto II is great (can I get it yet?) but I've seen a few others mentioned and I was wondering if anyone has any recommendations on the topic. Thanks alot.

Roman Baker

420. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 20:37:59 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <607@watserv1.waterloo.edu>
Source record: 244764

In article <1217@jpusa1.UUCP> scott@jpusa1.chi.il.us (Scott Van Court) writes:
>
>Has anyone heard what is going on with the PC Ditto II?
>I'm sure there must be someone that has heard something. I can't beleive
>I've waited this long.

I have heard someone a Toronto dealer went down to Florida to check
out the PC-Ditto II. It does exist its been worked on. From what the
dealer said he litterly demanded to see one working. He saw a protype
with all the fancy features and more. So if you need more Info the MTST
Usergroup gave info that the store owner at CompuWorld??? was the one
that saw it. Phone CompuWorld and ask him in Toronto. Let me know

Dave Tomesch " This is from the grapevine check it out to be sure"

421. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 20:49:59 UTC
From: matthews@umd5.umd.edu
Message-ID: <5946@umd5.umd.edu>
Source record: 244765

In article <1217@jpusa1.UUCP> scott@jpusa1.chi.il.us (Scott Van Court) writes:
>
>Has anyone heard what is going on with the PC Ditto II?
>I'm sure there must be someone that has heard something. I can't beleive
>I've waited this long.
>--
>scott

A user on a local board (local as in Washington DC metropolitan area) has just received PC Ditto II. Others on CI$ and GEnie have also, or so I hear.

[gee, my system just crashed and burned... wonder if it was my, er, attempts at GEM programming in Personal Pascal, or those (^&*$% ROM chips again]

Mike (wonder if my .signature file still errors out, too)

422. Changing Rez

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 20:59:55 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <10315@saturn.ucsc.edu>
Source record: 244766

Help. I hate it when you are in med rez and you cannot run a low rez program without setting the preferences. Is there a way, like a program, to switch the rez automatically for you. I have seen how Spectrum 512 will change the resolution so it seems like it would be possible.

ROman Baker\

423. Re: Atari Lynx deserves to do well

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 21:46:35 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1739.25b0f33b@cc.helsinki.fi>
Source record: 244767

In article <604@watserv1.waterloo.edu>, mgardi@watserv1.waterloo.edu (Mutual Life) writes:
>
> This is not to put the Gameboy down -- at $90 U.S. it is also a very
> good buy and I enjoy both Super MarioLand and Castlevania a lot --
> but let's face it, it is not even in the same class as the Lynx.
>
> There is talk of a portable sega-genesis on the drawing board, and
> I'm sure others will follow -- but for now Atari has the field to
> itself. I hope that it makes the most of it.

I have read about the Gameboy II, which will have colour graphics.

>
> David Rowley
> mgardi@watserv1.waterloo.edu

Jouni Alkio

424. Re: PC Ditto II availability (again)?

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 22:05:58 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1921@ultb.isc.rit.edu>
Source record: 244768

In article <1254@electro.UUCP> carlo@electro.UUCP (Carlo Sgro) writes:
>
>Back in November I asked this and got minimal response. So I ask again ...
>
> Has *anyone* received PC-Ditto II yet? If so, how long ago?
>
>Please E-mail and I'll summarize if there is interest.
>--
>
>Carlo Sgro Vote for your favorite .signature!
>watmath!watcgl!electro!carlo Call 1-900-GOODONE ($2 on your phone bill).

Somebody on the BBS I run posted a message saying that it has shipped,
and he has his. The first (few) batches will go to those who have
already sent in their coupons to get PCD II for $150. Then I guess it
will be available to everybody else.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

425. Re: Physbase vs. Logbase

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 22:40:38 UTC
From: buggs@cup.portal.com
Message-ID: <25949@cup.portal.com>
Source record: 244769

```
>Doug Latornell
>latornell@mech.ubc.ca (this address works for everybody I know!)
>Check out Pollack and Weber, "Atari ST Application Programming",
>Bantam, 1987 for further details.

Unfortunately this book is out of print and NOT available.
If ANYONE knows where to get a copy, I WANT one!

Ed June

71171,1311 CI$ -or- 404-471-9230, bbs, HST, Fido node 1:133/403
```

426. Re: GNU-Emacs 18.55 Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 22:45:43 UTC
From: buggs@cup.portal.com
Message-ID: <25950@cup.portal.com>
Source record: 244770

WHERE is the latest version of GCC found?
Is there an ST port of G++?
I'd prefer a dial up BBS as I can't FTP here, or if they could be UL'd to
the comp.sys.binaries, that be great too!

Ed June
71171, 1311 CI$
404-471-9230, Ground Control BBS, HST & Pursuitable
FoReM ST node 386 *AND* Fido node 1:133/403

427. Sound question.

Newsgroup: comp.sys.atari.st
Date: 1990-01-14 22:54:57 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5324@bgsuvax.UUCP>
Source record: 244771

Well I figured out one of my problems with sound but the next problem
is purely due to lack of being able to find documentation on it. My question
is what are values that must be placed in Sound registers 0-5 to achieve notes?
I am not musically inclined and I cannot tell by just listening. To clarify my
question, what values must I use to "hit" certain notes? Telling me what
values I need to hit certain wavelengths would also be acceptable. Also, feel
free to include any extra info about sound since I am still learning it.
BTW: I would prefer the answer to be mailed to me. Thanks...

```
*******************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*******************************************************************************
```

428. Does anyone know if YACC or Bison has been ported to the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 02:53:27 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <2339@cs-spool.calgary.UUCP>
Source record: 244772

Hi all,

I'm currently looking for a working version of YACC or Bison
for the ST. I've got the source code for Bison, but it looks like there
is going to be some interesting changes which have to be made. Has
anyone already made these changes? And if so, where is the executable
(and source if possible) available?

Thanks in advance

Craig Schock
University of Calgary.

429. Laser C vs. Prospero vs. ???

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 03:25:19 UTC
From: pa2027@sdcc13.ucsd.edu
Message-ID: <6103@sdcc6.ucsd.edu>
Source record: 244773

Hey, I need to buy a decent compiler for the ST... How does Laser C rate vs. Prospero C? I know megamax has been around longer and so I tend to trust their compiler a tad more, but then I saw an add stating that Prospero was ANSI... is Laser? How about bugs in both compilers? Anything major? (Mark Williams is full of bugs).

If anyone has ANY experience with either Laser or Prospero, please e-mail me some info.. thanks in advance!

-Brad

--
Michael Butler - "Water, water everywhere nor any drop to drink"- S.T. Coleridge and Iron Maiden//// Brad McQuaid - When reality obscures your dreams, mind becomes a graveyard of memories, that wander like the lonely breeze... -Fates Warning, No Exit

430. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 04:43:53 UTC
From: SPLITE@MTUS5.BITNET
Message-ID: <90014.234353SPLITE@MTUS5.BITNET>
Source record: 244774

```
In article <932@mindlink.UUCP>, a23@mindlink.UUCP (Joel Murray) says:
>
>
>How do you know that the "siz able ad blitz" [sic] was a flop? From all
>indications, it's too early to tell how well or how poorly Comm_o_dore did.
>
>--
> // /// CIS: 73200,3117
> \X/oel ///urray Usenet: a23@mindlink.UUCP
>
What is this? The Comm_o_dore Paranoia Squad? :-)
```

431. MC68881 trap handler wanted (Was: CO-Processors--MOTOROLA ARE NICE PEOP

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:04:57 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150804.AA15724@ucbvax.Berkeley.EDU>
Source record: 244775

Hello all,

In Info-Atari16 digest #31, dsl.pitt.edu!pitt!cuphub!kar7481@pt.cs.cmu.edu
(Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609) writes:

>I DID call Motorola in Illinois and explain my problem to them.
>...
> They were VERY responsive; The "Applications note" is a 41-page
> document CLEARLY WORDED and INCLUDES SAMPLE 68000-ASSEMBLY SOURCE
> CODE DRIVERS!!!: EVERYTHING SOMEONE WITH A DECENT ELECTRONICS BACKGROUND
> COULD EVER WANT TO KNOW ABOUT THE CHIP-- Charts, diagrams, pinouts,
> etc... are given. My biggest problem is that I wish I had enough
> time to get used to 68000 machine code {this VAX drives me nuts}.
> The source code has about 15 pages!!!

Does this include a trap handler for the 68881 that catches those '020/'030
floating-point ops and executes them on an 68000?? If so, could you explain
a little more? Or is there anyone out there who has this (or any other such)
software on-line or in electronically readable format and could email me a
copy ??? Thanks VERY much!!

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

432. TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:05:14 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150805.AA15779@ucbvax.Berkeley.EDU>
Source record: 244776

Hello all,

In Info-Atari16 Digest #39, cs.utexas.edu!jarvis.csri.toronto.edu!utgpu
!watserv1!watcgl!electro!ignac@tut.cis.ohio-state.edu (Ignac Kolenko)
writes:

>actually, darek mihocka and myself have an STE and we've disassembled the
>exception handlers in TOS 1.6, and sure enough, it checks some
>system variable which tells the software what type of stack frame it can
>expect.

This sounds suspiciously like the Cookie Jar. Interesting...

>also, i remember vaguely reading some review in ST world on the STE when
>it was unveiled at the dusseldorf show, and they were saying it was running
>tos 1.6 at the time. but i could be wrong ...

This is true. There are two versions of TOS 1.6 out now, one being a bug fix
release of the other. I haven't taken more than a quick look at 1.6 yet.

PS: Ignac, I still can't get mail to you. If you still want to have your
QuickST tested with Overscan, I could do that for you.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

433. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:05:25 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150805.AA15814@ucbvax.Berkeley.EDU>
Source record: 244777

Hello all,

In Info-Atari16 Digest #39, crash!pro-grouch.cts.com!bradm@nosc.mil
(Brad Martin) says:

> I have a friend who works for a company who makes 68030
>boards for 'other' computers who could have an '030 board out for the ST way
>before another well publisized project (Hi Dave :-)). ... I
>will have to convince them that they want to write the software to make it
>compatable (how would you like to have you ST running at 40mhz?).

I have such software. The only problem is that Atari would have to OK the
distribution of it, which is probably not going to happen. If you can get
an Atari OK, however, please contact me via email and we'll work something out.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

434. Re: CO-Processors---(Atari!) ARE NICE PEOPLE!

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:05:36 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150805.AA15851@ucbvax.Berkeley.EDU>
Source record: 244778

Hello all,

In Info-Atari16 Digest #40, mcsun!ukc!newcastle.ac.uk!tadhg!chris@uunet.uu.net (Chris Forker - Nav Arch-) said:

>You mention that the Alcyon C compiler uses the 68881 if it is there,
>otherwise the software emulation. How does it manage this. With
>Prospero's compilers, (I use Fortran & Pascal), the result will be a
>bus error on machines with no 68881. Does TOS1.4 have some trap that I
>can call from Fortan or Pascal which will indicate the presence of a
>68881 ??

No, there is no such trap. The correct way to test for a 68881 is to redirect the error handler, then try to reset the 68881. If your program continues normally, there is a 68881 present. If the error handler is called, there is none. Then all you have to do is to reset the error handler.

The Alcyon compiler does not do any 68881 checking. There simply is a library provided that replaces the original software floating-point library.

If you need software that checks for an 68881 and runs unchanged on systems with AND without FPU, check out Turbo C/ST by Borland. It has that feature built in, without the need to buy additional libraries (such as the Prospero lib, which costs about as much as the entire Turbo C !!!)

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

435. Turbo C/ST: Update

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:05:42 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150805.AA15862@ucbvax.Berkeley.EDU>
Source record: 244779

Hello all,

I promised to keep everyone up to date on Turbo C for the ST, and here's some news on this topic.

I called Borland Germany in Munich last friday, and spoke to one of the ST programmers. He said if all goes the way it's planned, Turbo C/ST v2.0 and the source level debugger TD v1.0 will be released in March (1990 :-).

That date does *not* apply to the English documentation. They still haven't found a producer/publisher/whatever for that. Sorry, no good news there yet.

There are all sorts of new goodies, such as a complete PC-compatible BGI (= Borland Graphics Interface) implementation. And TD is a sight to see ...

Incidentally, the person I talked to said that Borland Germany got a number of complaints about the fact that TC/ST is not available in the US. He suggested that everyone who would buy TC if there was an official US version should write to Borland USA and demand an English TC version. It's entirely up to Borland USA to make such a version available, Borland Germany is more than willing.

Please remember that all of the above is not official in any way, it's just a summary of a telephone call (and it might have been a bad line :-).

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

436. Font editor for 24-pin printers needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 08:05:54 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001150805.AA15903@ucbvax.Berkeley.EDU>
Source record: 244780

Hello all,

I need to design a font for 24-pin matrix printer (the NEC P6, but I think
the fonts are the same on any generic Epson-compatible 24 pin printer).

I have a PD font editor, but am nowhere near satisfied with the program.
I would have sent in the shareware fee for the sources, but the program was
written in Basic which I hate.

Does anyone know of a good font editor for 24-pin printers in the public
domain, that takes into account such things as the "No-needle-may-fire-twice"
problem etc., or source to a font editor that could be adapted without too much
work?

All sources in a serious language, such as C, Pascal, or APL, will be con-
sidered. If I adapt and/or modify the program, the result will be placed in
the PD as well.

Thanks for any and all info.

PS: As a last resort, I'll take a PC program as well! :-)

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

437. SM124->MultiSync Board from IKS...

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 10:38:14 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500080@uxa.cso.uiuc.edu>
Source record: 244781

A company in Germany called IKS has come out with a US$90 product
that installs in your SM124. I read a review in the January
issue of 68000ST, and they seemed to think it was a solid product.
It produces grey scale to emulate the low and med resolutions
of the ST. If anyone is interested in the address, or if any
Germans out there have the product, I'd be interested to hear
from you. I will order one in late January and post my experience.

Prices listed were DM129 for the board and chips
DM149 for the board assembled
DM259 (I think) to send in your monitor and
have it installed...

Gregory Mathias Lemperle-Kerr
#include <whoneedslousydisclaimers...>

438. WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 10:38:32 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <111500081@uxa.cso.uiuc.edu>
Source record: 244782

I am looking for data pertaining to the longitude and latitude of as
many cities in the world as possible in order to write an
astrological plotting program. Does anyone know where I may
find them or could someone possibly send them?

Thanks in advance.

G.M.L-K.

439. How to read the joystick ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 12:20:37 UTC
From: rgg@munnari.oz.au
Message-ID: <3006@munnari.oz.au>
Source record: 244783

I have been using code similar to the following to read the joystick, but I want to know whether this is a 'legal' method. I know it works on TOS 1.0 and 1.4 (Yes you can get TOS 1.4 in Oz now 8-) but I haven't tested it on other versions of TOS and I would like to be able to sure it will work with future versions.

Here is the code:

```
-------
#include <osbind.h>

main()
{ int i;
int *loc;
long *ssp;

loc = 0xfffc02;

ssp = Super(0);
for (i = 0; i < 500; i++)
printf("%d %d\n ", Bconin(4), *loc);

printf("turning off mouse.\n");
Bconout(4, 0x12);

printf("turning joystick on.\n");
Bconout(4, 0x14);

for (i = 0; i < 500; i++)
printf("%d %d %x\n ", Bconin(4), *loc, *loc);

printf("Turning mouse on.\n");
Bconout(4, 0x08);
Super(ssp);
}
-------
```

By the way the Bconin doesn't seem to provide anything useful, just a constant value.
Thanks in advance for any help,

Rupert G. Goldie

rgg@munmurra.cs.mu.OZ.AU
uunet!munnari.mu.oz!munmurra!rgg

440. Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 12:27:27 UTC
From: shc1@ukc.ac.uk
Message-ID: <2706@gos.ukc.ac.uk>
Source record: 244784
Cross-posted to: comp.sys.atari.st,ukc.micro

I am present in the process of undertaking a project, in which I need
to interface a standard 6821 PIA to an Atari ST.

However, as with every project, I have a problem.

My problem lies in the fact that the cartridge port has no R/W line,
and that the GLUE chip does not allow you to write to ROM space anyway.
(Hence I cannot use the Rom3/Rom4 lines as dummy R/W lines)

At the same time I see products on the market (such as Robot Arm Controllers)
which use the cartridge port, and obviously find some way of getting around
the above WRITE problem.

If Anybody (but anybody) has had past, present or planned future experience
with interfacing to the Atari, Please could you drop me some helpful hints.

Yours (a little bit more that truly) Sam.

p.s. Is the DMA port a viable alternative ???

441. Re: 1040STE, at last!

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 12:44:46 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1998@syma.sussex.ac.uk>
Source record: 244785

From article <2573@pkmab.se>, by daniel@pkmab.se (Daniel Deimert):
> In article <9001060801.AA03913@ucbvax.Berkeley.EDU> 01659@AECLCR.BITNET (Greg Csullog) writes:
>>The following would not run from my auto folder (activated after the
>>tests on the software listed above):
>>
>>Pinhead
>>UIS II
>>Headstart
>
Apologies if I'm the 1000th person to point this out (we're a bit peripheral with our news feed), but I thought that TOS 1.4+ did away with the need for both Pinhead and Headstart.

Pinhead bypasses the bit-clearing routines used by TOS 1.2- when loading programs, and from the reviews I've seen TOS 1.4 doesn't do bit-clearing (or at least gives you the option). Headstart auto-loads a GEM program, which TOS 1.4 also allows you to do.

I guess that Headstart does have the additional feature of letting you choose from a list of programs to auto-run, so there is probably some point in adapting it to the new TOS versions. I doubt that this has escaped the notice of Charles Johnson, and I'm confident that if it can be done it will be, in the not too distant future.

(As you might have guessed, I'm a CodeHead/Little Green Footballs fan)

By the way, as of last week, Atari UK were still saying they don't have any TOS 1.4 ROMs to distribute, though some are apparently on order. I guess it makes sense for them not to bother. They see the ST range as basically just for games, and market it accordingly. Games players probably don't need TOS 1.4 (in fact, there's been a lot of fuss over here about how the STE & TOS 1.6 are breaking lots of games). The only trouble with this strategy is that the Amiga is - let's be honest - a better games machine and is accordingly now outselling the ST in the UK. The ST's advantages in programming, word processing, DTP, hardly show, given that most places that sell the ST here stock very few non-games applications & utilities.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

442. Re: Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 13:12:09 UTC
From: adw@ukc.ac.uk
Message-ID: <3427@falcon.ukc.ac.uk>
Source record: 244786
Cross-posted to: comp.sys.atari.st,ukc.micro

In article <2706@gos.ukc.ac.uk> shc1@ukc.ac.uk (S.H.Cogheil) writes:
>My problem lies in the fact that the cartridge port has no R/W line,
>and that the GLUE chip does not allow you to write to ROM space anyway.
>(Hence I cannot use the Rom3/Rom4 lines as dummy R/W lines)

The method I have seen used (e.g. in ST Replay) involved weird usage of the
READ from cartridge port. I will see if I can find any more details in the
mean time consider that a hint!

>Yours (a little bit more that truly) Sam.

Andy.

443. Drive question

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 14:52:20 UTC
From: krieg@jupiter.uucp
Message-ID: <1871@mrsvr.UUCP>
Source record: 244787

I have had this weird quirk in my ST system ever since I got it (3 years ago) and I am wondering if it is normal. I have a 520 ST, a single sided disk and a double sided disk. The double sided disk is drive A and the single sided disk is drive B. Whenever I access drive A, drive B spins also. Should this be? Is this harmful? The drive light on B does not come on, but if I have a disk in there, I can hear it spinning. If I access drive B, drive A does not spin. Anyone know what is going on?

--
==========
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==========
= "Holy one track Batcomputer mind!" - Robin =
==========

444. Navarrone time cart for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 15:12:52 UTC
From: hendrick@fozzy.UUCP
Message-ID: <838@fozzy.UUCP>
Source record: 244788

```
Navarrone date/time cartridge:
Works fine, includes original box and software.
The software includes time display and alarm
clock functions. The cart presents a continuation
of the cart port to allow for other carts to be
plugged in; for example, I have had no problem with
the Migraph scanner cart plugged in to the Navarrone cart.
Asking $20 - for that, I'll pay the shipping.

Regards,
Bill
```

445. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 15:29:34 UTC
From: covertr@force.UUCP
Message-ID: <480d1b13.14a1f@force.UUCP>
Source record: 244789

In article <1422@engage.enet.dec.com>, wallace@oldtmr.dec.com (Ray Wallace) writes:
>
> I could not get ARC 6.02 to work with UNARC. ARC bombs everytime UNARC calls
> it.
>
> ---
> Ray Wallace
> (INTERNET,UUCP) wallace@oldtmr.enet.dec.com
> (UUCP) ...!decwrl!oldtmr.enet!wallace
> (INTERNET) wallace%oldtmr.enet@decwrl.dec.com
> ---

If UNARC is the shareware program by Gerry Szekely then I can
tell him about your problem. Gerry is a good friend of mine,
and I sent him a check for his Shareware programs UNARC, ARCIT,
and ARCITSHELL. All three are very good programs. Gerry told me
last week that he is modifying ARCITSHELL to handle the new features
in ARC 6.02 now. So, let me know which UNARC program you are talking
about. If it is Gerry's it should say so when you use it.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

446. Re: Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 15:37:21 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2900@water.waterloo.edu>
Source record: 244790

In article <21702@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:

| I have heard of things called antibodies, that sit in
| your boot sector and do something like flash the screen . The idea
| being that if a virus hits and writes over the antibody, you will
| notice the screen not flashing.

This is the first I have heard of this idea, and I find it interesting.
But I think it would drive me crazy.

Does anyone have experience with something like this?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

447. Need help w/WWST

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 15:51:43 UTC
From: hendrick@fozzy.UUCP
Message-ID: <839@fozzy.UUCP>
Source record: 244791

Regarding Word Writer ST (Timeworks, Version 2.0),
I need help with a minor problem:

Having loaded an ASCII text file into WWST,
how do I get "format" to work? When I tried
this past weekend, the text would _not_ reformat.

Anybody know the answer to this one? HELP!

Thanks in advance.
Regards, Bill

448. Re: Drive question

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 15:59:13 UTC
From: matthews@umd5.umd.edu
Message-ID: <5948@umd5.umd.edu>
Source record: 244792

In article <1871@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>I have had this weird quirk in my ST system ever since I got it (3 years ago)
>and I am wondering if it is normal. I have a 520 ST, a single sided disk and

It is.

>a double sided disk. The double sided disk is drive A and the single sided
>disk is drive B. Whenever I access drive A, drive B spins also. Should this
>be? Is this harmful? The drive light on B does not come on, but if I have a
>disk in there, I can hear it spinning. If I access drive B, drive A does not
>spin. Anyone know what is going on?
>
>= Andrew Krieg The Marvel Historian =
Nothing to worry about; that's what they all do.

Why, I don't know.

Mike

449. Re: SM124->MultiSync Board from IKS...

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:01:47 UTC
From: woife@samos.Sun.COM
Message-ID: <1986@texsun.Central.Sun.COM>
Source record: 244793

Four month ago I bought the assembled board from IKS.

The kit was preinstalled and all I had to do was to buildt in
the bw/color switch and connect about 15 cables inside the monitor.
This is not as easy than it seems:
You have to work very carefully, and check things twice before
connecting them. If you are experienced it'll took about 3 hours
to do all the stuff.
If it works : fine; if not : happy searching.

The bw quality is nearly the same as before the upgrade
but it very hard to work with 50 Hz color.
IKS recommends to execute a 50to60hz.prg as first file of your
AUTO folder.

If you have still questions, feel free to contact me.

----------------------+---------------------------+-----------------------
Wolfgang Bachhuber | woife@Germany.Sun.COM |
Unix Group | FAX (49)-89-46008-400 | "If you had my job,
German Answer Center | Phone (49)-89-46008-0 | you'd drink too."
Sun Microsystems GmbH | |

450. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:23:03 UTC
From: covertr@force.UUCP
Message-ID: <480d4aee.14a1f@force.UUCP>
Source record: 244794

In article <1990Jan13.212911.11657@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) writes:
> In article <47fe0144.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> I have version 1.67 of ZMDM, dated Sept. 1989. The ST Enthusiasts are
> at Case WRU and I got my copy from Bammi there -- he just sent me
> a change of address notice which is sitting on my work machine, but I
> can look it up later. It's a super program -- whether it solves the
> bugs that Covert goes on to list I don't know. There were some bugs in
> 1.65 and 1.66 that Bammi fixed very promptly.
>
> I think that he is out of town for a while. Let's see if he answers
> this posting, as the authors should be the ones to distribute software,
> and my version has some special patches in it.
>
> --
> Bill Silvert, Habitat Ecology Division.

Bill, could you PLEASE have one of the ST Enthusiasts post the source code
to the latest version of Zmodem?? I have a lot of friends who would like a
version of Zmodem which uploads at full speed. And I would like to add other
file extenders to the list that are recognized as binary files.
.
.
.
.
.
. for postnews
.
.
.
.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

451. Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:27:10 UTC
From: steveg@SAIC.COM
Message-ID: <9001151627.AA03713@CASPIAN.SAIC.COM>
Source record: 244795

```
The only problem with an 'anti-body' program is that some jerk will
no doubt create a virus that 'looks' like an antibody program,
flashing the screen, etc, so you think you're safe, when in fact
you're being infected. The best defense would be source code to
an anti-body program so that you could customize the bootup action.
If my disk boots and says "Steve Goldstein, this disk is safe"
I can be pretty sure it's MY message, and not a deviant strain of a
'public' anti-body program with a much more generic message.
```

452. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:30:18 UTC
From: covertr@force.UUCP
Message-ID: <480d5170.14a1f@force.UUCP>
Source record: 244796

In article <BAMMI.90Jan14032424@dsrgsun.ces.CWRU.Edu>, bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
> i am here! i tried to reply to r.covert via mail, but he had strange
> address that my mailer did'nt like. i'll post a new (improved) version
> of zmdm to comp.binaries/sources.atari.st soon, after i have
> heard from r.covert about the problems (and hopefully fix them).
> --
> bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
> domain: bammi@dsrgsun.ces.CWRU.edu
> GEnie: J.Bammi

Jwahar, I know what you mean about the email address. I can't find your node on our list either. So I can't send email to you. Rats!!

I would love to get a copy of your latest version of Zmodem so that I can try to find out why it is soo slow to upload compared to ST TERM. It may be a problem with FOREM ST more then your protocol. And I would like to add several file extenders to your list of file extenders which are recognized as binary files. I might want to even make it self-configuarable so that the user can change the list.

But the main thing is the slowness of the file uploads to Forem ST boards. It is strange because Zmodem xfers at full speed for downloads FROM Forem ST boards. I really like Zmodem, I use it almost exclusively!!

P.S. I can't find "dsrgsun" on any of my UUCP mailpaths. But I do have a GEnie account. It is R.COVERT1 so you can contact me there. Thanks for your response and your great work on this fine program.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

453. Re: overscan - multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:33:16 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1380@uvm-gen.UUCP>
Source record: 244797

From article <10636@stag.math.lsa.umich.edu>, by hyc@math.lsa.umich.edu (Howard Chu):
> In article <32896@iuvax.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
>>Could someone say briefly what techniques the overscan software uses to do
>>overscanning?

Thanks for the (deleted) explanation.

> No problem, 8 pixels per byte. With overscan, you need 100 bytes per line,
> but you won't see 800 pixels on an SM124. You could with a multisync
> monitor, but not otherwise. So, you need to be careful, and some programs
> don't seem to take things into account very well.] This all seems quite
> tedious, since programs are supposed to let GEM worry about the nitty-gritty
> details of exact screen size. Some do, and they work fine. Unix Windows is
> a slick example of one that does. Others run into problems...

More text deleted so the #@&$*#$!@! "mailer" will accept this...

> -=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1] >
and You Too can have a Personal Electronic Relationship with God!

This post brings up some questions that I've been wondering about for a while.

1) Is the "overscan mod" the one I have the hardware docs for
(it was reposted in Nov or Dec '89) that also needs a small
transistor installed, along with a debounced switch, some wire
and some trace cutting? If not, how many such mods are
there and how do they rank? I know that overscan can be
done in software (I've seen the Care Bears demo - impressive),
does that only work well if the program running knows about it?

2) Would things be simpler and/or even higher resolution with
a multisync monitor? (I guess I'm asking what the hardware
limits are, for the ST and for the monitors to track the video).

3) Could a "transparent" interface be written, (see posting by
David Beckenmeyer on multiple 80x25 windows on Moniterm while
running vsh) that could automate high res to overscan
switching? I envision a program that can't take overscan
being automatically run in a "Std" resolution window,
centered on the screen, and good programs being able to
immediately take over the whole screen when they run.

4) There are several adaptors and lots of multisync monitors
about, how well do they work? How weird is color on a greyscale
monitor? How is High res (or overscan) on various color
monitors - for that matter, how is it on a greyscale
monitor? If dot pitch (on color monitors) is the only criteria

for "mono" res sharpness, what dot pitch is acceptable?
Email me your experiences or responses, and I will post a
summary to the net.

5) People with overscan and/or Moniterm or other large monitors,
send me (or post) lists of programs which work and of the ones
that break with the extra pixels. I'll post a summary of
that too, if there is enough response.

6) Atari folk: will the TT color monitor be significantly
incompatible with third party multisyncs? (I recall it took
quite a while before third party monitors showed up for the ST).
For that matter, will my old monitor(s) work with a TT?
(That would also answer the above question, I think).

Thanks in advance, sorry this got so big.

Bob Pegram (pegram@griffin.uvm.edu)

WARNING, I am not certain that above address is correct, since they've
been monkeying with our local net here and retired Uvm-gen. See your
header for a better address.

454. Re: timer

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 16:56:02 UTC
From: steve@thelake.mn.org
Message-ID: <0015901056020561@thelake.mn.org>
Source record: 244798

[In article <6667@wpi.wpi.edu>,
jstorey@wpi.wpi.edu (John R Storey) writes ...]

> I'm writing a C program and have a small problem - I want to time how long
> a call to the Random ( ) XBIOS function. The problem is that I can't figure
> out how to time it in increments smaller than 2 seconds.

The Random() xbios function executes too fast to be timed even with a clock that ticks 200 times a second. You could call it 1000 times and then compute the average, but you'd also be timing the loop that called Random().

The 200-Hz system timer is in protected memory and accessible only in supervisor mode. The dLibs C library (the one that comes with the Sozobon compiler) has functions that make this easy. The program below demonstrates these functions (with an example that takes a few milliseconds to complete). If your compiler doesn't have start_timer() and time_since(), you can find the sources in the dLibs timer.c file.

To compile this with Sozobon, cc it with the -f flag (floating point).

Incidentally, I got these results:

0.075000 with no scrolling (starting with a clear screen).
0.175000 if the program had to scroll the display.
0.445000 when I redirected it to a file.

0/ cut here
=== 0\==

```
#include <time.h>
#include <osbind.h>

main()
{
clock_t t;
float tt;

/* record the starting time */
start_timer(&t);

/* do something that takes some time */
printf("Ob lah dee, ob lah dah\n");
printf("life goes on, brah!\n");
printf("La, la, la, la life goes on....\n");

/* get the result */
tt = (float) time_since(&t);
```

```
/* print a report */
printf("\n\nOb lah dee took %f second(s).\n", tt / CLK_TCK);
}

0/ cut here
=== 0\============================================================

--
Steve Yelvington at the (all-too-warm and windy) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve
```

455. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 17:33:02 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <33082@iuvax.cs.indiana.edu>
Source record: 244799

The question of whether or not to up grade a ROM operating system so that old programs work is delicate. Many users would like to beable to up grade to remove bugs in their operating system without losing the ability to run their old comerical programs. Their needs should be balanced aagainst the difficulty (or impossibility) of fixing the bugs while still being able to run old programs. The benefit of each change needs to be compared with the trouble it causes users of old programs. For the most part, people who write their own programs like improvement, but people who buy programs like stability. I do both myself, so I feel for the people that have to decide what to do in each particular case.

456. Re: GFA Complier Help!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 17:45:49 UTC
From: goo@hpindda.HP.COM
Message-ID: <40250002@hpindda.HP.COM>
Source record: 244800

Hi There

Sorry for the post. Mail to you bounced.

I saw a copy of the GFA BASIC Compiler 2.0 at my local dealer here in Santa Clara (SF Bay Area). They operate a mail order business as well so they should be able to ship it to you no problem. I think it was priced at ~$53.00.

B+C Computervisions
3257 Kifer Road
Santa Clara, CA 95051
(408) 749-1003

I have no affiliation with B+C except that of being a very satisfied customer.

If $53 is a bit steep for you, you can always keep hoping that STart magazine will put in on the disc in an upcoming issue. They've already put out GFA BASIC 2.0, GFA Object, GFA Vector and GFA Companion.

Hope this helps.

Your pal,
Mike Goo

457. Re: TOS 1.6...

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 17:53:14 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <33087@iuvax.cs.indiana.edu>
Source record: 244701

Having just posted a note saying how I feel for those of you that must maintains TOS, let me also say that I think it would be helpful to release the source for TOS (or as much as possible if Atari does not own it all). I don't think Atari has much to lose from copies of the ST (my guess is that if someone came out with a copy, ST sales would go up). Problems from bad code being written would be offset by occasional good suggestions for improvements (UNIX did not start out all that great). I think that Atari only needs to worry about the bad code that would end up in successful programs. Most of the bad code will have no effect and future operating system suggestions.

I remember learning a lot by reading disassembled code for the first Radio Shack computer.

458. connection with BITNET

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 17:57:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <9001160805.AA07474@ucbvax.Berkeley.EDU>
Source record: 244702

Dear INFO-ATARI16 networkers,

What has happened with the connection towards BITNET.
I haven't received any info-atari16 mail since 2 January 1990.

Frits Dumortier
(FD@BGERUG51.BITNET")

459. Monochrome jitters

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 18:24:30 UTC
From: jimh@ultra.com
Message-ID: <1990Jan15.182430.2495@ultra.com>
Source record: 244703

I have an Atari monochrome display that's about 5 months old.
Recently, it's gotten the jitters and they're getting worse.
The symptom is a jittery screen display, but only the top half
of the display is affected. The symptoms appear only after the
unit warms up. The unit was rock-steady when new.
My guess is that it's a heat-related horizontal sync problem.
I have noticed this problem on at least one other monochrome monitor.
Anyone know the cause and cure? If I had schematics I'm sure I
could troubleshoot. Thanks in advance.

--
Jim Hurley domain: jimh@ultra.com
UltraNetwork Technologies Internet: ultra!jimh@ames.arc.nasa.gov
101 Daggett Dr. uucp: ...ames!ultra!jimh
San Jose, CA 95134 (408) 922-0100

460. Re: microsoft mouse as a replacement, instructions?

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 19:03:12 UTC
From: rjd@cs.brown.edu
Message-ID: <25541@brunix.UUCP>
Source record: 244704

In article <9001130809.AA27821@ucbvax.Berkeley.EDU> HEIMBIG@WSUVM1.BITNET (Bruce Heimbigner) writes:
>Once upon time someone posted instructions for convertering a
>Microsoft (serial) mouse for use with ST. Does anyone have these?
>If so please re-post or email to me directly.
>

I have the rewiring diagrams, and can e-mail them if you would like, but...

I have been unable to find a comptable female connector for the other end of the microsoft mouse. Microsoft refuses to sell me one, and I refuse to cut up a microsoft mouse to soldier on a new end.

Does anyone have a supplier for these things that I can contact?

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

461. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 19:08:42 UTC
From: rjd@cs.brown.edu
Message-ID: <25542@brunix.UUCP>
Source record: 244705

In article <111500081@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
>
>
> I am looking for data pertaining to the longitude and latitude of as
> many cities in the world as possible in order to write an
> astrological plotting program. Does anyone know where I may
> find them or could someone possibly send them?

Contact the USGS. They sell stuff like that in machine readable
form. You can get it on IBM Formatted 3.5" diskettes, which can directly
be read into an ST.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

462. Wordperfect for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 19:27:27 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1969@calvin.cs.mcgill.ca>
Source record: 244706

Oh, decisions decisions... I just found a place near where I live
which sells Wordperfect/ST for $99.... And now that I know there is
a new version which has all the bugs fixed and works faster, I am so
tempted to buy it.

One question though - does anyone know if the Atari Development
section of Word Perfect plans to release a version which is comparable
to the just-released WORD PERFECT 5.1 on the Ms-Dos computers?
I am very close to getting PC-Speed or a PC clone and am wondering
if I should get the WP4.1/ST version WP5.1/PC.

If I knew that such a version was at least IN THE WORKS at Atari
Development I would gobble up this ST version instantly, especially
since I am such an ST patriot.. Does anyone have any news from the
company?

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science - Montreal, Quebec, Canada
If pro is the opposite of con, what's the opposite of progress?

463. Re: Atari Lynx deserves to do well

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 19:48:49 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <618@watserv1.waterloo.edu>
Source record: 244707

In article <1739.25b0f33b@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>In article <604@watserv1.waterloo.edu>, mgardi@watserv1.waterloo.edu (Mutual Life)
writes:
>>
>> This is not to put the Gameboy down -- at $90 U.S. it is also a very
>> good buy and I enjoy both Super MarioLand and Castlevania a lot --
>> but let's face it, it is not even in the same class as the Lynx.
>>
I Have a suggestion for Atari to consider. Remember how Pepsi supports
the Gameboy. How about Atari getting in contact with Coke marketing and
Show the world that a better product also supports a better tasting
beverage. Besides if it goes as well as the Pepsi gamboy thing Atari
could make a mint from Coke maybe even make a game called kick the can!

If anyone from Atari reads this, think about it you could sell Coke
thousands of Lynx's and get commercial advertising at the same time!

Just a suggestion as I think both companies would benefit. I even plan
to buy one and a Coke contest to get one would be worth a try too!

Dave Tomesch, Super BBS (519) 749-1206, KWEST Co-Chairman, StarTrak Inc.
"Never say Never"

464. Re: Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 20:02:19 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <619@watserv1.waterloo.edu>
Source record: 244708

In article <2900@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <21702@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>
> | I have heard of things called antibodies, that sit in
> | your boot sector and do something like flash the screen . The idea
> | being that if a virus hits and writes over the antibody, you will
> | notice the screen not flashing.
>
>This is the first I have heard of this idea, and I find it interesting.
>But I think it would drive me crazy.
>
>Does anyone have experience with something like this?
>
Not yet but an offshoot idea from that one is to make a small accessory that
when anything is written to the boot sector of the A or B disk drive the
screen flashes and the info or the Sector number can be display momentarily,
if this occurs and option to immunize the disk comes up and allows you to
clear away a virus. I have started to work on such a program already in a
different manor to protect my bbs from Back doors. If you want ill do this
simple program on the side as I work on the Back door Killer.

Dave Tomesch, Super BBS (519) 749-1206, Kwest Co-Chairman, StarTrak Inc.
" Never say Never"

465. Re: Need help w/WWST

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 20:02:31 UTC
From: matthews@umd5.umd.edu
Message-ID: <5950@umd5.umd.edu>
Source record: 244709

In article <839@fozzy.UUCP> hendrick@fozzy.UUCP (Bill Hendricks) writes:
>Regarding Word Writer ST (Timeworks, Version 2.0),
>I need help with a minor problem:
>
>Having loaded an ASCII text file into WWST,
>how do I get "format" to work? When I tried
>this past weekend, the text would _not_ reformat.
>
>Anybody know the answer to this one? HELP!
>
>Thanks in advance.
>Regards, Bill

The problem is there are hard returns everywhere, which tell WWST to stop formatting. Hard spaces don't help either.

The trick I used, which worked reasonably well, was to do a replace of a space for a space. This would replace the internal representation so you'll have SOME formatting capabilities. It won't fix everything, but I doubt that is possible anyway.

Hope this helps.

Mike

466. Re^2: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 20:45:25 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1427@atha.AthabascaU.CA>
Source record: 244710

hyc@math.lsa.umich.edu (Howard Chu) writes:
>expand the video image.. By software, probably the nicer way to go, you
>can get the OVERSCAN software and *use* that black frame for more pixels.
>688x480 on a fresh-out-of-the-box SM124.

I've got overscan, but I found the hardware aspect of the project
confusing to say the least. What's the canonical setup for a rev D
1040 stfm ??
--
--
Ross Alexander (403) 675 6311 rwa@aungbad.AthabascaU.CA VE6PDQ

467. Re: overscan - multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 21:03:23 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <622@watserv1.waterloo.edu>
Source record: 244711

>
> 2) Would things be simpler and/or even higher resolution with
> a multisync monitor? (I guess I'm asking what the hardware
> limits are, for the ST and for the monitors to track the video).
>
> 4) There are several adaptors and lots of multisync monitors
> about, how well do they work? How weird is color on a greyscale
> monitor? How is High res (or overscan) on various color
> monitors - for that matter, how is it on a greyscale
> monitor? If dot pitch (on color monitors) is the only criteria
> for "mono" res sharpness, what dot pitch is acceptable?
> Email me your experiences or responses, and I will post a
> summary to the net.
>
> 6) Atari folk: will the TT color monitor be significantly
> incompatible with third party multisyncs? (I recall it took

Well, I have the Electrohome ECM 1310U Series Multi-Sync monitor and its great, works in all three resolutions, Low, Medium and High. It has VGA qualities so when the TT comes out I dont see any problems hooking it up. It has underscan built in the back and if I tie down line 4 in the RGB Cable I have instant Monochrome mode. In monochrome mode it looks great. Multi-Sync monitors are the wave of the future as I and many programmers have and will be writting programs and differenct Hrz rates. Eg(85 or 45).

The picture definitely is better, this particular monitors resolution is 720 by 540 lines. It has antiglare .31 mm dotpitch with many other built in fancy features. I run all european programs without any problems. As for the price phone electrohome its only drawback is that it has no speaker but with the STE that isnt a problem. I hook mine up through the audio line to my ghettoblaster.

Dave Tomesch, Super BBS (519) 749-1206, Kwest Co-Chairman, StarTrak Inc.
"Never say Never"

Anyone wishing more info on the Special RGB cable hookup just send me Mail. I made one for the Kwest Usergroups Electrohomes Projection TV System used at the University of Waterloo , Math and Computer building.

468. Re: Need help w/WWST

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 21:05:48 UTC
From: bane@mimsy.umd.edu
Message-ID: <21837@mimsy.umd.edu>
Source record: 244712

The problem you're having is that when WWST imports an ASCII file, it leaves all the spaces as good old ASCII space characters. When you type text into WWST normally, it puts a different character between words that it calls a "variable space". The format command will only break lines at variable spaces.

The hack I use is to import the text, save it as a WWST formatted file, then pop out to a shell and do the following translate:
% tr '\040' '\036' < oldfile.doc > newfile.doc

The resulting newfile.doc will format properly.
--
ARPAnet: bane@mimsy.umd.edu
UUCP:...umcp-cs!bane

469. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 21:39:10 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1534@cs.rit.edu>
Source record: 244713

In article <F39D2F69C99FC014B9@UBVMS.BITNET> V067MAJP@UBVMSC.CC.BUFFALO.EDU (Arion) writes:

>It seems to me (IMHO) that if developers keep taking advantage of
>"side-effects" and Atari tries it's best to keep programs from breaking,
>eventually, you won't be able to revise TOS at all.
>
>I mean, if a program breaks because a programmer takes advantage of an
>undocumented or illegal "feature" which isn't there at the next os revision,
>isn't that the programmer's fault?

Hmm, this reminds me of what happened when Atari brought out the XL operating system for the 8-bit computer.. A LOT of programs broke because programmers did not follow the rules...

> John

I have Mark Williams C, and am curious: What is the difference between malloc() and Malloc() ???? I am writing a slideshow/picture viewing program, and when I used malloc() to get a 32k block of memory for a picture, the picture always had some stray data at the top (looked suspiciously like the other variables I was using).. However, when I used Malloc() this disappeared. Boy, I almost pulled my hair out trying to figure out what was wrong!!!

_____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. _____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

470. 68881 Co-processors

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 21:40:14 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16669@laurel.athertn.Atherton.COM>
Source record: 244714

One note about 68881 co-processors:
You should re-write your code to take specific advantage of the
device if it is, in fact, there. Otherwise, the speed inprovement that
you recieve is not very good. For example, a fractal tree drawing program
that I wrote does very intensive math calculations:
strictly in C, it takes about 20 minutes to draw a 'tree'
in C, but using the 68881 math libraries, takes 13 minutes
(better, but not really all that good)
re-coding the algorithm to directly access the 68881,
(ie, load all the registers and do the calculations there),
it takes under 2 minutes.

Another example is a fast fourier transform program:
to analyze 64 data points, in C: appx. 32 seconds
using the 68881 directly (via
C macros): .38 seconds (less than
4 tenths of a second).

How you use the 68881 is very important to the performance benefits
you get from it!

--
|--|
|--alex | alex@atherton.com | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

471. Empire for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 22:58:58 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <6431@mentor.cc.purdue.edu>
Source record: 244715

Is there a version of the game 'empire' available for the ST? I have checked a few anonymous ftp sites, but have thus far come up empty handed. If it is out there, is it PD? Could some kind soul please e-mail me some info on this?

Thanks in advance,

Andy Burnett |"The more things change, the more they
g4r@mentor.cc.purdue.edu | stay insane."
---

472. ZMDM 1.63 Failure Explained More

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 23:03:12 UTC
From: covertr@force.UUCP
Message-ID: <480eb0b0.14a1f@force.UUCP>
Source record: 244716

To Jwahar Bammi, Bill shroka, Bill Silvert
and most importantly to
THE ST ENTHUSIASTS AT CWRU:

The reason that I posted my original message about version 1.63
is that it came without the source code. All of my previous copies
of ZMODEM were distributed complete with source. Also, the people
who wrote it did not completely identify themselves. All they left
in ZMDM163 was the message "ST Enthusiasts @ces". thanks to Bill
Silvert I now know that the ST Entusiasts are at Case WRU.

If the ST Enthusiasts had released their source code to ZMDM163 I
would have tried to fix the problem of the aborted uploads myself. As it
is I have left a couple of message here on USENET. I would like to thank
Bill Shroka and Bill Silvert for their responses. I am sorry that I can't
reach Jwahar Bammi directly.

I still do not know why ZMDM163 was released. It was appartently released
without Jwahar Bammi's knowledge, and it definitely did not credit Jwahar
Bammi for his work on it. Perphaps Jwara has not worked on the ST version
of ZMODEM?? Maybe the ST ENTHUSIASTs are responsible for the ST version
of ZMDM?? I don't know.

I do know that I like ZMDM and that it uploads at 1600 cps with my
US Robotics HST modem to several Forem ST boards. But some of my friends
can not upload at the same throughput using it on their USR HST modems.
It is very strange that it works at full-speed to only some boards.

For Jwahar's information this is how ZMDM 163 fails:
Using Zmodem to upload a SINGLE file (i.e. non-batch mode but uploading a binary
file):

FOREM BBS: Waiting for first 1024 byte block

SENDER: sends all data from file

FOREM BBS: ACKS first 1024 byte block

SENDER: starts sending the entire file a SECOND time

and it continues like this until the SENDER gets tired and hangs up.
So, ZMDM163 definitely fails, and is reproducible. ZMDM163 does not
fail on EVERY FOREM ST board, but on the boards that it does fail,
it fails everytime.

Earlier version of ZMDM did not fail in this manner, they just didn't upload
very quickly. The docs that came with ZMDM163 describe that ZMDM163 fixes the
slow upload problem but they don't mention the fialure mode.

So, the failure to upload to SOME FOREM ST board is the problem that I am reporting. I know of severla other people who are experiencing this problem so it is reproducible.

ZMDM163 does download at full speed w/o errors, but earlier ZMDMs did also.

Thanks again to the people involved in this.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

473. amcgdos.arc on terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-01-15 23:20:46 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18526@dartvax.Dartmouth.EDU>
Source record: 244717

Folks,
I pulled something off of terminator called amcgdos.arc.
Inside of the Arc file was a .prg file and that's it.\
No docs, no names of folks begging for $. When I try to run
the 6K executable it gives a short copyright message
which was to quick to read, then stated that AMC-GDOS not
installed as ASSIGN.SYS was not found.

My questions are:
-Is this a PD/Shareware GDOS?
-Is anyone using this?
-Is there any documentation?
(assige from the gdos primer on terminator)

Thanks in advance,
Clark

474. Spectre GCR -- Help!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 01:07:22 UTC
From: ged@image.waterloo.edu
Message-ID: <12970@watcgl.waterloo.edu>
Source record: 244718

I'm having problems getting my Spectre GCR to read GCR formatted disks.
The system that I am using is as follows;

1040ST (purchased 1986)
2.5 meg memory expansion
SM124 monochrome monitor
20 meg Supra hard drive

THE SYMPTOMS:
(i) Spectre formatted disks work fine.
(ii) Disk speed is correct. (300 rpm)
(iii) If I add some shielding (aluminum foil) around the internal
drive the public domain disk supplied with the Spectre GCR
verifies correctly. ("v" from the "hi dan" menu) However,
if I run 'R' (read all sectors) the read fails on two or three
sectors near the end of the"read" program. I thought "R" and
"v" performed basically the same function. Anyway, I assumed
that I still had a noise problem so tried more shielding
and moved the monitor and hard drive about three feet away from
the internal drive. This had no effect.
(iv) Disks formatted with a real MacIntosh do not verify and do
much worse than the public domain disk when the "read" program
is used.
(v) Disks formatted with the GCR verify and read without problems.
(vi) I thought maybe the problem was disk allignment so swapped
my disk with that of a friends dead ST (dead power supply).
The results were identical. Is it likely that both disks
are out of allignment.

I'm at a total loss as to what to do next. This is the second GCR cartridge
that I have tried. I sent the first one back after having similar problems
with it. I had assumed that it must have been a faulty cartridge -- that now
appears unlikely.

Any help would be greatly appreciated.
Please send responses to:

gfield@sirius.uvic.ca

NOTE: The email address above does not match the machine this is being posted
from. The machine I'm on at the University of Victoria dos not yet have
posting capabilities. I am therefore posting this through a friend's
account at the University of Waterloo.

Thanks
Glen Field

475. Hard Drive for sale: $550 for 2-25meg systems

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 01:11:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9001160137.AA21539@jade.berkeley.edu>
Source record: 244719

Hard drive for sale! 50 megs total storage for $550! Just plug in and go!

Note: Atari ST Computer and eletrical outlet required!

This is a hard drive system i put together myself. Takeing a bit here and there to put together what i want to get rid of now since I only seem to use 3 megs of drive 1, and use drive 2 for makeing 1 minute backups of drive 1. How wasteful can you get?

------------------Caution! Sales pitch starting!---------------

It is made up of the following:

2- Miniscribe 4020 drives: These are rated at 17 meg at MFM or 25 megs RLL (I've formatted them at RLL, 480 tracks standard for this drive.) Both drives have no bad sectors that i could detect. Both went thru an ICD format program for a couple of hours with a check twice. This was done again to make sure, then left alone and i havent had any problems show up. (This is since OCT/Nov 89) They are both 5 1/4 inch.

1- ICD adapter: I originaly had a old ICD adapter, the kind that would not let the computer boot unless drive was turned on. It was sent back an an entirely new one was put in that doesn't have that problem. This was purchased around NOV 89.

1- Omti 4027a : I had one in Oct that blew up on me, since the replacement i've had no problems. As I said previosly, this is an RLL controler.

1- Case : Just a plain old case, was used to hold a 4020 and a tape drive. The tape drive was torn out, I drilled some holes and soved in another 4020. I then took some glue and covered up the slot for the tape drive and sprayed the whole thing flat black. I then drilled a couple of holes into the front left and right to be used for the LEDs to sit in. A power on LED is stuck into an existing hole. (I just happened to glance over and notice that the power LED is not on so I either forgot to plug it in the last time i had it appart, or it burned out. I'll tose in an extra for free an let you fix it.) One future modification might want to be made, it is that the left 4020 drive seems to get hotter than the right. Some air cool vents need to be drilled in the underside.

1- Power supply : The old power supply that use to be attached to the back of the case burned out. I've upgraded to a 150 Watt (Overkill!) baby IBM power supply. Basical, I just let it sit beside the case with the 4 wire power lines going into the back of the pwere supply into the back of the case.

Thats it.

If you have made it this far, you are either interested or just want to see how your HD system compared to mine. If the later, "THZZZZZ" my is better, if not here is my price and conditions.

I'm asking $550 any shipping and INSURANCE charges get tacked onto the price which means it gets pushed over the $550 price. I will ship the HD system only with insurance. I'm scared when it comes to Hard drives and have seen some go out with the most miner bump while others could drop a foot and not even scratch the surface.
I've got both drives partitioned the same (16 megs storage & boot, 8 megs for my scratch files where i get down & dirty) I'll have to leave my partitions 'C' and 'D' alone since i dont want to go to the work of changeing my boot up, I will, however, load up my partitions 'E' and 'F' with PD software since I only used my second drive as a backup anyway this wont be a great loss and you can change it however you want it. (Gee, i've at least 9 megs of spectrum pictures i can give you!)
Warrenty: There is none! I'm shipping a working system and if you do something to break it, thats your own tough luck. That is why i'm insisting on insured shipping in case it doesn't work, it wont be my headache.
If all this seems like i dont want responablity if things dont work, your right, i dont have mega bucks such that i can take a lose of $550 bucks on non-working equipment.

PS: If you live close enought that you can drive here in a couple of hours i'll spend whatever time nessisary to get you familar with my HD system and even shoot the breeze with you for a while but just make it a weekend.

Stuart Carter
Louisville Ky

WSCART01@ULKYVX

476. Re: timer

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 01:37:46 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Jan16.013746.5148@sj.ate.slb.com>
Source record: 244720

Opinions expressed are the responsibility of the author.

In article <6667@wpi.wpi.edu> jstorey@wpi.wpi.edu (John R Storey) writes:
>I'm writing a C program and have a small problem - I want to time how long
>a call to the Random ( ) XBIOS function. The problem is that I can't figure
>out how to time it in increments smaller than 2 seconds.

You don't say which compiler you're using, so this may not apply to
you. Mark Williams C provides a function called "clock()", which
returns the number of clock ticks since the system was booted. The
constant CLK_TCK encodes the number of ticks/second.

It so happens that the clock() functions uses the 200hz system timer,
so if you save the value returned by clock() (an unsigned LONG) before
and after the Random() call, and difference them, you will get the
number of clock ticks elapsed, more or less. Integer division by
CLK_TCK will give you elapsed time in seconds; modulo CLK_TCK gives
you the remainder in 5-millisecond ticks.

Copyright 1990 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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477. ST and more for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 01:52:26 UTC
From: movold@thor.acc.stolaf.edu
Message-ID: <10583@thor.acc.stolaf.edu>
Source record: 244721

I would like to sell all of the following at once, if possible.
*Atari 520ST with TOS in ROM,
single-sided drive, and color monitor.*

*GTS-100 double-sided drive
*Supra Modem 2400 and Interlink ST
*Panasonic KX-P1091 printer; ST writer
*Digisound sound digitizer with software

plus software:
GFA Basic Dungeon Master
GFA Basic Book Sundog
GFA Vector Time Bandit
Music Studio Airball
Thunder! Hardball!

About 100 additional disks. They contain mostly digitized sounds, digitized pictures for Spectrum 512 and Degas, various utilities, and disk subscriptions to Start and Compute's ST (30-40 magazines included). Some of the disk are backups, and a few are blank. Most are double-sided.

Four joysticks are included along with a couple of Basic books and a nice wood disk container (holds 100).

All of the above goes for $1050.
Email is OK, but I'd prefer a phone call. The best time to reach me is between 8 p.m. and midnight. All offers considered.

Erik Movold
St. Olaf College
Northfield, MN
55057 phone: 507-663-2349

478. Hacker Support

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 02:49:58 UTC
From: kbad@atari.UUCP
Message-ID: <1966@atari.UUCP>
Source record: 244722

So, my argument comes full circle:

Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
| Speaking of hacking...I am disturbed that Atari engineers feel that
| the home computer hacker, the guy who wants to software/hardware
| hack on his machine, no longer exits as a whole.

I rest my case that information distributed via networks such as Usenet can become mangled and twisted. I was the Atari engineer responsible for the Usenet articles claiming that Atari could not afford to support the average hacker at the level they need. One of my points was that the more stuff went out via "unofficial" channels, the greater the chance of it being warped.

I fully recognize the strong base of hacker types that own ST's, I do NOT think that Atari hackers no longer exist. Heck, that's how _I_ got started in programming!!! My point was (and is) that the majority of ST owners are not hackers. Atari, with its lean resources must use support who it can... professional developers and end users. People caught in the middle are unfortunately left to fend for themselves. Hopefully, Atari can come up with some reasonable guidelines for professional developers so that the information they have may be freely shared with the hackers who want it.

In the meantime, I and other Atari engineers will do what we can to give out what information we can here on the nets, despite the fact that it gets more distorted the longer it's out there. Sigh.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

479. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 02:58:17 UTC
From: kbad@atari.UUCP
Message-ID: <1967@atari.UUCP>
Source record: 244723

V067MAJP@UBVMSC.CC.BUFFALO.EDU (Arion) writes:
| What I don't understand is why don't the excellent development team at Atari
| just go ahead and make the changes and break all the programs that don't follow
| the rules.

Believe me, Arion, it's very very tempting at times. Especially when
you see some of the really silly things that some developers do to
break the rules. You want to punish them. But in fact, the end users
are punished worse if Atari breaks programs which break the rules. All
a user knows is that his favorite program doesn't work any more. If
the company that made it is no longer in business, that user is really
up the creek.

Fortunately, we are not constrained to strict compatibility with the
TTOS, so we may be able to fix some of the things we were previously
unable to fix.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

480. Re: STE problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 03:22:43 UTC
From: kbad@atari.UUCP
Message-ID: <1968@atari.UUCP>
Source record: 244724

[wallace@oldtmr.dec.com (Ray Wallace) writes about solutions to the STE desktop.inf bug: edit the file or send off for MEDRES.PRG]

Once again, I have written a patch program which should be available at the same place you bought your STE. If it is not available, have that dealer contact their Atari dealer support representative at the appropriate subsidiary, and get a copy of STE_FIX.PRG.

Editing the file is not a viable solution, because that will mess up the desktop.inf file for other STs. The bug occurs when your STE _reads_ the desktop.inf file.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

481. Re: Hacker Support

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 03:33:28 UTC
From: kbad@atari.UUCP
Message-ID: <1969@atari.UUCP>
Source record: 244725

And again...

etelree@dutrun.UUCP (C. van Reeuwijk) writes:
| Thus, I strongly disagree with Ken (was it Ken?) who thinks that
| there would be no market for this.

What I originally posted was that it is not incumbent upon _Atari_
to publish hacker-oriented books. I agree that there is a market.
I would like nothing more than to see some developers work with
Atari to publish some technically oriented books. I too think
there's money to be made - but Atari itself, I think, would be
better off concentrating on end user and professional developer
support.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

482. TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 03:52:48 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <3927@quanta.eng.ohio-state.edu>
Source record: 244726

I'm having a problem with the MAS assembler that comes with Turbo C v1.1. The thing doesn't assemble, it just hangs the computer. This happens no matter whether I start the program from the environment, a shell (gulam) or the desktop (nov 85 ROMs, US version). If I give a bogus .s file name, it complains, and if I use the -V option it does print out its identification as expected, but nothing further happens[1]. Am I doing something stupid, did I get a damaged disk, or is this a feature :-)

[1] there is a second disk access in the first and third cases, I presume the seek for the .s file.

Rob Carriere
rob@kaa.eng.ohio-state.edu
---

483. Re: Does anyone know if YACC or Bison has been ported to the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 04:21:17 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4690.25b25aee@uwovax.uwo.ca>
Source record: 244727

In article <2339@cs-spool.calgary.UUCP>, schock@cpsc.ucalgary.ca (Craig Schock) writes:
> I'm currently looking for a working version of YACC or Bison
> for the ST. I've got the source code for Bison, but it looks like there
> is going to be some interesting changes which have to be made. Has
> anyone already made these changes? And if so, where is the executable
> (and source if possible) available?

Using the GCC, I compiled Bison with very few changes necessary. I think
someone has ported it to Sozobon, and I know that John R. Dunning ported
it with an older version of the GCC; I think his version is available on
the terminator archive.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

484. OPUS 2.2 is fine.

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 05:59:48 UTC
From: SCHMIDTM@CMR001.BITNET
Message-ID: <900116.01283012.062792@CMR.CP6>
Source record: 244728

I'd like to thank everyone for the help they've given
me in getting opus 2.2 to work properly, especially
Graham Thomas in the UK. With his help, I got everything
sorted out.

Here's what needs to be done:

1) The ASSIGN.SYS file that GDOS creates for you
uses 1-digit device numbers for the SCREEN.SYS driver.
These need to be changed to two digits with a leading 0
for OPUS to understand them properly. Thus, where GDOS
puts a line like:

4p SCREEN.SYS

you need to have:

04p SCREEN.SYS

instead. Now, ASSIGNER.PRG will run properly.

2) As the documentation suggests, OPUS is a big program,
and needs a lot of memory. When running FONTWID.PRG, the amount
of memory free for font usage is displayed as "workstation
memory". You have to make sure that the "font memory" it
displays after it has finished its work is less than the
"workstation memory" for OPUS to accept the fonts.
On a machine with more than 1 Meg it's probably ok, but
on 1Meg machine, you need to remove any fonts (for both
screen and printer together) that you can, until the
"font memory" is low enough. You can easily tell which
fonts are the largest by looking at the space they occupy
on disk. In my case, I kept only the ATSS fonts, and
everything finally worked. If you have too many fonts,
you will get the ubiquitous "screen and printer fonts don't
match" message.

OPUS has a really nice charting facility, and it's
worth it. I've found only two problems so far:

The first is of course the trouble in getting the fonts
set up right, and that fact that the shortage of memory
problem could be handled with a clearer message.

The second is that when you want to load a file, if the
directory pointed to has no *.OPS (or whatever) files,
opus seems to hang. This doesn't happen all the time, and

it may be the file selector, not opus itself. But if there's
at least one file that matches the selection criteria, it
works well.

A side effect of shortening the list of fonts is that now
I can get everything (G+PLUS, the fonts and drivers, and
OPUS with its files) on one disk, with the data files
on another one.

Thanks again to everybody! I hope this summary of my
experiences will help other people out there getting
OPUS up and running. Send Doug Harrison his $15 if you
like it; it's a great bargain!

Mike Schmidt bitnet: schmidtm@cmr001
Bull HN Ltd internet: schmidtm%cmr001.bitnet@cunyvm.cuny.edu
.....
All my opinions are entirely fictional; any
resemblance to those held by real persons, corporate or
otherwise, is purely coincidental. (or just dumb luck!)

485. "Floptical" drive info & a deal to get one cheap

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 08:58:24 UTC
From: unknown@ucscb.UCSC.EDU
Message-ID: <7222@lindy.Stanford.EDU>
Source record: 244729
Cross-posted to: comp.sys.apple,comp.sys.mac,comp.sys.amiga,comp.sys.atari.st,comp.sys.ibm.pc

First note: I ONLY READ comp.sys.apple out of the newsgroups I
posted this to, so a posted reply of any kind will most likely be missed.
Even if you did reply to comp.sys.apple, most replies would probably not
be appropriate for discussion on that newsgroup. I felt that this kind of
general info IS appropriate to post once. So if you have replies
PLEASE MAIL THEM TO ME OR THEY WILL GO UNREAD.

Technical information for the "floptical" drives I have talked
about recently. Note that these are MAGNETIC media and not the read/write
CD technology, such as in the drive that the NeXT uses... These use a
laser to read a special calibration track. So these are
not SMALL drives as a few people have told me. For a 3.5" disk, 20
megabytes (formatted) seems like a lot to me. "Floptical" is a registered
trademark of Insite Peripherals. More info at the end of the list.

I am going to show this as two separate lists as there are many
statistics given for one drive that aren't given for the other drive, etc.. You
can check for yourself and compare the few statistics that are given for both
drives.

INSITE I325/I325VM
CAPACITY unformatted 25 megs
formatted 20.8 megs

Recording density 23980 BPI (RLL)

Transfer from DISK 1.6 Mbit/Sec

Buffer transfer rate 2 Mbyte/Sec

Average Seek time 65 msec

Settle time 15 msec

Motor start time 750 msec

# of read/write heads 2

Track density 1250 TPI

Cylinders 755
Tracks 1510

Rotational speed 720 rpm

Power dissipation 6 watt average
11
Data reliability <1 error unrecoverable error per 10 bits

6
Seek errors <1 error per 10 seeks

Drive dimensions H: 1.625" W: 4.0" D 5.91"

This one is SCSI, supporting the Common Command Set (CSC), soft
formatting, error checking and correction (ECC), and defect mapping.
In addition, the I325VM (variable mode) offers FULL READ AND WRITE DOWNWARD
COMPATIBILITY with current 3.5 inch 720 kB and 1.44 MB formatted
diskettes.. {NOTE: I DON'T KNOW ABOUT 800K disks such as the Macintosh and
Apple IIGS, etc., use.. I'll try to find out more info}

Brier Technology Flextra BR 3020
CAPACITY unformatted 25.0 meg
formatted 21.4 meg

CONFIGURATION
Number of disks 1
Data Surfaces 2
Data heads 2
Servo System T^3
Tracks per surface 516
Track density (TPI) 777
Track capacity (bytes typical) 20480
Blocks per drive (512 byte) 42080
Blocks per surface (512 byte) 21040
Blocks per track (typical 512 byte) 40

MEDIA (flexible diskette) 3.5"

PERFORMANCE
Actuator Linear voice coil motor
Seek time (includes setting)
Track to track (ms) 15
Average (ms) 35
Maximum (ms) 70
Average latency (ms) 41.6
Rotation speed (RPM) 720
Data transfer rate
To/From the media (megabits/sec) 2.2
To/from the buffer (megabytes/sec) 1.25
Start time 1 sec
Stop time 1 sec

READ/WRITE
Interface SCSI
Recording method BRLL
Recording density (BPI) 26000

COMPATIBILITY
the BR3225 (not BR3020) reads IBM formatted floppy disks

Dimensions
L: 5.75", W: 4.0", H: 1.625"
Weight: 1.6 pounds

Power requirements (*)
DC Input +12 volts DC
+5 volts DC

Power dissipation <9 watts (operational-seeking)
* Power management algorithms reduce power to an average of 2.0 watts
for typical applications.

Both of the companies that sent me information said that they weren't selling directly to the public. Both of them, however, included information on the OEM pricing. Brier's pricing is $475 each for quantities of 100. Insite's pricing is $440 for quantities of 100 and they also have slightly stepped up prices for smaller volumes so if I can't get together 100 people this will still be a very good deal.

Here are the companies' addresses:

Brier Technology Insite Peripherals
2363 Bering Drive 4433 Fortran Drive
San Jose, CA 95131 San Jose, CA 95134-2302

If anyone wants to try to get in on this deal to get one of these drives cheaply, simply write me. My address is at the end of this posting. I have NO affiliation with either of these companies, I'm just very intrigued by this technology and want to try to get one of these drives at a reasonable price. Forgive me for any typos in this article.. I tried very hard to type in the data correctly, although I may have made an error somewhere.
--
If you want info about a 20 meg "floptical" drive mail me. YOU CAN ALSO GET ONE FOR --$440-- (NEW **LOWER** PRICE!) BY MAILING ME. [WE HAVE TO GET ENOUGH PEOPLE THOUGH..Slightly higher for less people but not much]
unknown@ucscb.ucsc.edu APPLE II FOREVER APL24VR GS tips? Mail me.
unknown%darkside.com@ames.arpa Please use the former address for regular use.

486. Re: Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 09:11:10 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4091@brahma.cs.hw.ac.uk>
Source record: 244730

In article <2900@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <21702@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>
> | I have heard of things called antibodies, that sit in
> | your boot sector and do something like flash the screen . The idea
> | being that if a virus hits and writes over the antibody, you will
> | notice the screen not flashing.
>
>This is the first I have heard of this idea, and I find it interesting.
>But I think it would drive me crazy.
>
>Does anyone have experience with something like this?

Well not quite. Some time ago I wrote a whole bunch of virus protection
programs.
Our darling little students keep bringing the little b*gg*rs in on their
disks you see. Anyway I haven't touched them in a while but most folk think
that they are pretty good so I'll post them to the binaries group.
One of them does flash the screen, but only if you run into trouble not the
other way around.

>--
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

487. Help with Sozobon||

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 12:03:12 UTC
From: T6M-RIIT@FINTUVM.BITNET
Message-ID: <1037T6M-RIIT@FINTUVM>
Source record: 244731

Hi everybody!

I'm trying to learn C with Sozobon. I already got my *first* program
written and I've been trying to compile it with no remarkable success.

1) Tried cc:
cc hello
(why do the first programs always say hello?...)
A comment returned: can't find library 'HELLO'
No library found? Well, let's name one..
cc hello libm
- got the same line again.
OK, I'll give up.

2) Let's try the other way, do it piecewise.
hcc hello.c
goes fine. Got a nice assembly language file hello.s. But it sure
could use some optimization:
top hello.s
Yap, the file sure looks prettier (and a whole lotta shorter). Now
let's assemble it to hello.o.
jas hello.s
...the program spits out words of warning:
usage: as [-N] source [-o object]
and dammit that's just what I gave 'im, ain't it? (except the spelling
error - Joe's missing?)

3) Well well, there is still the make utility (the doc of which I just
can't understand and got no UNIX manual at hand). I cook up a file
called MAKEFILE with
hello.tos: hello.o
cc -o hello.tos hello.o
in it - copied straight from a USENET news article sometime in August.
Wonder if there's any sense in this... well, type make.
"No targets provided near line 2". I take the monitor and smash it on
the wall and eat the ST and go hang myself.

Now what the *ell (this does not mean Bell - hee haw haw..) am I doing
wrong? I am running a shell, PCommand, with environment variables LIB=
d:\sozobon\lib and INCLUDE=d:\sozobon\include (these shouldn't even be
needed if I got it right) and search path set to d:\sozobon;d:\sozobon\bin.
(\ is of course backslash no matter what it looks like to you).

Is there some kind soul who could shed some light on my ignorance;
especially about make.

Jari

---------- this message was authored by ----------
Jari Riitala still: t6m-riit@mammutti.utu.fi
also: jriitala@kontu.utu.fi
----

488. ST then and now

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 14:31:37 UTC
From: cciolori@telesci.UUCP
Message-ID: <920@telesci.UUCP>
Source record: 244732

It has been a long time since I have worked seriously with my
ST. I got mine back in like '85 and I actually had to boot
TOS from disk! (Now that's an old ST)

When I went to college, it was mandatory to buy a Macintosh
(I attend Drexel U. in Philadelphia). This is one of the reasons
I haven't used my ST in a while. Actually having used the Mac
extensively for about 2 or 3 years, I have to admit that I still
have a yearning for the ST. The ST is just a great machine! And for
the price, you can't beat it. There were many things about the
Mac I liked(like a ton of FREE software put out by Drexel),but
I would much rather use the ST. It just beats the Mac hands down
in just about everything but market distribution. I am still annoyed
at the fact that there is no authorized dealer in my area.(I reside
in Atlantic City, NJ) It has been 4 or 5 YEARS since I bought my ST
and still no dealer! But there is something about that ST that
I love. (Besides I buy everything mail order anyway...cheaper!)

This brings me to the point of this posting. When I bought my
ST way back a million years ago, everybody told me I was crazy
because Atari would be out of business in like maybe a year.
And they are still saying it! Give me a break...5 years have past
and my ST is still humming along mighty fine. And Atari is still
in business.
I love the way these people give these stock quotes and use them
as a basis for saying Atari is going out of business. That's
EXACTLY the same thing they were doing 5 years ago, too. The way the
stock market is today, it is no indication.

SO please shut up! ST users are sick of hearing this! If you have
some useful stock info...fine, but don't come off saying that
because Atari has a quarterly loss they are doomed. Back in 1985
there were many people and analysts(analysts aren't people) who
predicted Atari and the Tramiels would NEVER pull it off...but
they did, and are still going. And I wish them the best of luck in
the future. Thank you Atari..for listening! I paid only $700.00
for my 520 when I got it...as compared to $1800.00 for my Mac SE.
The ST is as good or better than the SE, and this comes from
someone who has used both machines a lot.(And who likes his Mac)

Anyway, since I have been out of things on the ST for a while, could
someone give me some info on some descent software.
I am looking for a couple of good programming languages..C and
COBOL...some word processor stuff...games..data base..etc..

Chris

489. Re: Software from START

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 15:26:55 UTC
From: davidli@umn-cs.CS.UMN.EDU
Message-ID: <18198@umn-cs.CS.UMN.EDU>
Source record: 244733

In article <25AEA403.23275@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> What about programs like GFA BASIC, and some of the other GFA
> stuff that was released on START issues? Is that PD, or do I have
> to buy a START disk?

GFA BASIC and the other GFA stuff on START disks are not PD. The only part of GFA BASIC which is distributable is the GFABASRO.PRG (the run-time program) so that people can run GFA programs without having GFA.PRG. You can't write programs with the run-time program, only run them.

The GFA BASIC related programs on the START disks do not come with more than rudimentary documentation, so you would probably have to buy a book which described GFA BASIC 2.0 as well. You can, of course, purchase version 3.0 of GFA BASIC, as well as the 3.0 compiler. If all you want to do is fiddle around a bit, you can get the January 1989 issue of START and the accompanying disk for version 2.0. If you want to do 'serious' work, you might wish to go with version 3.0 -- or forget about BASIC and work with C instead...

(I don't mean to imply that 2.0 can't be used for 'serious' work, but the lack of full documentation and the interpreter-only mode do make it harder on the would-be programmer).

Re: START
The best thing to do is to read the descriptions of the disks in each issue of START. Some of the "second side" programs they've been including are PD/Shareware, and most of them have already crossed the net and/or are available on one of the net-accessible archives. Over the past several months START has included the BSTAT statistical package and AniST, as well as ST Writer.

-- David Paschall-Zimbel

490. Looking for chassis-mountable monitor socket (and a plug!!!).

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 15:42:02 UTC
From: loki@moncam.uucp
Message-ID: <LOKI.90Jan16154202@marvin.moncam.uucp>
Source record: 244734

I've hunted ad nauseam for one of those twelve-pin monitor plugs/sockets. They don't seem to exist in the UK. Can *anyone* tell me where I can get them? I've rehoused my 520-ST, and I would like to take an extender lead from the old monitor socket on the motherboard to the chassis (I couldn't mount it flush to the chassis, you see). For this I need one plug and one socket. If they aren't easily attainable, can anyone offer me old ones that they no longer need (clutching at straws here I think...)

Also, is it safe to extend the cartridge port with a ribbon cable of, say, six inches? What is the maximum extension likely to be?

Thanx in advance.
--
Harry Fearnhamm, ,---.'\ EMAIL: loki@moncam.uucp
Monotype ADG, (, /@)/ ...!ukc!acorn!moncam!loki
Science Park, /(_/ ') VOICE: +44 (0)223 420018
Cambridge, \,`---' FAX: +44 (0)223 420911
CB4 4FQ, DISCLAIMER: Nothing is True.
ENGLAND. Everything is Permitted.

491. TT availablity

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 15:51:20 UTC
From: rjd@cs.brown.edu
Message-ID: <25628@brunix.UUCP>
Source record: 244735

Well, ok...its time for *this* discussion again.

Does anyone have a semi-firm date on the US release of the TT? It
received a write up in STart, complete with a couple BIOS calls
and a photo, so I presume they got their hands on one somewhere.

I called my local Atari dealer in Warwick, RI and asked if he
heard anything: one guy laughed and said (sarcastically) "probably
just in time for Christmas, 1990." Unfortunately, knowing Atari's
past record, there was nothing I could say to him. He also
alluded to notion that an East Coast release would come long
after a West Coast and Mid-West release. Does that make *any* sense
to anyone?

Anyhow, I put my name on their (growing) waiting list, so I'll
get called when they finally arrive.

How about it Atari? Any ideas as to a date?

Also, one other question: how long after the US release will UNIX and
X Windows be available for the TT?

Thanks for any and all info...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

492. Re: Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 16:26:50 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16686@laurel.athertn.Atherton.COM>
Source record: 244736

There was an article in START (like the first or
second issue), which discussed a novel way of writing
to the cartridge port; basically, it involved having
some decode logic in the cartridge which took an
address read by the user program, and turn it into
an outgoing data byte. Thus, if the user program needed
to _write_ a 0x5F to the cartridge, it would _read_ from
address 0xXXXX05F, where 0xXXXX was in the cartridge's
address space. The act of reading this address would
cause an output of that value to the device on the other
side of the cartridge.

One problem was that there was no addressing involved;
the device on the other side had to know where to stuff
that byte. I don't think it would be too hard to extend
the logic of the article to provide a limited addressing
capability as well (if I remember, there were 7 bits unused
by this scheme, so you theoretically could get 128 addresses
using an extension.)

```
|------------------------------------------------------------------------|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| Now who are you gonna believe--me, or your own lyin' eyes? |
|------------------------------------------------------------------------|
```

```
--
|------------------------------------------------------------------------|
|--alex | alex@atherton.com | Caution! Falling Opinions, next 6 miles |
| Now who are you gonna believe--me, or your own lyin' eyes? |
|------------------------------------------------------------------------|
```

493. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 16:49:27 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16687@laurel.athertn.Atherton.COM>
Source record: 244737

```
The difference between malloc() and Malloc() in Mark Williams
C is this:
Malloc() is the standard GEMDos memory allocation.
malloc() is Mark William's own version of malloc, which
basically tries to buffer you from some of Malloc()'s
oddities. The first time you call the MWC malloc(),
it does a GEMDos Malloc() of a bigger chunk than
you asked for, then parcels it out to you as requested.
For example, if you ask it for 10K, MWC will go out
and get (say) 32K, and give you a pointer to 10K.
Then if you ask for another 10K, it'll just give you
a pointer to another chunk of it's remaining 22K.
In doing this, you cut down on the number of calls
made to Malloc(), which is good, since Malloc() will
fail after some fixed (albeit large) number of calls.
(The Malloc() call limit can be raised by using
the FoldrXXX.prg program from Atari.)

I ran into this problem myself in a program I'm writing; I was
doing _lots_ of little malloc()'s (roughly 1K each), and I was
supposedly "running out of memory" _much_ sooner than I should
have. (I had 800K+ free, but couldn't get anymore). I put in
Foldr100.prg, and the problem went away. Another alternative
would be to use someone else's malloc() package; Dave Beckemeyer
has one on his BBS which you can tweak to the values you want.

--
|-------------------------------------------------------------------------|
|--alex | alex@atherton.com | Caution! Falling Opinions, next 6 miles |
| Now who are you gonna believe--me, or your own lyin' eyes? |
|-------------------------------------------------------------------------|
```

494. Malloc() vs. malloc() (was Re: dissassembly)

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 16:58:16 UTC
From: steve@thelake.mn.org
Message-ID: <0016901058160832@thelake.mn.org>
Source record: 244738

[In article <1534@cs.rit.edu>,
ajy2208%ritcv@cs.rit.edu writes ...]

> I have Mark Williams C, and am curious: What is the difference between
> malloc() and Malloc() ????

Malloc() is a macro that expands to direct invocation of GEMdos function 0x48. GEMdos Malloc() is broken in several ways that *probably* won't bite you for what you're doing. (Some of these "pecularities" are documented in the MWC manual.) However, it's not as safe as malloc().

malloc() is a library call. Like Malloc(), it returns a pointer to a block of memory, or NULL. However, it does not directly call Malloc(). Instead, it is part of a complicated package of memory management code that Mark Williams Co. has written to work around the known bugs in the GEMdos Malloc() function. Each C vendor has had to implement such a scheme.

> I am writing a slideshow/picture viewing
> program, and when I used malloc() to get a 32k block of memory for a
> picture, the picture always had some stray data at the top (looked
> suspiciously like the other variables I was using).. However, when I
> used Malloc() this disappeared. Boy, I almost pulled my hair out
> trying to figure out what was wrong!!!

Remember that malloc() is not required to clear garbage from the memory block to which it points. If you need it cleared, use calloc() or clear the block manually.

If MWC's malloc() is indeed pointing you to memory that is in current use for some other purposes, it's broken -- but I doubt that actually is happening. MicroEMACS would die horribly. It's the malloc() torture test from hell.

Also, remember that you must point physbase to a 256-byte boundary (on the ST, apparently not on the STE), or strange things may happen:

```
char *ptr, *pbase;

if (((*ptr = malloc(1024*32)) == NULL))
panic(); /* allocation error */
pbase = ptr + (ptr % 256);
```

... then call Setscreen(). (Note that I'm mallocking 32 kilobytes, while the screen occupies only 32,000, so the pointer arithmetic is legal.)

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

495. Malloc vs. malloc in MWC (was Re: dissassembly)

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:02:09 UTC
From: dag@per2.UUCP
Message-ID: <892@per2.UUCP>
Source record: 244739

In article <1534@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu writes:
> I have Mark Williams C, and am curious: What is the difference between
> malloc() and Malloc() ???? I am writing a slideshow/picture viewing
> program, and when I used malloc() to get a 32k block of memory for a
> picture, the picture always had some stray data at the top (looked
> suspiciously like the other variables I was using).. However, when I
> used Malloc() this disappeared. Boy, I almost pulled my hair out
> trying to figure out what was wrong!!!

Malloc is a C macro binding (in the file osbind.h) which builds a trap
to GEMDOS for memory its allocation function (0x48) in line. (Unless
you use the -VNOTRAPS option, which I don't recommend.) This function
takes a long parameter which is the size of the memory you want allocated
or -1L if you want to know the size of the largest chunk of memory available
from the system. The standard library function malloc() takes a single
unsigned integer (2 bytes) and allocates memory from the library managed
memory pool. If there is insufficient memory in the library managed free
pool, malloc() requests more memory from the system through a Malloc() call.
The MWC library function lmalloc() is similar to malloc() except that it
takes a long argument, thus allowing allocation of chunks of memory larger
than 64k bytes.

When using malloc(), lmalloc(), calloc(), lcalloc(), realloc(), and lrealloc(),
you free the memory with the library routine free(). When you use the GEMDOS
function Malloc, you free the memory with the GEMDOS function Mfree. Never
use free() on memory you've obtained with Malloc, and never use Mfree on
memory you've obtained from one of the library memory management routines.

This is all documented in the Mark Williams C manual.

The ST hardware enforces alignment restrictions on displayed memory.
Memory blocks returned by the MWC library allocation routines don't
necessarily conform to those restrictions, so it is useful to allocate
additional memory and keep an aligned pointer as well as an allocation
pointer. Use the aligned pointer in setting the physical screen base
and for picture reads. The XBIOS function Setscreen just truncates the
low few bits of the supplied address (actually, I think the retrace
routine does the truncation, but I don't remember for sure.) This
results in a lower address than that specified when given a non-aligned
address. These restrictions may vary between the ST and the STE/TT.

Also, malloc() does not zero out allocated memory, Malloc returns chunks
of memory which have most likely been untouched since the program was
started, which on some versions of TOS clears all free system memory.

I hope this all helps.

Daniel A. Glasser
--

____
Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

496. Re: Help with Sozobon||

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:15:31 UTC
From: powers@engles.enet.dec.com
Message-ID: <7503@shlump.nac.dec.com>
Source record: 244740

In article <1037T6M-RIIT@FINTUVM>, T6M-RIIT@FINTUVM.BITNET writes:
>
> Now what the *ell (this does not mean Bell - hee haw haw..) am I doing
> wrong? I am running a shell, PCommand, with environment variables LIB=
> d:\sozobon\lib and INCLUDE=d:\sozobon\include (these shouldn't even be
> needed if I got it right) and search path set to d:\sozobon;d:\sozobon\bin.
> (\ is of course backslash no matter what it looks like to you).
>
> Is there some kind soul who could shed some light on my ignorance;

The shell pcommand capitalizes all command line arguments. It is
a Messy-Dross command.com act alike command shell. I would assume that
sozobon is having problems with some of your switches because it is
looking for lowercase ones. On the environment variables, try including
a last '\' (backslash) some programs won't automatically add one I don't
use sozobon, so I don't know if this is happening.

Hope this helps

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

497. Diagnosis required

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:26:20 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9001170803.AA26639@ucbvax.Berkeley.EDU>
Source record: 244741

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Could someone tell me if I have a problem on my machine!?

I have a 520STFM upgraded to 1meg by my dealer. All the memory checks out OK using the memory check utility in the QMI deskCart!, so I know that all the memory is right but I find that I'm getting lines of fluttering on some dialog boxes, DCformat 3.0 being the first I noticed it. However to make it even more interesting the lines (about three of them on the opening dialog box) do not appear on the second box, despite it being positioned in the same screen location.

My dealer has offered to check over the video chips and inspect the soldering on the upgrade. Should I take up his offer? Can anyone point me in the direction of the possible problem? Apart from this, all is well, and I now don't know how I managed with only .5meg, heck I wont be happy until I have the big 4!! (And to think that I didn't know what to do with all of the memory in my ZX81 16K RAMpack years ago!!! :-)

Please could people answer to the net because the ukc node refuses to talk to my polytechnic, they haven't paid up :-(

Many thanks,

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

498. Re: Drive question

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:31:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10664@stag.math.lsa.umich.edu>
Source record: 244742

In article <5948@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <1871@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>>I have had this weird quirk in my ST system ever since I got it (3 years ago)
>>and I am wondering if it is normal. I have a 520 ST, a single sided disk and
>
>It is.

More elaborately... There's only one set of data and control lines that
go to both disk drives. A particular drive is chosen by the proper number
(0 or 1) appearing on the drive select lines. (The controller is capable
of addressing 4 floppies, but there are only enough lines on the ST
interface to address 2. Oh well.) In any case, the Motor On command gets
fed to both drives, so both will start spinning. However, since only one
drive's "select" signal will ever be active at a time, the other drive
sits there, the light doesn't come on, it doesn't respond to other
commands, etc...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

499. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:58:03 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10665@stag.math.lsa.umich.edu>
Source record: 244743

In article <1534@cs.rit.edu> ajy2208%ritcv@cs.rit.edu (Albert Yarusso) writes:
>>I mean, if a program breaks because a programmer takes advantage of an
>>undocumented or illegal "feature" which isn't there at the next os revision,
>>isn't that the programmer's fault?
>
>Hmm, this reminds me of what happened when Atari brought out the XL
>operating system for the 8-bit computer.. A LOT of programs broke
>because programmers did not follow the rules...

So, make TOS 1.4 available on a boot disk. A LOT of XL Translators
were available to address the problem, and they usually sufficed, except
for the rare case where actual hardware differences got in the way.
(Like the XL/XE's bank switching in place of 3rd & 4th joystick ports...)
Why compromise when you don't need to - get the best possible system
into production, and release it. But make sure moving up to the new system
isn't a one-way trip - allow for using the old system when it's needed.

>I have Mark Williams C, and am curious: What is the difference between
>malloc() and Malloc() ???? I am writing a slideshow/picture viewing
>program, and when I used malloc() to get a 32k block of memory for a
>picture, the picture always had some stray data at the top (looked
>suspiciously like the other variables I was using).. However, when I
>used Malloc() this disappeared. Boy, I almost pulled my hair out
>trying to figure out what was wrong!!!

The MWC malloc() library routine uses MWC's own memory management setup.
Since GEMDOS's Malloc call is potentially dangerous, and the danger
increases as you approach 20 calls per program, the idea is to call the
system memory allocator as few times as possible, and to handle the
memory you *do* have to allocate by yourself. So the MWC library will
typically start up with a "heap" of, say, 64K, that is parceled out
to you whenever you use their malloc routine. If the heap is too
small to satisfy your request, the library will call Malloc to add
more memory to the heap.

As for the stray data at the top, perhaps you're not aligning the
screen memory correctly? And just as a side note... (Since I've spent the
past couple of weeks getting my favorite programs, e.g. Uniterm, working
with Overscan...) If you're writing code that you eventually hope for
other people to use, don't hard-code magic numbers like 32K into your
screen manipulation routines. [In fact, don't even use 32K. You only
need, at most, 32256, to get 32000 bytes on a 256 byte boundary, eh?]
Also don't assume that when you're looking at the default screen,
Physbase and Logbase will be identical. Retrieve and store them both,
when you want to do page-flipping.

While I'm up here on my soapbox... Here's some code to properly
align your screen memory. It seems simple enough, but I've seen it
done wrong too many times... [And hey, if you see that *I'm* doing
it wrong, let me know, quick, 'cause this is how I've been doing it!!]

```
In C: char *ptr, *malloc();
ptr=malloc(32256); /* for argument's sake */
(long)ptr+=255;
(long)ptr&=0xffffff00;
```

```
In asm I'd do something like
(Malloc returns to d0...)
clr.l d1
st.b d1
add.l d1,d0
sf.b d0
```

--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

500. Specter GCR questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 17:58:40 UTC
From: MXB126@PSUVM.BITNET
Message-ID: <90016.125840MXB126@PSUVM.BITNET>
Source record: 244744

My first question is how much internal ram is needed to operate the ST as a macintosh would run if it had 1MB of memory? Second question is how much does it cost and where can you get it from?

Mike Barthelemy

501. Re: Terminal program

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 18:07:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10666@stag.math.lsa.umich.edu>
Source record: 244745

In article <480d5170.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>Jwahar, I know what you mean about the email address. I can't find your
>node on our list either. So I can't send email to you. Rats!!
>
>I would love to get a copy of your latest version of Zmodem so that I can
>try to find out why it is soo slow to upload compared to ST TERM. It may be
>a problem with FOREM ST more then your protocol. And I would like to add several
That's funny, I've sent & received mail to/from both of you.. }-)

I was wondering about that slow upload as well; I thought it was just me.
I added some patches to my copy of the sources (v1.62) for a number
of things, including RTS/CTS flow control (to use with my Courier HST)
and to use with Overscan. I also patched the Unix end to use with the
HSTs. (Since you want to do binary file transfers, you don't want to
have Ctrl-S and Ctrl-Q being anything special in the data stream. Since
Unix only offers Xon/Xoff flow control in the tty driver, you can run
into problems talking to an HST or any other high speed modem that
does data compression. If you *could* use hardware [RTS/CTS] flow
control on the Unix box, you'd be all set. This also is only a problem
when the Box talks to the modem at 19.2K,, and the modem can only
shovel bits out at 9.6K + compression. My solution [!??] was to add
an appropriate delay between packets that would make the total data
transmission rate from the Box to the HST correspond to about 11K,
which is what the HST's top speed is rated at. It sounds silly, and
is only about a 20% speed impreovement, but what the heck...)

At any rate, digging thru the sources in an attempt to find the
reason for the stop-and-wait upload behavior instead of the let-er-rip
behavior of downloads hasn't yielded any insights yet. Mebbe I'm
not looking at it right. Oh well...
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

502. GNU-Emacs 18.55--available where?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 18:10:48 UTC
From: pnh@pmin24.osf.org
Message-ID: <PNH.90Jan16131048@pmin24.osf.org>
Source record: 244746

```
Edgar Roeder has recently posted Atari ST port of GNU Emacs 18.55 to
comp.binaries.atari.st but we haven't gotten this distribution on
our system...has anyone received it yet / is it available on any
FTP'able archive?
```

503. Re: overscan - multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 18:18:27 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10667@stag.math.lsa.umich.edu>
Source record: 244747

Before you junk your Atari monitors, here's a final note on Overscan...
On my SC1224 (standard Atari RGB monitor) I get 720x280 pixels in medium
resolution. I like this A Lot. I don't know how much more you could
kick out with a multisync/multiscan monitor, but it better be a heap
more than that to convince me to shell out the $$$ for it.

On a side note... There's already a monochrome-detect line in the ST
monitor cable, and a "general purpose output" signal from the PSG.
Why not use that to trigger rez-change in your multisyncs? Then you
don't even need an external pushbutton; you could do it in a desk
accessory... (Control panel, change the GEM desktop, so it lets you
change rez right there, what-have-you.)
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

504. Re: TT availablity

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 18:28:43 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5343@blake.acs.washington.edu>
Source record: 244748

In article <25628@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>Well, ok...its time for *this* discussion again.
>
>Does anyone have a semi-firm date on the US release of the TT? It
>
> - Rob DeMillo | Internet: rjd@brown.cs.edu

On December 27th, I posted an article about the "show and deliver"
policy of Atari's: New products will be shipped within 90 days of
an announcement. At least, this is what i understand Atari's "new"
policy to be. I gather the Dusseldorf "show" of August 25th 1989 was
NOT an announcement, as there are zero TT's being shipped to dealers
in Europe. I did get personal mail from an inside Atari engineer
saying that the Dusseldorf "announcement" stated a 1st quarter '90
release. We've still got 8 weeks or so before the end of the quarter.
However, the very same engineer made it perfectly clear that the TT was
still being designed. Furthermore, if one calls Atari Developer's
support, one discovers that the TT developer's kit is unavailable.
This all leads to very interesting and disappointing conclusions.

A friend of mine is visitng for a week to finish up a development
project we are working on together. He brought his Mac SE/30.
Very nice.. hmmm... and seeing how cheap these things are getting..
hmm..

-kevin
ramsiri@blake.acs.washington.edu

505. Re: Hard Drive for sale: $550 for 2-25meg systems

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 18:50:23 UTC
From: landry@enginr.dec.com
Message-ID: <7506@shlump.nac.dec.com>
Source record: 244749

In article <9001160137.AA21539@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET writes...
"
"
"Hard drive for sale! 50 megs total storage for $550! Just plug in and go!
"
"Note: Atari ST Computer and eletrical outlet required!
"
"This is a hard drive system i put together myself. Takeing a bit here and
"there to put together what i want to get rid of now since I only seem to
"use 3 megs of drive 1, and use drive 2 for makeing 1 minute backups of
"drive 1. How wasteful can you get?
"
"
"-------------------Caution! Sales pitch starting!---------------
"

Of course you could buy a brand new 51 meg drive system from
Abco for 629. Even comes with a guarantee!

506. Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 19:17:15 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2905@water.waterloo.edu>
Source record: 244750

Some days ago someone mentioned a company called ST Plus, who might supply FAX products for the ST. Do you know the address, phone, or FAX number for this company?

Thanks in advance. aTdHvAaNnKcSe.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

507. Re: Monochrome jitters

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 19:34:43 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <637@watserv1.waterloo.edu>
Source record: 244551

In article <1990Jan15.182430.2495@ultra.com> jimh@ultra.com (Jim Hurley) writes:
>
>I have an Atari monochrome display that's about 5 months old.
>Recently, it's gotten the jitters and they're getting worse.
>The symptom is a jittery screen display, but only the top half
>of the display is affected. The symptoms appear only after the
>unit warms up. The unit was rock-steady when new.
I have fixed several Monochrome Sm124 or SM125 models. I even have the
schematics for both of them. When I was having similar problems with
my monitor I found it was the IC that controls Vhold and Hhold. On some
models its the IC601. I found near the back of the unit when your looking
at it from the back. I simply replaced this IC and my problems were fixed.
This IC after a number of years causes several problems or symptoms

1) Mine had background was black with no checkers display and characters
were white.(looked terrible)

2) On other Sm124 or sm125's screen looked fuzzy and my screen after warmup
had the jitters Hhold or Vhold were out of sync? Well thats a guess.

So if your good at desoldering there are three to four ICs on the older
Sm 124's and one or two on the newer ones that I remember. Ps when I used
an ohmmeter on this chip all signals seemed correct. So I suggest you
concentrate on the ICs and the one in the middle towards the back is the
one I replaced on the older model..(ill dig up the IC number for you
when I get my schematics back from my former place of residence)

Dave Tomesch, Super BBS (519) 749-1206, Kwest Co-Chairman, StarTrak Inc.
"The Man with the Golden Gun"

508. Re: Sound question.

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 19:41:08 UTC
From: ken@i-core.UUCP
Message-ID: <1990Jan16.194108.12760@i-core.UUCP>
Source record: 244552

```
In article <5324@bgsuvax.UUCP>, sbrown@bgsuvax.UUCP (Scott F. Brown) writes:
>
>
> Well I figured out one of my problems with sound but the next problem
>is purely due to lack of being able to find documentation on it. My question
>is what are values that must be placed in Sound registers 0-5 to achieve notes?
>I am not musically inclined and I cannot tell by just listening. To clarify my
>question, what values must I use to "hit" certain notes? Telling me what
>values I need to hit certain wavelengths would also be acceptable. Also, feel
>free to include any extra info about sound since I am still learning it.
>BTW: I would prefer the answer to be mailed to me. Thanks...
>
>*****************************************************************************
>* - The people of the earth stood waiting *
>* Watching as the ships came one by one *
>* Setting fire to the sky as they landed *
>* Carrying to the world Children of the Sun *
>* Billy Thorpe *
>* *
>* -Scott F. Brown *
>* *
>* sbrown@andy.bgsu.edu.uucp *
>*****************************************************************************

Umm, could you get a .signature that is slightly _smaller_ than the message
it accompanies? My modem and I thank you.
--
Ken MacLeod, Barkeep
Bitsko's Bar & Grill BBS, +1 801 269-0670
ken@i-core.uucp
```

509. SWITCHBACK

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 19:54:45 UTC
From: sinner@csd4.csd.uwm.edu
Message-ID: <1924@uwm.edu>
Source record: 244553

I am seeking information from users of a product called SWITCHBACK, made by a company called Alpha Systems. Specifically, what programs work with it, and which don't?

Which games work with the game save feature and which don't?

Which protected programs will it unprotect and which won't it?

Which programs will it allow to run from a hard disk, and which won't it?

Also, where did you buy it, and how much did it cost you?

Please email replies to sinner@csd4.csd.uwm.edu

Thanks in advance,
KS

510. ST with an Amiga Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 20:07:00 UTC
From: Randy.Schirmer@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <9001170805.AA27035@ucbvax.Berkeley.EDU>
Source record: 244554

A friend of mine and I are going to develop a graphic adventure game for the ST. I have an 'old' 520 and a Mega 2. He has an old Amiga 1000. I am going to lend him my 520 system, but I don't have a monitor for him. I know that the ST monitor has been used with Amigas but I need to know if his Amiga monitor can work with the 520. Has anyone used this setup?

Thanks,

Randy Schirmer
West Chester University
West Chester, PA
215-436-1094
RSCHIRME@WCU

511. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 20:08:07 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21791@uflorida.cis.ufl.EDU>
Source record: 244555

In article <1217@jpusa1.UUCP> scott@jpusa1.chi.il.us (Scott Van Court) writes:
>
>Has anyone heard what is going on with the PC Ditto II?
>I'm sure there must be someone that has heard something. I can't beleive
>I've waited this long.
>--
>scott

I was just talking to my local atari dealer today and he informs me
that pc ditto II DOES NOT WORK. He said NOBODY he has spoken to has
been able to get it to work, and efforts to get anyone on the phone
about it have FAILED due to a busy signal. Can anyone verify these
rumours? I was thinking about getting PC Ditto II, but now I am
wondering if it is such a good idea!

--
=-=-=-

512. DM on hard disk?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 20:09:40 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <6451@mentor.cc.purdue.edu>
Source record: 244556

Hi. I have an Atari 1040STfm and a Megafile 30. Is there any way that I
can install copy protected games such as Dungeon Master and F/16 Combat Pilot
on my hard drive? I just recently purchased these two programs and would like
the convienience of having them on my hard drive.

Andy Burnett | The more things change, |
g4r@mentor.cc.purdue.edu | the more they stay insane. |
---

513. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 20:17:31 UTC
From: rjd@cs.brown.edu
Message-ID: <25668@brunix.UUCP>
Source record: 244557

In article <2905@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>Some days ago someone mentioned a company called ST Plus, who
>might supply FAX products for the ST. Do you know the address,
>phone, or FAX number for this company?
>

That was me. Cleverly, I did not give you their phone number, nor
do I have it now. (Sorry about that.) Any issue of STart will have
the number. In addition (more incomplete information) there was
another company being advertised in the latest STart that also
sells FAX stuff for the ST.

I'll send you the name tonight...honest...I promise!!! :-0

BTW: has anyone besides me that STart is starting to carry
borderline useful information again?

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

514. Re: amcgdos.arc on terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 20:26:42 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1878@gmdzi.UUCP>
Source record: 244558

To the question: -Is anyone using AMCGDOS ?

Yes, I installed AMCGDOS to get OPUS running. Now I want to use it
for own fonts and I am also interested in the answer to the question:

is it PD ???

Kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In real life: Jelske Kloppenburg

515. If your data rates are not excessive, you can write out

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 21:31:43 UTC
From: FTPAM1@ALASKA.BITNET
Message-ID: <9001170805.AA27127@ucbvax.Berkeley.EDU>
Source record: 244559

data serially, using one address line for the write enable signal and another for a single data bit. This is how the SmartWatch clock/calendar sockets work.

If you have enough address lines available, you could write out nibbles or whole bytes the same way. If you call the lower 8 address lines your write data bus and A8 your write signal, you could transmit bytes to your external circuit by reading from addresses xx100H to xx1FFH.

I have an microprocessor in circuit emulator that uses this technique to get at internal CPU information through a ROM socket. Its data rate is very slow, suitable only for single stepping and not real time emulation. The emulator can, however monitor bus traffic in real time. So when I need to examine a specific register in real time I insert a subroutine to read from FFxxH to signal the regiser contents.

Philip Munts, N7AHL
University of Alaska, Fairbanks
FTPAM1@ALASKA

516. Small-Medium Business Accounting Packages

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 21:50:31 UTC
From: ric@mcrware.UUCP
Message-ID: <1477@mcrware.UUCP>
Source record: 244560

Netters:

Can anyone/everyone tell me what software would be good for
doing the accounting for a medium to small sized business? It needs to
produce reports and maintain a general ledger (you know, the usual
accounting type stuff) at least.

Thanks in advance,
Ric Yeates

P.S. I have a 1 Meg 520 with hard disk and DS floppy.

```
-------------------------------------------------------------------------
This message is by no means brought to you by Microware Systems Corp.
(I typed it myself!)
_.:|:._ _.:|:._ _.:|:._ _.:|:._ _.:|:._ _.:|:._ _.:|:._
'+|+' '+|+' '+|+' '+|+' '+|+' '+|+'
ASCII Sine Wave. Ric Yeates (1990)
-------------------------------------------------------------------------
```

517. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 22:38:20 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan16.223820.27388@murdoch.acc.Virginia.EDU>
Source record: 244561

In article <16687@laurel.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:

> [...] Another alternative
>would be to use someone else's malloc() package; Dave Beckemeyer
>has one on his BBS which you can tweak to the values you want.

Probably the most widely distributed malloc() implementation would be
the one in dLibs, which is a complete C library implementation distributed
with source code.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

518. ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:02:59 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2625@cunixc.cc.columbia.edu>
Source record: 244562

I know of only one place where ST s/ware rentals are possible......
does anyone have a list of more places?
Please email and oblige

Imran

519. How Many Floppy Drives Can Be Connected With STs?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:05:25 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2626@cunixc.cc.columbia.edu>
Source record: 244563

I have 1040 ST with builtin 720K drive. I was planning on getting an additional two floppy drives (one maybe a 5.25" one for PC files).Is there a limit on the number of such floppy drives that can be linked to a single ST?

Imran

520. Atari dealers in New England ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:14:00 UTC
From: BALTUCH@BRANDEIS.BITNET
Message-ID: <9001170806.AA27170@ucbvax.Berkeley.EDU>
Source record: 244564

Any Atari dealer left in New England (mostly Boston area) ?
I know of only one ("the Bit Bucket", in Newton) within the 128.
There was a very good one ("Harbor Light" or something) but they
closed about 6 months ago. Anybody knows of any other? Within the
128 or without. I'd even be ready to go as far as Providence or
New Hampshire. Thanks.

PS: I've heard there's one in Amherst. What's its name?

521. Device drivers

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:14:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <F1EAFCD8545F6018BA@UBVMS.BITNET>
Source record: 244565

How do I get hold of device drivers for GDOS (or in this case G+PLUS)?
Also, is doing metafiles really as simple as opening a workstation to a
metafile device (as soon as I find a driver for it) and sending commands to it
as you would the screen?

John
v067majp@ubvmsd.cc.buffalo.edu

522. Re: Laser C vs. Prospero vs. ???

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:27:15 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830070@hpldola.HP.COM>
Source record: 244566

```
>stating that Prospero was ANSI... is Laser? How about bugs in both
>compilers? Anything major? (Mark Williams is full of bugs).

Please list the bugs in MWC that you are aware of.

-Joe Gilray
```

523. reserving memory

Newsgroup: comp.sys.atari.st
Date: 1990-01-16 23:50:26 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830071@hpldola.HP.COM>
Source record: 244567

I'm using MWC v3, when I malloc() all of the available memory my program recovers. But now when it calls fsel_input() to allow the user to save his or her data an alert box is displayed which says something like "system does not have enough memory for directory". How can I ensure that malloc() always leaves the system with "enough memory" to display the fsel_input() dialog box?

Also if there is such a technique, what is a good amount of memory to reserve?

Thank you for any help!

-Joe Gilray

524. DVI to epson driver for ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 00:21:00 UTC
From: KRUZYK@McMaster.CA
Message-ID: <90Jan16.202440est.57922@ugw.utcs.utoronto.ca>
Source record: 244568

Hello,
This is my first message to this interest group.
Over the past 3 months,I have acquired a complete TeX system (TeX, LaTeX,
METAFONT) for the Atari ST. I acquired all the software from a mail-server
which is no longer operating (although still accessible via FTP) at
terminator.cc.umich.edu. My problem is that I lack a DVI to epson
printer driver. Such a program exists but I do not have access to FTP
(I have tried BITFTP@PUCC, but the arc'd files get corrupted).
If anyone knows of a mail server or if anyone could mail me a copy of
this program I would appreciate it.

525. INFO-ATARI16 Digest V90 #51

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 00:49:17 UTC
From: I656@UNB.CA
Message-ID: <ID6203.D900116.T204917.I656@UNB.CA>
Source record: 244569

```
unsub info-a16
```

526. Laser C vs Mark Williams

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:14:20 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan16.201856est.57892@ugw.utcs.utoronto.ca>
Source record: 244570

Not to start a flame war, but would someone care to comment on the relative merits of Laser C and Mark Williams? I'd like to use the C compiler not only for program development on the ST, but also as a cross development tool for 68000 single board computers. I would expect Mark Williams can do this, being closely related to Unix, but can Laser C?
The ad on the box for Laser C promises fast compile times, but there's often a lot more to the story than the stuff on the box....
Thanks for the help.
Peter

527. VIP Professional, Streaks on the screen

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:19:27 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan16.202216est.57898@ugw.utcs.utoronto.ca>
Source record: 244571

I'm running VIP on a Mega 2, mono screen, and the display gets horizontal streaks at random places. I dimly remember this as being related to the blitter, but turning it off has no effect. Any ideas from net land?
Peter

528. Degas Elite and Timeworks Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:23:07 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan16.204421est.57937@ugw.utcs.utoronto.ca>
Source record: 244572

With help from Greg Wageman and Rana Dutt (thanks, guys) I finally managed to get some of the fonts from Timeworks Publisher to load into Degas Elite. The results are not spectacularly better than the system font, but it does give better results at some type sizes, and character spacing varies to suit the character rather than being fixed.
I loaded the 'Swiss' fonts HPSS07AS.FNT through HPSS16AS.FNT into the folder with the other Degas fonts, and modified the assign.sys file (actually, the assign.ins file, since I'm using G+) to the list of fonts for the high res display.
Only 6 files could be added to the list before Degas would hang on booting up. You must reboot to see the effect of changes in the assign file, and double click on the text display box to select the typeface (not in the manual, Tom Hudson....). Now, these 6 files are all of the same type, so one could probably add more files of a different name.
The Timeworks files are on Disk 4, in the Part 6 folder of the Timeworks set.
Peter

529. GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:30:45 UTC
From: thamer@skiff.cis.ohio-state.edu
Message-ID: <75767@tut.cis.ohio-state.edu>
Source record: 244573

What is the difference between Sozobon, GNU (gcc), and C compilers
like Laser C or MWC. Are they just different compilers or
improved/modified languages. I've heard a lot fo talk about
GNU stuff and was wondering what's the big deal.?

Thanks
Mustafa

-=-
"Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here; you talk to me." Max - The Road Warrior

M. Thamer @cis.ohio-state.edu

530. EPROM Burners

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:35:36 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan16.204649est.57977@ugw.utcs.utoronto.ca>
Source record: 244574

Anyone know of a good, inexpensive EPROM burner for the ST? I bought one for an (dare I say it here) IBM clone, was about $130, and it did very well for what I need. Unfortunately, the IBM emulators have no provision for plug in cards, sooo it looks like we have to buy a serial burner or something special for the ST. Now, serial EPROM burners generally come in at the price of a vanilla XT clone here in Toronto, so it would be possible to buy one of those and plug in the existing burner, but I get this terrible queasy feeling every time I start to use DOS. Hmmm, maybe I should adapt the one I use on my PET, the one that only burns 2516's and 2732's....
Any ideas, folks?
Thanks.
Peter

531. Re: DM on hard disk?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 01:49:57 UTC
From: matthews@umd5.umd.edu
Message-ID: <5956@umd5.umd.edu>
Source record: 244575

In article <6451@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Andy Burnett) writes:
>
> Hi. I have an Atari 1040STfm and a Megafile 30. Is there any way that I
>can install copy protected games such as Dungeon Master and F/16 Combat Pilot
>on my hard drive? I just recently purchased these two programs and would like
>the convienience of having them on my hard drive.
>
>Andy Burnett | The more things change, |

Nope. Copy protected software must be run off of floppy. Pain in the tucus,
but that's the way it is...

Mike

532. RE: DM on Hard Disk... No Way!

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 02:44:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9001170423.AA10991@jade.berkeley.edu>
Source record: 244576

>
> Hi. I have an Atari 1040STfm and a Megafile 30. Is there any way that I
>can install copy protected games such as Dungeon Master and F/16 Combat Pilot
>on my hard drive? I just recently purchased these two programs and would like
>the convienience of having them on my hard drive.
>

Personaly, i know of no way to put DM on hard disk. Theoriticaly it is
possible to make a copy that will run on hard disk but to the best of my
knowledge, no such program is on the market that will do this for you.
In some cases though there are two possiblities.
1)If it is a program that load in all parts of itself and need not make
further disk access, i've heard that switchback will let you put it on
hard disk. (Only hearsay, since i dont have it.)

2)Some programs are easy to modify the code such that it doesn't access
the disk for bad sectors and has files that can be moved to hard disk.
Unfortunatly this is time consuming and need some 68000 Assembly
knowledge. I am positive this can be done for Rouge, PC Intercom, and
Shanghia to mention a few. (This method is fun in itself since it has
a bit of challange to it with a visible reward afterwards. :-)

Hope this helped...

Stuart Carter : This space for rent!

533. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 03:27:09 UTC
From: rjd@cs.brown.edu
Message-ID: <25721@brunix.UUCP>
Source record: 244577

In article <25668@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <2905@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>>Some days ago someone mentioned a company called ST Plus, who
>>might supply FAX products for the ST. Do you know the address,
>>phone, or FAX number for this company?
>>
>
>That was me. Cleverly, I did not give you their phone number, nor
>do I have it now. (Sorry about that.)
>
>I'll send you the name tonight...honest...I promise!!! :-0
>
> - Rob DeMillo | Internet: rjd@brown.cs.edu

Jeez. I've never responded to my own posting before...

OK, true to my word, here we go:

ST Plus
P.O. 1197
Berkeley, CA 94701
1-800-759-1110

The product you are interested in is called The S-Tefax.

(BTW: It looks like ST Plus merged with a company called Zephyr.)

Anyhow, ST Plus seems to be a pretty good outfit. They sell *all*
ST products (hardware and software, and I *do* mean *all* products.)
They also take American Express, which scores big points in my book,
and they are prompt, and have decent return policies.

So, there you go...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

534. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 03:29:02 UTC
From: rjd@cs.brown.edu
Message-ID: <25723@brunix.UUCP>
Source record: 244578

In article <2625@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>I know of only one place where ST s/ware rentals are possible......
>does anyone have a list of more places?
>Please email and oblige
>

Yeah. And with any luck they'll *all* go out of business. Piracy
has almost killed Atari...that's all that's needed is a thinly
veiled software "rental" place.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

535. laser c bugs fixed.

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 03:38:35 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <1992@calvin.cs.mcgill.ca>
Source record: 244579

It took a little persistance, but Megamax Inc fixed the mouse-pointer
disappearing bug, so if anyone out there in netland was having problems
with losing the mouse pointer in Laser C 2.1 after search/replace or
goto line, send me mail and I will send you the fix.

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science - Montreal, Quebec, Canada
If pro is the opposite of con, what's the opposite of progress?

536. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 03:45:45 UTC
From: rjd@cs.brown.edu
Message-ID: <25724@brunix.UUCP>
Source record: 244580

In article <75767@tut.cis.ohio-state.edu> Mustafa Thamer <thamer@cis.ohio-state.edu>
writes:
>
>What is the difference between Sozobon, GNU (gcc), and C compilers
>like Laser C or MWC. Are they just different compilers or
>improved/modified languages. I've heard a lot fo talk about
>GNU stuff and was wondering what's the big deal.?
>

The GNU project stands for "GNU's Not Unix." It is composed of
mostly volunteers, and overworked, underpaid hackers whose sole
purpose is to port the UNIX(tm) OS, environment and accompanying
utilities and tools into the public domain (with source code) on
a variety of platforms. They are basing their philosophy on the
old hacker ethic that knowledge should be free, and, to directly
oppose AT&T's "no source code" license, they are rewriting everything
from scratch and *giving* it away.

It's a monumental effort, but there are company's out there supporting
them. (Most micro computer and workstation companies have donated
equipment to the project...it's gotten quite large.) Anyhow, there
stuff seems to work fairly flawlessly. The have emacs, several compiliers,
and most utilities running on a large group of plateforms. Which bring
us to:

gcc - this is GNU's public domain C++ compiler. It comes
with source code for the Atari, and a Sun-Atari
cross compiler. C++ is *not* C, but a metaset language
encompassing most ANSI C syntax. The extensions are
in the areas of Object Oriented Programming (OOPS)
Systems. (MODULA is such a language.) These extensions
allow you to have several job processing running
"at once" (or seemly) by treating code functions
as OOPS objects.

We have gcc on the Suns at work, and it works quite well.
I just got gcc for the Atari ST, but I haven't gotten
around to installing it yet. It's quite huge. (With
source, binaries, documentation, cross-compilers, etc
if comes to a little over 14 Megabytes.)

Other C compilers you asked about:

Sozobon C: Another public domain C. And amazingly well
done. It conforms with K&R standards, and
supports GEM and AES calls. Its YAPAFS. (Yet

Another Piece of Amazing Free Software.) There
are a lot of talented people out there with
a lot of time on their hands!

MWC: Mark Williams C. This is a commercial piece of
software. It comes with a UNIX-like environmental
shell, and conforms (supposedly) to K&R. The two
people who I personally know who have MWC don't
care for it. I have no first hand experience with
it, so I can't judge.

Laser C: Formerly Megamax C. This is also commercial. Frankly,
I love it. It can either be operated from a UNIX
shell (golum works quite well), or from its own
menu oriented programming environment. Laser C
shines the brightest in this latter environment.
The shell caches your code and binaries during
the first compile/link stage. After that, it changes
only the modified parts of the source and binaries in
cache. The results are impressive. Huge (and I
am talking about 10's of 1000's of lines of code)
compile and link at blinding speeds.

It also comes with a debugger I've grown quite
dependent on.

Both Laser C and MWC sell for the $110-$140 range.

Hope this all helps.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

537. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 05:34:53 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1540@cs.rit.edu>
Source record: 244581

In article <10665@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
[...informative stuff deleted...]
>
>As for the stray data at the top, perhaps you're not aligning the
>screen memory correctly?

This was a problem at first, as I am a beginning ST programmer and
am not a registered developer (yet.. :-). Of course, the people
who wrote the MWC documentation didn't bother mentioning the
fact that the memory has to be ALIGNED.. But they provided a nice
example, in which they aligned the memory, so that's how I learned..

>If you're writing code that you eventually hope for
>other people to use, don't hard-code magic numbers like 32K into your
>screen manipulation routines. [In fact, don't even use 32K. You only
>need, at most, 32256, to get 32000 bytes on a 256 byte boundary, eh?]

Kind of interesting, that the example in the MWC manual does have
32K hard wired in. Of course, it's only an example, but for someone
learning how to do something for a first time, it's not setting a
GOOD example.. sigh.. (at least it does have LOTS of examples)..

Thanks!

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

538. Re: Help with Sozobon||

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 06:52:08 UTC
From: steve@thelake.mn.org
Message-ID: <0017900052080999@thelake.mn.org>
Source record: 244582

[In article <1037T6M-RIIT@FINTUVM>, T6M-RIIT@FINTUVM.BITNET writes:]

> I'm trying to learn C with Sozobon. I already got my *first* program
> written and I've been trying to compile it with no remarkable success.
>
> 1) Tried cc:
> cc hello
> (why do the first programs always say hello?...)
> A comment returned: can't find library 'HELLO'
> No library found? Well, let's name one..
> cc hello libm
> - got the same line again.
> OK, I'll give up.

You gave up two keystrokes too quickly. Try "cc hello.c".

If cc sees a filename with no .ext, or with .a, or with .lib, it thinks
it's a library. You said "cc hello" and cc looked for a library named
hello. It didn't find one.

>
> 2) Let's try the other way, do it piecewise.
> hcc hello.c
> goes fine. Got a nice assembly language file hello.s. But it sure
> could use some optimization:
> top hello.s
> Yap, the file sure looks prettier (and a whole lotta shorter).

Yeach, the raw, unoptimized output from hcc looks pretty bizarre. :-)

> Now
> let's assemble it to hello.o.
> jas hello.s
> ...the program spits out words of warning:
> usage: as [-N] source [-o object]
> and dammit that's just what I gave 'im, ain't it? (except the spelling
> error - Joe's missing?)

This one has me stumped; I "jas source.s" all the time without any trouble.
If jas is getting a filename, it should assemble it.

As Bill Powers <powers@engles.enet.dec.com> pointed out, Pcommand may be
the culprit. It does some goofy things. Try gulam.

> 3) Well well, there is still the make utility (the doc of which I just
> can't understand and got no UNIX manual at hand). I cook up a file
> called MAKEFILE with

> hello.tos: hello.o
> cc -o hello.tos hello.o
> in it - copied straight from a USENET news article sometime in August.
> Wonder if there's any sense in this... well, type make.
> "No targets provided near line 2". I take the monitor and smash it on
> the wall and eat the ST and go hang myself.

This, of course, is the primary purpose of make. By causing budding
programmers to smash monitors and hang themselves, the supply of
programmers is restricted, and salaries can be kept high.

Seriously, using make to maintain a program with fewer than half a dozen
source files is just a pain in the gazoo. Forget about make until you've
got C under control.

[In article <7503@shlump.nac.dec.com>,
powers@engles.enet.dec.com (Bill Powers) writes ...]
> On the environment variables, try including
> a last '\' (backslash) some programs won't automatically add one I don't
> use sozobon, so I don't know if this is happening.

Sozobon C expects that paths will NOT end in a backslash.

The source code for cc indicates these default search paths:

```
/*
* Default paths for executables and libraries
*
* Always check the root of the current drive first.
*/
#define DEFPATH "\\bin,\\sozobon\\bin"
#define DEFLIB "\\lib,\\sozobon\\lib"
#define DEFTMP ""
```

... so if the programs and libraries are on the current drive, you usually
don't have to define the environment variables. I often compile on D:
while the Sozobon directories are on C:, so I have set up:

```
PATH=.,\bin,c:\bin
INCLUDE=c:\sozobon\include
LIB=c:\sozobon\lib
```

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

539. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 06:55:33 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan17.065533.601@murdoch.acc.Virginia.EDU>
Source record: 244583

In article <25723@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <2625@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>>I know of only one place where ST s/ware rentals are possible......
>>does anyone have a list of more places?
>>Please email and oblige
>
>Yeah. And with any luck they'll *all* go out of business. Piracy
>has almost killed Atari...that's all that's needed is a thinly
>veiled software "rental" place.

Needless to say, it's extremely rude to call some people pirates
because they rent software. Libraries rent books, video stores rent
movies. Video stores rent Nintendo carts, which contain software.

In short -- piracy is an issue you deal with by educating users, not
by insulting legitimate businesses.

Btw, gcc is not a C++ compiler. g++ is a C++ compiler. gcc's feature is
that it's ANSI C.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

540. Re: INFO-ATARI16 Digest V90 #45

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 08:03:33 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9001170803.AA26641@ucbvax.Berkeley.EDU>
Source record: 244584

REF: SM124 > Multisync board

Hi W.Bachhuber, I would like to order one of the IKS board you mentioned.
Could you please post the address of the maker of this board to INFO-Atari16?
Thanks in advance,
S. Sujarittanonta
School of Architecture
National University of Singapore

541. Monitor, music and spreadsheets

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 10:11:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9001180804.AA20215@ucbvax.Berkeley.EDU>
Source record: 244585

Dear Gang,

I tried to post this once before, but the Janet->Usenet link seems a bit iffy these days, so I'm not sure if it got through. I never got a digest containing it at any rate....

1) I have an SM124 which seems to be slightly out of focus. I don't want to send it back because it's a replacement for a completely duff one (it's only two weeks old, by the way) so I thought I'd ask if anyone knows what to tweak inside top adjust beam focus.

2) I need a music printing program. Input - qwerty, output HPLJ+/HPGL/spooled PostScript. Piano music with included text if possible. Output should be of publishable standard. It doesn't have to drive a Yamaha 600 Turbo synthesiser or anything else fancy, just print music. Something like Music, the Troff preprocessor. (Are there PD versions of pic and troff for the ST?). Any advice appreciated. Replies by email, please, and I'll summarize back.

3) Summary of advice I was given on spreadsheets. Unanimous -

BUY LDW POWER. Simple, eh?

Well, that's all folks. Awaiting replies with baited breath.

Jan Ameij
Oxford University Department of Applied Metaphysics.

ameij % uk.ac.oxford.vax @ however-you.get-to.janet

542. Re: GNU-Emacs 18.55--available where?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 13:17:42 UTC
From: jf@unido.UUCP
Message-ID: <1151@unido.UUCP>
Source record: 244586

In article <PNH.90Jan16131048@pmin24.osf.org> pnh@pmin24.osf.org (Peter Harbo) writes:
>Edgar Roeder has recently posted Atari ST port of GNU Emacs 18.55 to
>comp.binaries.atari.st but we haven't gotten this distribution on
>our system...has anyone received it yet / is it available on any
>FTP'able archive?

The split-up mailings arrived here complete, but steven hasn't got them all
right now:-(
Try ftp unido.informatik.uni-dortmund.de (129.214.4.64), cd pub/atari-st
and get (don't forget binary mode) gnuemacs.zoo.

--Jan-Hinrich

==
Jan-Hinrich Fessel , University of Dortmund, Computer Science Dpt.
PO Box 500500, D-4600 Dortmund, W-Germany
jf@unido.uucp jf@unido.bitnet
==

543. Re: Viruses

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 14:08:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4107@brahma.cs.hw.ac.uk>
Source record: 244588

In article <9001151627.AA03713@CASPIAN.SAIC.COM> steveg@SAIC.COM
(Stephen Harold Goldstein) writes:
>The only problem with an 'anti-body' program is that some jerk will
>no doubt create a virus that 'looks' like an antibody program,
>flashing the screen, etc, so you think you're safe, when in fact
>you're being infected. The best defense would be source code to
>an anti-body program so that you could customize the bootup action.
>If my disk boots and says "Steve Goldstein, this disk is safe"
>I can be pretty sure it's MY message, and not a deviant strain of a
>'public' anti-body program with a much more generic message.

Well I just submitted by mail my whole virus protection kaboodle to the address
given by Stephen Grimm on the net so hopefully you'll see them in the binaries
group soon. If not I'll post them there myself. One of the programs does
exactly what you want with the boot sector.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

544. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 14:48:15 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4703.25b43f5f@uwovax.uwo.ca>
Source record: 244589

In article <75767@tut.cis.ohio-state.edu>, thamer@skiff.cis.ohio-state.edu (Mustafa Thamer) writes:
> What is the difference between Sozobon, GNU (gcc), and C compilers
> like Laser C or MWC. Are they just different compilers or
> improved/modified languages. I've heard a lot fo talk about
> GNU stuff and was wondering what's the big deal.?

Well, they're all just compilers. But they all support different features. There are two standards for C; K&R first edition (the original book by Kernighan and Ritchie) and ANSI C, which is the new standard (and which is covered in the second edition of Kernighan and Ritchie). All of the compilers you mention are more or less compliant with K&R 1st edition, and they all have (different) extensions to it. The GCC also complies with the ANSI standard (and has extensions to *that* as well!).

I've used Laser, Sozobon, and the GCC. I only use the GCC now; I find the other compilers quite limiting in the features available. On the other hand, the GCC pretty much requires a hard disk and 2 megabytes of memory. If you don't have this much, you might consider one of the alternatives. Sozobon is a pretty decent compiler, and the price is certainly right. And the commercial compilers do have the advantage of better documentation and (often) nice graphics shells, if you care about that.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

545. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 14:53:43 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4704.25b440a7@uwovax.uwo.ca>
Source record: 244590

In article <25724@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
[some useful (and correct) information about GNU deleted]
> gcc - this is GNU's public domain C++ compiler. It comes
> with source code for the Atari, and a Sun-Atari
> cross compiler. C++ is *not* C, but a metaset language
> encompassing most ANSI C syntax. The extensions are
> in the areas of Object Oriented Programming (OOPS)
> Systems. (MODULA is such a language.) These extensions
> allow you to have several job processing running
> "at once" (or seemly) by treating code functions
> as OOPS objects.

NO! What you describe is g++, GNU's version of C++, and not gcc.
gcc is an ANSI compatible C compiler. The Atari version of g++ is
available, but still somewhat buggy, I hear. The Atari gcc is (I hope)
no more buggy than the other gcc's, which is to say it has a few bugs,
but probably no more than commercial compilers.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

546. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:06:24 UTC
From: pritchaj@thor.acc.stolaf.edu
Message-ID: <10630@thor.acc.stolaf.edu>
Source record: 244591

```
Atari 1040ST computer for sale
------------------------------

Don't let the name fool ya, this is a heck of a machine.

--1 meg RAM, expandable to 4 megs

--built in ports for modem, printer, ext. hard drive, ext. floppy
drive, MIDI in/out (great for MIDI people)

--internal 800K 3.5" floppy drive

--COLOR Monitor

--external 50 meg hard drive

--image scanner that attaches to most popular printers

--manuals and cables for everything

--system is mouse-based -- similar to a Mac in operation.

--great color graphics on this thing. Mac-heads may not care about
this, but people with vision love it.

--includes heaps of software for word processing, desktop publishing,
graphics applications, music, MIDI, games.

--with a little extra hardware, this computer can run Mac software
faster than a Mac SE, and PC software faster than an IBM AT.

--Dealer and user support in Mpls/St. Paul and all other large cities

Please help a semi-impoverished college student survive!
This entire system for sale for the amazingly low price of $1500.
(Any reasonable offers will be considered, of course)

Jack Nutting
c/o Carleton College
Northfield, MN 55057
(507)663-4613
```

547. Seeking PageStream Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:07:49 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <25B48A46.21415@maccs.dcss.mcmaster.ca>
Source record: 244592

Hello All.
The Summary says it all. I called Soft Logik, and have received samples
of all their fonts. None of them come close to Optima. Can anyone tell
me where else I can get fonts for Pagestream? Or how I can design my
own. Is there a PD font generation program for pagestream?
Please email to me, I will summarize responses to the net to
save bandwidth
thanx.

Art Mulder, art@maccs.DCSS.mcmaster.ca (<- best), art@maccs.uucp,
...neat.ai.toronto.edu!maccs!art uwocc1gate%"art@maccs.uucp"

548. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:46:02 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan17.154602.19880@chinet.chi.il.us>
Source record: 244593

The previous reply in this thread had an error and a statement I disagree with.
1)gcc is the GNU C compiler. It's available for the Atari ST, and is compliant
with the draft ANSI standard. There's also g++, the GNU C++ compiler, which
is not C, and if it's }iavailable for the ST, that's very recent.

2)I like Mark Williams C. The non machine-specific parts are pretty K&R
compliant. The library is very UNIX-like. The support people are great if
you phone (don't write--they answer in 3 months). The compiler is said to be
derived from pcc. The source and machine language debuggers work well.
Steve J.

549. For Sale: 1040ST w/Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:48:22 UTC
From: daved@cscnj.csc.COM
Message-ID: <635@cscnj.csc.COM>
Source record: 244594
Cross-posted to: comp.sys.atari.st,misc.forsale

Atari 1040ST/Spectre 128 System Package $875 firm

HARDWARE
1040STFM no RF modulator (which means you can't use it with a TV)
TOS 1.2 1meg DS/DD 720K drive mouse original box & manuals
Z-time internal battery-backed clock (installed)
Atari ST Monochrome monitor
original box & manuals
Monitor Master (color/mono monitor select switch)
Custom cable for Multisync monitor
External speaker
(most multisync monitors have no speaker)
Spectre 128 Macintosh emulator cartridge w/128K ROMs
original disks/boxes/manuals
Translator One floppy disk controller
(reads MFS Macintosh disks in ST drives)
2400 baud Hayes-compatible modem
original box & manuals
Joystick

SOFTWARE
Atari ST
ST Basic/ST Logo/1st Word wordprocessor (came bundled with ST)
5 disks of PD software (C compiler, spreadsheet, terminal program, more)
Games (all original disks/boxes/manuals)
Beyond Zork (Infocom)
SpellBreaker (Infocom)
Plundered Hearts (Infocom)
King's Quest I
Phantasie I
The Bard's Tale I
Dungeon Master
Macintosh
Microsoft Word 3.01 (original box/disks/manuals)
original disks have been converted to Spectre format
Epstart Epson printer drivers
5 disks of PD software (ramdisk, DAs, fonts, games, sounds, more)

DOCUMENTATION
Abacus ST Internals
Abacus GEM Programmer's Reference
Inside Macintosh
(ancient edition in original Apple 3-ring binders)
30 issues of ST-log magazine

(from the original issue thru about March 1989)
Reams of printout from BBSes containing Atari technical information
(I collected do-it-yourself hardware modification articles, like
adding disk drives, attaching multisync monitors, expanding
memory, detaching the keyboard, etc.)

TERMS
I will not consider selling anything separately. Please do not ask.

In Northern/Central Jersey, you can pick everything up or we can
arrange a meeting in some reasonable equidistant location.
Otherwise, I am willing to ship UPS COD cash or certified check.

PHONE
(201) 981-9119 x6417 business hours EST
(201) 704-1461 evenings
--

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
....!rutgers.rutgers.edu!cscnj!daved

550. GNU and the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:48:25 UTC
From: covertr@force.UUCP
Message-ID: <48173ae2.14a1f@force.UUCP>
Source record: 244595

You know, what with all the frustration with Atari not releasing the STe
to the US, and not releasing the TT to the US, and not having outline GDOS
fonts, and all of the other complaints that we have with Atari Corp-USA,
I started reading the Mac newsgroups. Well, I am a diehard STer, and the thought
of buying a Mac is almost enough to make me sick [:-)], but the support from
Apple is great (at least there are lots of 3rd party vendors for Macs). Anyway,
I am always looking for reasons why not to buy a Mac. My biggest are prices and
the poor system design centered about QuickDraw (very slow graphics on all but
the MacIIci). Also, Mac SW is VERY expensive. this is all leading to a message that
I saw posted in the Mac newsgroup. Someone there wanted to know why GNU/Free
Software Foundation hasn't ported their programs to the Macs. And another caller
posted a file included with GNU SW which really rips into Apple and explains
that FSF will NEVER support ANY Apple product, especially the Mac.
I have included the message for those who haven't seen it.

So, my point is that as bad as things are with Atari Corp at least ST is
is recognized by FSF as a machine worthy of porting their products to.
Most FSF programs have been ported to the ST. So there are *SOME* good
things about the ST!

*********Press N to Skip the MEssage ******************************

From asuvax!noao!ncar!mwunix.mitre.org!rtidd Wed Jan 10 12:39:08 1990
Path: force!gtephx!hrc!mcdphx!asuvax!cs.utexas.edu!samsung!think!snorkelwacker!spdcc!merk!
alliant!linus!chance!ccel
From: ccel@chance.uucp (CCEL)
Newsgroups: comp.sys.mac
Subject: Re: YACC and LEX for Macs
Keywords: apple, GNU
Message-ID: <88099@linus.UUCP>
Date: 10 Jan 90 19:39:08 GMT
References: <1990Jan9.021314.5308@esegue.segue.boston.ma.us> <1570019@hp-ptp.HP.COM>
Sender: news@linus.UUCP
Reply-To: rtidd@mwunix.mitre.org
Organization: MITRE-McLean Software Engineering Laboratory
Lines: 83

In article <1570019@hp-ptp.HP.COM> steve@hp-ptp.HP.COM (Steve_Witten) writes:
>/ hp-ptp:comp.sys.mac / shieber@harvard.harvard.edu / 6:13 pm Jan 8, 1990 /
>
>I have a Mac II running THINK C and am interested in getting a version
>of Yacc and Lex for it. Has anyone written such a thing, or ported a
>version? For instance, has anyone ported the GNU Bison and Flex to
>Macs? (From the code I ftped, it didn't look like the GNU people
>themselves had done the port.)

Some time back, GNU got very upset at Apple over a lawsuit Apple tried against GNU for writing "look-and-feel" software; that is, software that "works even vaguely" like a Macintosh. Due to this, GNU doesn't support any Apple machines anywhere (especially the Mac). Pity, because the GNU software is not only excellent but free, and has source code and documentation provided. I'm not much of an Apple fan, and this certainly isn't the place to harp on Macs, so i'll leave it at that. Included is the "APPLE" file distributed with most GNU software:

@unnumbered Special Report: Apple's New Look and Feel

You might have read about the new look-and-feel copyright lawsuit, Apple vs. Hewlett Packard and Microsoft. Apple claims the power to stop people from writing any program that works even vaguely like a Macintosh. If they and other look-and-feel plaintiffs triumph, they will use this new power over the public to put an end to free software that could substitute for commercial software.

In the weeks after the suit was filed, USENET reverberated with condemnation for Apple. GNU supporters Richard Stallman, John Gilmore, and Paul Rubin decided to take action against Apple's no-longer-deserved reputation as a force for progress. Apple's reputation comes from having made better computers; but now, Apple is working to make all non-Apple computers worse. If this deprives the public of the future work of many companies, the harm done would be many times the good that any one company does. Our hope was that if the user community realizes how destructive Apple's present actions are, Apple would lose customers and have more trouble finding employees.

Our method of action was to print 5000 buttons that say ``Keep Your Lawyers Off My Computer'' and hand them out at the West Coast Computer Faire. The center of the button shows the rainbow-apple logo with a Gigeresque mouth full of ferocious teeth. The picture was drawn by Etienne Suvasa, who also drew the cover for the GNU Emacs manual. We call the picture ``Apple's New Look and Feel''.

We gave out nearly 4000 buttons at the show (saving the rest for afterwards). The result was a great success: the extent of anger at Apple was apparent to everyone at the show. Many of the invited speakers at the show wore our buttons, spoke about them, or even waved them from the podium. The press noticed this: at least one Macintosh user's magazine carried a photo of the button afterwards.

Some of you may be considering using, buying, or recommending Macintoshes; you might even be writing programs for them or thinking about it. Please think twice and look for an alternative. Doing those things means more success for Apple, and this could encourage Apple to persist in its aggression. It also encourages other companies to try similar obstructionism.

[It is because of this boycott that we don't include support for Macontosh Unix in GNU software.]

You might think that your current project ``needs'' a Macintosh now. If you find yourself thinking this way, consider the far future. You probably plan to be alive a year or two from now, and working on some other project. You will want to get good computers for that, too. But an Apple monopoly could easily make the price of such computers at that time several times what it would otherwise be. Your decision to use some other kind of machine, or to defer your purchases now, might make sure that the machines your next project needs are affordable when you need them.

Newspapers report that Macintosh clones will be available soon. If you must buy a Macintosh-like machine, buy a clone. Don't feed the lawyers!

Cheers

Randy Tidd
rtidd@mwunix.mitre.org
#define DISCLAIM TRUE

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

551. RSC WAnted

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 15:49:58 UTC
From: covertr@force.UUCP
Message-ID: <48173c45.14a1f@force.UUCP>
Source record: 244596

I really need/want a GEM Resource Construction Set Editor. I
have the one that comes with Mark Williams C, and the one from
HiSoft called WERCS, and an old one from Kuma. I like the WERCS
best, but it keeps trashing the HRD File for a very large RSC
that I am developing.

The HRD file in WERCS stores the variable names for objects in your
RSC. In my case I have about 8 dialogue boxes with many objects,
and lots of variable names. WERCS keeps trashing the HRD file and thus I have to
reenter the darn names!! Very frustrating!!! My copy was purchased in early 1989.
So it may be an old version. Could someone from Over The Pond tell me
what is the current version of WERCS?? I really like most of its features,
but the way it keeps trashing my HRD files makes it unusable.

HELP!!!!!!

P.S. I could write up a small review of WERCS if anyone wants one.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

552. Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 16:00:59 UTC
From: ameij@oxcnvx
Message-ID: <9001171558.AA02023@uk.ac.ox.prg>
Source record: 244597

Dear Gang,

I am asking this for a colleague, so please email and I'll pass it on.
Summary back, of course. I'm intrigued by it as well.....

Question: Does anyone know how to make the mouse pointer move half as far as
normal (ie mousdoub.prg^(-1))? Ie move the mouse twice as far as usual for the
same effect on the screen. Ie oh sod it isn't that clear?

Supplementary: Why don't the bios calls re mouse in Atari ST Internals work on
our TOS1.2ed MEGA4? What's a good source of info on the MEGA as opposed to these
little 520 thingies?

Ignore the wierd address at the top, replies please as ever to

ameij % uk.ac.oxford.vax @ some-janet.gateway.or-other

Love n kisses

Jan pp chum Mark

553. FIRST BYTE

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 16:11:31 UTC
From: bobpassl@hpdml93.HP.COM
Message-ID: <15480005@hpdml93.HP.COM>
Source record: 244598

My children have broken their two First Byte games : probably by escaping to the desktop and having a mouse-button adventure with the file icons. I tried to write to First Byte at their old Long Beach, California address to see about replacement disks, but my letter was returned by USPS with the notation "forwarding notice expired".

Does anyone know FB's new address? Better yet, can anyone give me a hint on how I might be able to resurrect the programs? The original files are all there on each disk, but I suspect that they have been corrupted. The games in question are FB's "First Shapes" and "First Letters and Words". Thanks.

Bob Passell
Hewlett-Packard Disk Mechanism Division (Boise Idaho USA)
bobpassl@hpdmm87

Should I inadvertently express an opinion, it will be solely my own, and not my employer's.

554. DELA Software ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 16:21:10 UTC
From: ebeam@nvpna1.prl.philips.nl
Message-ID: <865@prles2.UUCP>
Source record: 244587

A coupel of years ago i bought an DELA Eprommer (Directly from DELA)
, the hardware in fact is prety good.
But the software is an other point, i'v got version 1.0 which can
burn eproms but can't make cartriges or even inspect the contents
of an eprom.
I know that there is an new version and i would realy like to have
it. There is only one drawback, if i order the update i get the
program for free from DELA, only i have to pay ~$20 !! to get it
into holland. So maybe there is somebody out there who already has
a higher version then i have i would like to mail it to me, or can
someone tell me where i can get whithout paying the $20.
Please mail.

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. ebeam@prle.prl.philips.nl
Holland (c) 1989
---

555. Re: TT availablity

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 16:33:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <481762d6.20b6d@apollo.HP.COM>
Source record: 244599

In article <5343@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>On December 27th, I posted an article about the "show and deliver"
>policy of Atari's: New products will be shipped within 90 days of
>an announcement. At least, this is what i understand Atari's "new"
>policy to be. I gather the Dusseldorf "show" of August 25th 1989 was
>NOT an announcement, as there are zero TT's being shipped to dealers
>in Europe. I did get personal mail from an inside Atari engineer
>saying that the Dusseldorf "announcement" stated a 1st quarter '90
>release. We've still got 8 weeks or so before the end of the quarter.
>However, the very same engineer made it perfectly clear that the TT was
>still being designed. Furthermore, if one calls Atari Developer's
>support, one discovers that the TT developer's kit is unavailable.
>This all leads to very interesting and disappointing conclusions.

At this point, I think Atari's policy should be to not say ANYTHING until a product is actually shipping. _Shipping_, not on the boat from Singapore, not in final FCC clearance, not in Beta sites, not prototyped, not in design; but really and actually going out the door to end-users or dealers or whomever. "This is our official announcement of model XYZZY. You want one? Call this number, give us a VISA #, and it'll be UPS'd to you the next day." No, I don't think all (or even most) companies do or should do this. But Atari has a lot of skeptics, including me. Maybe this would silence a lot of them.

Personally, I still don't expect to see a TT here, on the East Coast, until mid-summer at earliest. I hope Atari proves me wrong, of course, and ships the dang things next week, and they wow everyone & cause peace and prosperity & cost $500. :>

>A friend of mine is visitng for a week to finish up a development
>project we are working on together. He brought his Mac SE/30.
>Very nice.. hmmm... and seeing how cheap these things are getting..
>hmm..

I wish Apple and Atari (or someone, aka "Dave Small" perhaps :-) would get together to make low-cost, lower-end Macs. Let Apple chase the fast '030 and '040 designs, and let someone else make a Mac of reasonable performance that I can afford; say, an SE/20 for under $1500. (Oh please don't tell me about the Spectre GCR; I already know about it.) Just a wish.
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

556. STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:11:01 UTC
From: covertr@force.UUCP
Message-ID: <481784b3.14a1f@force.UUCP>
Source record: 244600

I have proposed this idea to John Townsend on GEnie
and both he and an Atari employee named Elizabeth Shook have
responded to it. But I thought that I would like to bounce it across
the USENET hoping that someone might pick it up and run with it.

Anyway, there is a lot of interest in UNIX and C at most colleges and
univeristies today. Most schools which teach Computer Science (comp sci)
also teach UNIX and C. And what is really needed is a Cheap, Hackable
UNIX machine. I have asked John Townsend @ Atari why Atari doesn't
bundle a Mega ST2 with a 65 meg drive, a monochrome monitor, and MINIX.
This package could be sold to college students across the USA at under
$2500. this would be the cheapest UNIX development system available.

MINIX has been ported to the ST, and you get full source code to MINIX.
Most, if not all, of GNU programs have been ported to the ST, and you get
full source code to them. So, for under $2500 the students would get an
excellent computer to do UNIX and C development, with one of the best
monochrome monitors ever made, and an adequate harddrive.

Atari would get name recognition in an important market. And would get to sell
a lot of Mega ST computers (before the STes make them obsolete :-)).

John Townsend replied that Atari doesn't have a sales force to handle
sells to colleges and universities. John also said that GNU software can
not be SOLD with a computer. But, I thought that if Atari *GAVE* the GNU
packages, with complete source code and instructions on how to contact
the Free Software Foundation, that GNU could be packaged with the MINIX/Mega
package.

John Townsend did say that Atari would work with any VAR who would like to
start such a program.

So, what is the general USENET concensus on this idea?? Would it fly??
Would it allow poor ($$) college student to buy a UNIX development
system cheaply?? Could GNU be bundled with such a system?? Does GNU
work under MINIX?

I think that the Mega ST would make an excellent UNIX hacking tool for
college students.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

557. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:12:59 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16699@laurel.athertn.Atherton.COM>
Source record: 244651

Regards Mark Williams C:
I have, use it, and like it a lot. It's a solid, professional
compiler with a lot of support and tons of documentation. I use it
with the Beckemeyer C-Shell, and in that environment, it's basically
like using Un*x. MWC has CSD which is their C Source Debugger, which
is great stuff; once you start using it, you'll be hooked. (You'll
need big chunks of memory, tho'...). I use MWC with a ram disc,
so all loads of the compiler, and all intermediate files go to RAM.
It's acceptably fast, although not as fast as Laser C. Anyway,
I just wanted to give my perspective, as a very satisfied user
of MWC.

Disclaimer: I don't work for MW, and I don't know anyone who does
(except their support people! :-)

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

558. Re: Elite!

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:14:45 UTC
From: gleason@clt.dec.com
Message-ID: <7541@shlump.nac.dec.com>
Source record: 244652

In article <25AE1823.8928@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes...
>
>>If somehow you lose your clean status, you can escape from your ship if
>>you have purchased a life pod. The status stays with your ship, and you
>>end up docked with a ship furnished exactly the same as the one you
>>ditched (thanks to the "insurance policy" provided by the life pod
>>purchase), minus the life pod.
>
> This hasn't worked for me. Am I doing something wrong? I make sure
> I don't carry any cargo, get into a fight, and then eject.
> I get my ship back just as before, but my status is still bad.
> What's going on?

I haven't actually tried it. However, the following is from my Elite manual, page 35, under "Escape Capsule" (grammatical errors are theirs, too):

"An escape capsule can be fitted in place of your cabin at any world of Tech level 6 or higher. If "Q" is then hit during combat the capsule will be jettisoned from the ship be automatically tracked by the nearest world and will travel safely to a Coriolis space station Your cash will be preserved but all your cargo will be lost.

"However, this item comes with a widely recognised insurance cover which will guarantee you a new Cobra Class ship, equipped in like manner. The contents of the cargo hold is exempt from this protection.

"Since the unique IR signature of a ship's hull is used to file police records, abandoning your ship in this way will have the effect (unfortunately exploited as much by galactic brigands as trader victims) of clearing your police record..."

Daryl Gleason gleason@clt.dec.com
--or-- ...!decwrl!clt.dec.com!gleason
--or-- gleason%clt.dec@decwrl.dec.com
---

559. RE: INFO-ATARI16 Digest V90 #55

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:41:00 UTC
From: SURF066@KUB.NL
Message-ID: <9001180808.AA20557@ucbvax.Berkeley.EDU>
Source record: 244653

RE: VIP professional.

I have encountered the same horizontale streaks!
They only appear when i have the harddisk driver installed.
I think this problem can be solved when (and if you have it (i don't)) you
use a install program.
Greetings maurice melotto

560. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:44:35 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18563@dartvax.Dartmouth.EDU>
Source record: 244654

One warning on said Berkley dealer: It was discussed a while ago on the net basic bad vibes from Microworld in Berkley which _I believe_ is associated with Zephyr which was just mentioned as the vendor for ST Plus. One cute aspect of their sales policy at Microworld: 2 day warranty on hardware, 25% restocking charge on returned merchandise.

Sinc,
Clark

561. Does the `curses' package exist for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 17:51:43 UTC
From: gs@ukc.ac.uk
Message-ID: <3640@harrier.ukc.ac.uk>
Source record: 244655

I seem to remember this question being posted very recently but unfortunately I must have missed the response. Basically, is there a version of the Unix curses package available for the ST (preferably PD or shareware) and if so where can I get hold of a copy. Incidentally, I'm using MWC if that's important. Many thanks.

Gary Samson bitnet: gs%uk.ac.ukc@ac.uk
Institute of Social and Applied Psychology janet : gs@ukc.ac.uk
The University, Canterbury, Kent CT2 7LZ UK uucp : gs@ukc.uucp
+44 227 764000 x3079 mcvax!ukc!gs

562. unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 18:13:00 UTC
From: AWINFHAH@HMARL5.BITNET
Message-ID: <9001180809.AA20611@ucbvax.Berkeley.EDU>
Source record: 244656

Dear Netlanders,

This is not another attempt to sign-off via the list (I sent the request to listserv :->), but I want to explain why this list is no longer interesting for me.

For several years I have been reading all these must-knows from the knowledgable Net. However, since a few months the signal to noise ratio has dropped below the acceptance level (or I moved up the latter). Just browsing through all the junk costs me several hours per week, since we don't have kill files on BITNET/EARN.

I wish to thank all people who have made excellent contributions to the list and thus to my pleasure in ST programming. I also whish to FLAME those who merely post non-informative crap for just being there.

Some time I may return, when a new (moderated) list emerges that is mainly concerned with hardware & programming issues. Then I can read the Net AND do some useful programming after working hours.

Greetings,
Roger Hunen

563. TOS 1.0,1.09,1.2,1.4,1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 18:51:30 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <4221@csv.viccol.edu.au>
Source record: 244657

Wouldn't it be nice if the ST had 256K of low power battery
backup up static RAM which could be write protected, instead of TOS ROMs.

You could load the version of TOS you needed for a particular
program. Total compatibility with all software.
Bug fixes would be easy.
(Just think, regular bug fixes and revisions of the OS
just like for real computer like our VAX :-))

Are there any technical problems that would stop you designing
a add in board to replace the TOS ROMs in this way?

Greg O'Sullivan (gjocc@csv.viccol.edu.au)

564. RE: ST then and now

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 19:29:48 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <9001180811.AA20747@ucbvax.Berkeley.EDU>
Source record: 244658

Christopher Ciolorito writes:

> I am looking for a couple of good programming languages..C and
> COBOL...

Isn't this an oxymoron? Well, 0.5...

--
JANET: malcolm@uk.ac.clp
Elsewhere: malcolm@clp.ac.uk

565. Re: Malloc() vs. malloc() (was Re: dissassembly)

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 19:42:22 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440097@hplsla.HP.COM>
Source record: 244659

alex@athertn.Atherton.COM (Alex Leavens) writes:

> (The Malloc() call limit can be raised by using
> the FoldrXXX.prg program from Atari.)

This raises the question - is Malloc() fixed in TOS1.4 ?

%%%

566. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 20:10:50 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3457@tahoe.unr.edu>
Source record: 244660

In article <18563@dartvax.Dartmouth.EDU| squibby@eleazar.dartmouth.edu (Clark L. Breyman) writes:
|One warning on said Berkley dealer: It was discussed a while ago on the net
|basic bad vibes from Microworld in Berkley which _I believe_ is associated
|with Zephyr which was just mentioned as the vendor for ST Plus. One cute
|aspect of their sales policy at Microworld: 2 day warranty on hardware,
|25% restocking charge on returned merchandise.
|
| Sinc,
| Clark

I am a VERY disastisfied customer of ST-Plus---- my policy now
is to steer clear of firms that operate under 2-3 names!!!

567. IBM Floppies

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 20:33:23 UTC
From: covertr@force.UUCP
Message-ID: <481839ac.14a1f@force.UUCP>
Source record: 244661

I can borrow a new Macintosh portable from work for up to
a week. What I would like to know is how do I format a
floppy on my ST so that I can use the Mac File Exchange program
to read it?? I need to format the floppy as an IBM 3.5" floppy.

I have TOS 1.4 so I should be able to do it.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

568. Internet adress of unido (Ref: Emacs)

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 20:38:36 UTC
From: jf@unido.UUCP
Message-ID: <1155@unido.UUCP>
Source record: 244662

```
In article <1151@unido.UUCP> I, jf@unido.UUCP (Jan-Hinrich Fessel) write:
>Try ftp unido.informatik.uni-dortmund.de (129.214.4.64), cd pub/atari-st
>and get (don't forget binary mode) gnuemacs.zoo.

Too bad, the correct adress is 129.217.4.64, will move to 129.217.64.60.
Sorry for the inconveniences coused by this.

Jan-Hinrich

==============================================================================
Jan-Hinrich Fessel , University of Dortmund, Computer Science Dpt.
PO Box 500500, D-4600 Dortmund, W-Germany
jf@unido.uucp jf@unido.bitnet
==============================================================================
```

569. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 22:10:13 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10677@stag.math.lsa.umich.edu>
Source record: 244663

In article <481784b3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> I have proposed this idea to John Townsend on GEnie
>and both he and an Atari employee named Elizabeth Shook have
>responded to it. But I thought that I would like to bounce it across
>the USENET hoping that someone might pick it up and run with it.
>
>Anyway, there is a lot of interest in UNIX and C at most colleges and
>univeristies today. Most schools which teach Computer Science (comp sci)
>also teach UNIX and C. And what is really needed is a Cheap, Hackable
>UNIX machine. I have asked John Townsend @ Atari why Atari doesn't
>bundle a Mega ST2 with a 65 meg drive, a monochrome monitor, and MINIX.
>This package could be sold to college students across the USA at under
>$2500. this would be the cheapest UNIX development system available.

I think this is an *excellent* idea. There are some problems, though.
I'd love to see a big Atari presence here in Ann Arbor, but I doubt it
can ever happen, the IBMs and Macs have been here too long and are
literally everywhere. Since most students have free access to the Mac
labs, very few actually need to buy their own systems, even though
indulging parents tend to buy them anyway.

The real problem I see here is that we've already got Apollos and PCs
and such up the wazoo. I don't know about other universities, but I'd
figure any other place with a comp sci/comp eng program is already in
the same position as well, i.e., they've sunk their money into other
hardware already.

Not to dampen the idea, it may still work. After all, the operating
systems classes here recently switched to using Minix on PCs. I think
the system you describe sounds ideal. Get programmers working on a
machine with a real architecture, as opposed to the silly 64K segments
you're bound to on PCs...

[Geeze, I guess I should get onto GEnie some more to catch this sort
of discussion... Sigh.]

So Atari doesn't have a sales force to do it, but would support someone
else's efforts, eh? Hm. It seems to me that you'd have to be at least
as large as Atari Inc. already, to be able to field all the support staff
that you're inevitably going to be called upon to supply. [The folks
around here bought into Macs big-time, sight unseen, because they were
reputed to be so user-friendly and intuitive. They figured they'd save
zillions by not needing to provide consulting/support services. They
learned otherwise, the hard way...]

Even if you present it as a hacker's system, you're going to get dubious
responses unless you can demonstrate sufficient competent support.
Dunno how you'll get that. It seems it'd take a big organization to even
get a U to start talking to you.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

570. RE: DM on Hard Disk... No Way!

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 22:29:57 UTC
From: SML108@PSUVM.BITNET
Message-ID: <90017.172957SML108@PSUVM.BITNET>
Source record: 244664

On the Subject of DM on a Hard Drive....

It doesn't appear possible, but even with software protection, it would have been SIMPLE, VERY SIMPLE for them to allow it. The data for the game is compressed, and is uncompressed at run-time. This is why it takes so long for the thing to load. All one would have to do is re-direct the I/O for reading this data to the hard drive and it would fly. They could then check for the presence of an original copy protected diskette in drive A and everything would be hunky dorey...

It's such an incredible game otherwise.....Sheeeeeeesh....

Scott Le Grand aka sml108@psuvm.psu.edu

571. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 22:40:35 UTC
From: rob@raksha.eng.ohio-state.edu
Message-ID: <3958@quanta.eng.ohio-state.edu>
Source record: 244665

In article <3927@quanta.eng.ohio-state.edu> I wrote:
>I'm having a problem with the MAS assembler that comes with Turbo C v1.1. The
>thing doesn't assemble, it just hangs the computer. [...]
>Am I doing something stupid, did I get a damaged disk, or is this a feature?

As several people pointed out to me via E-mail (thank you very much), this is
a feechur.

Does anyone know if Heimsoeth intends to do anything about it? I'm not all
that upset, 'cause I have the tools to handle what little assembly work I ever
anticipate doing, but I did _pay_ for the thing...

Some people apparently noticed my US email address and wanted to know how I
got the thing. Not in the US, I'm afraid. I was in the Netherlands over the
holidays and used the opportunity to buy the program there.

Other than the interesting concept of assembly it has, I very much like the
package. ANSI C. _Fast_. Great work environment. Good docs. Truly excelent
help feature.

SR
"Hypertext help. Just say yes."
---

572. Re: TT availablity

Newsgroup: comp.sys.atari.st
Date: 1990-01-17 23:08:10 UTC
From: stevem@katmandu.Solbourne.COM
Message-ID: <1990Jan17.230810.17704@Solbourne.COM>
Source record: 244666

Well,
I called Atari in Nov. and they said Jan 1st I could order a TT.
I called Jan 2nd and they said March 1st. I called today and they
said......

4 to 8 months.
so add another 3 to 6 months on top of that and we have Christmas 90.

Now thats bullsh*t, IMHO.

Later Atari, I'm not waiting around for your lies anymore.

--
E-mail == stevem@Solbourne.COM
"FRODO LIVES" "COLORADO!!"

U.S. OUT OF NORTH AMERICA

573. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 00:53:19 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18582@dartvax.Dartmouth.EDU>
Source record: 244667

A couple comment on the ST as a college machine:
- I have been using a 520 for the last
four years (last summer mine un-GLUEd
so I did the trade in)

- The ST is acceptably cheap and public domain/
shareware make it a very useable computer.
I found I was able to do my lower division work
on it quite easily.

- The majority of college users will probably spend
most of their micro-computer time doing wordprocessing.
A simple user interface such as the Macinto$h has
real advantages over vi/emacs and TeX.

- The university I go to (UC San Diego) relies on Unix
environments for the majority of its teaching, so
an at-home UNIX box makes things nice, but the processing
and resources neccessary for the assignments would
severely tax any machine 1)running a 16bit bus 2)at <12MHz
3)without transparent virtual memory or extremely large
memory.

e.g.: A Data Structures Class uses C++ exclusively.
The G++ ST port document states that running
with less than 2 meg is right out and less
than 4 meg is silly. The assignment programs
require gigantic memory pools such that
virtual memory was a must.

- The College I am visiting (Dartmouth) does reccomment the
Macintosh and has instituted a gigantic Appletalk netowork
to support students using Macs. From an outsider's point
of view, learning programming on a mac seems like it would
unduly painfull (and possible leave the programmer with
misconceptions about programming larger systems). Yet this
is not an issue here, as most folks use their macs for
wordprocessing, spreadsheet work, macintosh mail and terminals.

The basic problem I see in this proposed package is that it artificially
tries to blur the distinction between a workstation and a powerful
personal computer. For a college or university to endorse a computer,
it would be necessary that that computer could be painlessly included
in a campus medium or high speed network (>100Kbaud) and be a good,
well-supported application box. For a college or university to endorse
a workstation, it would be necessary that that computer met the

above criterion and provide sufficient computing power to do school assignments. The ST fall short because: support is tough, GDOS is not as transparent as the equivalent function om the mac and there is little information on networking ST's.

One last note THEN I STOP RAMBLING:
The price issue is a strange one. Spending $2K for a mac makes sense at a school that provides good support for mac users and that is going to set you back $60-$80K in tuition over four years anyway. Telling students at a public university (~$2K /year in tuition) that whether or not they can afford a $3K computer will make a difference in their academic success has more ramifications that simply the which-brand question.

Yours in (unneccessary) verbosity,
Clark

574. Re: DM on hard disk?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 01:22:39 UTC
From: rich@lakesys.lakesys.com
Message-ID: <1576@lakesys.lakesys.com>
Source record: 244668

In article <5956@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <6451@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Andy Burnett) writes:
>>
>> Hi. I have an Atari 1040STfm and a Megafile 30. Is there any way that I
>>can install copy protected games such as Dungeon Master and F/16 Combat Pilot
>>on my hard drive? I just recently purchased these two programs and would like
>>the convienience of having them on my hard drive.
>>
>>Andy Burnett | The more things change, |
>
>Nope. Copy protected software must be run off of floppy. Pain in the tucus,
>but that's the way it is...

Nope, thats not always the rule. For a vast majority of protected
software, one can place the program (providing the files are readable) on the
hard drive, and then use the main disk with the copy protection as a KEY disk.

There is also another alternative.

Get, Revolver. Then load the game in, and start playing, but when your done
just roll out the memory partition out to the hard drive. Admiditly this is
a kludge, but it is workable.

>Mike

rich.....
UUCP: rich@lakesys.lakesys.COM {always .... }

#disclaimer I am not affliated with any of the above mentioned mfgs. or
makers of software, just a satisfied customer.

575. Re: Loneliness in the Atari World?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 01:27:17 UTC
From: a23@mindlink.UUCP
Message-ID: <963@mindlink.UUCP>
Source record: 244669

> SPLITE writes:
>
> Msg-ID: <90014.234353SPLITE@MTUS5.BITNET>
> Posted: 15 Jan 90 04:43:53 GMT
>
> Org. : Computing Technology Services, Michigan Technological Univ.
> Person: Steve Plite
>
> In article <932@mindlink.UUCP>, a23@mindlink.UUCP (Joel Murray) says:
> >
> >
> >How do you know that the "siz able ad blitz" [sic] was a flop? From all
> >indications, it's too early to tell how well or how poorly Comm_o_dore did.
> >
> >--
> > // /// CIS: 73200,3117
> > \X/oel ///urray Usenet: a23@mindlink.UUCP
> >
> What is this? The Comm_o_dore Paranoia Squad? :-)

Read carefully. I asked a question because I thought that the writer of the
statement might have some useful figures I haven't seen yet.

What is this? The Atari Defense Department? :-)

--
// /// CIS: 73200,3117
\X/oel ///urray Usenet: a23@mindlink.UUCP

576. GIF file viewer source code

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 02:16:05 UTC
From: BGB100@PSUVM.BITNET
Message-ID: <90017.211605BGB100@PSUVM.BITNET>
Source record: 244670

Hi. I looking for source code for a GIF file viewer. Any kind of source would be fine (C, Pascal, Assembly, etc.). I would like to work on a GIF file viewer for a mainframe system and I need some help. I have the GIF doc file that describes the file format, but I don't know about the LZW compression used within the file. Any help would be apprciated!

Bruce Blanar
BGB100@PSUVM.bitnet
/ /_/_ _|__|_ / || Bruce G. Blanar
_____/_______ |_|_| |__| / ||
/___|___ |_|_| |--|) _____ || BGB100@psuvm.bitnet
/ | | | _________ __|__|__) | || BGB@psuhcx.psu.edu
/ | | \| ___) | || BGB@psuecl.psu.edu
| |___| / \ | || BGB@psuecl2.psu.edu
| |___| | || BGB100@psusun1.psu.edu

577. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 02:59:00 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <30973@shemp.CS.UCLA.EDU>
Source record: 244671

In article <481784b3.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> I have proposed this idea to John Townsend on GEnie
>and both he and an Atari employee named Elizabeth Shook have
>responded to it. But I thought that I would like to bounce it across
>the USENET hoping that someone might pick it up and run with it.
>
>Anyway, there is a lot of interest in UNIX and C at most colleges and
>univeristies today. Most schools which teach Computer Science (comp sci)
>also teach UNIX and C. And what is really needed is a Cheap, Hackable
>UNIX machine. I have asked John Townsend @ Atari why Atari doesn't
>bundle a Mega ST2 with a 65 meg drive, a monochrome monitor, and MINIX.
>This package could be sold to college students across the USA at under
>$2500. this would be the cheapest UNIX development system available.
>

Richard has a good idea here, but there are a couple of other things students look for in a computer system. The most important is word processing. I figure that this system will probably be the only Atari product the schools will carry so it's important to include word processing software. The ST can use a standard parallel printer so that's not really a concern, but ST software can be tough to find, especially for students without cars.

The other thing people tell me when I recommend STs is that they can go to the library and print out their Mac stuff. Although this will probably not be acceptable to atari, the best way to get around that might be to donate a Mega 4 with a laser printer to each school you want to sell through. When I was at Stanford until last year, they said that they would have been happy to have STs in the library if Atari donated them as Apple had.

Finally, Atari will have to print a nice glossy brochure which illustrates why the Mega is the machine to buy. It should highlight emulation so students see tyhat even if the ST can't do everything they need, they can buy a Spectre GCR or PC Ditto and get one of "those other machines" even though they did choose an ST.

If the Tramiels ever saw how many Macintoshes people cart out of Stanford and UCLA's computer stores _alone_, they'd jump on this one! It just keeps gathering momentum too! If they have doubts, they can try it at a few schools and watch the success. The time to go for it is at the beginning of the academic year, though, I suspect.

>--
> Richard E. Covert, Lead Engineer of Software Tools Group
> AG Communications Systems, Phoenix AZ (602) - 581-4652
> TCP/IP: covertr@gtephx

> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

578. Donkey Kong Junior arcade game boards

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 03:16:33 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Jan18.031633.1025@sun.soe.clarkson.edu>
Source record: 244672
Cross-posted to: misc.forsale,rec.games.video,comp.sys.atari.st

I have the circuit boards for a Donkey Kong Junior video arcade game
(also the manuals for them)

I want to sell them for $50, and depending on how far I have to send them,
I may even pay shipping.

The boards have been installed previously in an arcade machine, and I have
seen them work.

The manual includes info from play instructions to board components layouts
and components inventory to the board's pinouts and what it needs to operate.
I was going to get a power supply and hook it up to my Atari St's analog RGB
monitor (whose pinout matches the video game boards') and play the
game with one of my cheap joysticks.
A friend of mine verified that it would be simple to do, but I don't have the
time to try it, and I'de rather have cash at this point.

AAron nAAs
internet: opielask@clutx.clarkson.edu
bitnet: naas17@snypotba
US mail: AAron nAAs
253 Knowles East
Potsdam, NY 13676

579. Re: DM on hard disk?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 03:24:19 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <6489@mentor.cc.purdue.edu>
Source record: 244673

> Nope, thats not always the rule. For a vast majority of protected
>software, one can place the program (providing the files are readable) on the
>hard drive, and then use the main disk with the copy protection as a KEY disk.
>

Won't the program still look to the 'A' drive for the programs/data?

>There is also another alternative.
>
>Get, Revolver. Then load the game in, and start playing, but when your done
>just roll out the memory partition out to the hard drive. Admiditly this is
>a kludge, but it is workable.
>

Where can I get Revolver? How much does it cost? How does this program
work?

Andy Burnett
g4r@mentor.cc.purdue.edu

580. Help Me! Need help with $A00E, Copy Raster Form

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 04:08:13 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5345@bgsuvax.UUCP>
Source record: 244674

I'm still pounding my head with the line-A command $A00E. I'm not sure how to use it and the description in ST Internals is far from complete. I would prefer the answer be in Assembler but I will take it in C. Also, why should I use this instead of writing my own routine.

Thanks...

```
*******************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*******************************************************************************
```

581. Anyone seen a program called IMGCAT?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 05:20:14 UTC
From: agray@jarthur.claremont.edu
Message-ID: <3816@jarthur.Claremont.EDU>
Source record: 244675

Have anyone out there seen a program called IMGCAT? A friend of mine asked me to try to locate it for her. Supposedly it is a program to catalog IMG clip art. Please send any replies by E-mail.

-- Andy

Andy Gray agray@jarthur.claremont.edu
Platt Campus Center agray@jarthur.UUCP
Harvey Mudd College ...uunet!jarthur!agray
Claremont, CA 91711 agray@HMCVAX.BITNET

582. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 05:34:45 UTC
From: Matthew_Eric_Seitz@cup.portal.com
Message-ID: <26063@cup.portal.com>
Source record: 244676

[...]
>(BTW: It looks like ST Plus merged with a company called Zephyr.)

Zephyr (a.k.a. Microworld) is the walk in store. ST Plus is their mail-order name.

Matthew Seitz
Matthew_Eric_Seitz@cup.portal.com

> - Rob DeMillo | Internet: rjd@brown.cs.edu
> Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
> Planetary Science Group | Reality: 401-273-0804 (home)

583. Re: Atari dealers in New England ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 05:44:16 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <5948@rice-chex.ai.mit.edu>
Source record: 244677

In article <9001170806.AA27170@ucbvax.Berkeley.EDU>
BALTUCH@BRANDEIS.BITNET (Jacob Baltuch) writes:
>Any Atari dealer left in New England (mostly Boston area) ?
>I know of only one ("the Bit Bucket", in Newton) within the 128.

There's Syntronics, in Kenmore Square. The owner is a pleasant laid-back guy
who got into computers via electronic music. But he has plenty of complaints
about Atari, and may not carry the line much longer.

I've bought two St's there, one for our company and one for one of our clients.

John Purbrick
jpexg@ai.mit.edu

584. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 05:46:39 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1990Jan18.054639.404@stag.UUCP>
Source record: 244678

[econadm5@watserv1.waterloo.edu (BENTLEY BH - ECONOMICS) writes...]
> In article <1217@jpusa1.UUCP> scott@jpusa1.chi.il.us (Scott Van Court) writes:
>>
>>Has anyone heard what is going on with the PC Ditto II?
>>I'm sure there must be someone that has heard something. I can't beleive
>>I've waited this long.
>
> I have heard someone a Toronto dealer went down to Florida to check
> out the PC-Ditto II. It does exist its been worked on. From what the
> dealer said he litterly demanded to see one working. He saw a protype
> with all the fancy features and more. So if you need more Info the MTST
> Usergroup gave info that the store owner at CompuWorld??? was the one
> that saw it. Phone CompuWorld and ask him in Toronto. Let me know
>
> Dave Tomesch " This is from the grapevine check it out to be sure"

As of Friday (1/11/90) there were 16 GEnie users that had reported they
had received their PC-Ditto II's.

Nobody had successfully installed theirs yet.

(I don't mean to be cryptic, but I also don't want to start any rumours
or reactionary flames. The two sentences above are all I know.)

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1

585. HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 05:51:49 UTC
From: baffoni@aludra.usc.edu
Message-ID: <7457@chaph.usc.edu>
Source record: 244679

HELP!

I am building a drive for my ST: I am using an old xt case w/ 63 wattt power supply, Quantum Prodrive80, and an ICD host controller. I have assembled the unit; the drive powers up and the ICD format software boots the clock info from the host controller. The problem is, when the software scans for a SCSI device (the Quantum has an imbedded SCSI controller), it cannot find any SCSI devices. I know the drive works because I had a friend format it on a MacII and run a surface scan (and found NO errors). Can anyone think of a reasonable reason why the drive should not respond?

By the way, it DOES have the chip fix installed.

BIG thanks to anyone who can help me with this problem.

Mike Baffoni

****
Just when I thought it was in my grasp - no more "out of room on disk" errors."
.... The drive was not complete.

AAAAAAAAArrrrrrrrrrrrrrgggggggggggggg.
****

586. Re: AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 08:07:34 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9001171318.AA12360@hugin.math.dmswwu>
Source record: 244680

AMCGDOS is the official GDOS version from Atari Germany (they bought a license from the author: Arnd Beissner, Scharnhorststr. 76, D-4400 Muenster). AMCGDOS is free except for commercial use. Usage is absolutely identical to the original GDOS. Drivers and fonts should be available at your local dealer.

Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
email: ONM07@DMSWWU1A.BITNET

587. GNU C vs. G++

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 08:15:06 UTC
From: schiers@imdm.uke.uni-hamburg.dbp.DE
Message-ID: <626
Source record: 244681

in article <25724@brunix.UUCP> Rob Demillo writes:

> gcc - this is GNU's public domain C++ compiler.

As far as I know, and I have a running version of it, GCC is a
(maybe only nearly) ANSI compatible C compiler. The C++ compiler
you mentioned, and which I have also running is called G++ and
a little bit buggy. Both compiler are planed to be merged, but
I haven't heared that this already happened.

> The extensions are
> in the areas of Object Oriented Programming (OOPS)
> Systems. (MODULA is such a language.)

I think you mean SIMULA, since MODULA(-2) is not a object oriented language,
but SIMULA is, or Smalltalk-80.

Carsten.

Carsten Schiers

DFNet: schiers@imdm.uke.uni-hamburg.dbp.de
Usenet: unido!imdm.uke.uni-hamburg.dbp.de!schiers
Bitnet: schiers%imdm.uke.uni-hamburg.dbp.de@dfngate
Internet: schiers%imdm.uke.uni-hamburg.dbp.de@relay.cs.net

588. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 09:15:19 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2449@sactoh0.UUCP>
Source record: 244682

In article <111500081@uxa.cso.uiuc.edu>, glk01126@uxa.cso.uiuc.edu writes:
>
>
> I am looking for data pertaining to the longitude and latitude of as
> many cities in the world as possible in order to write an
> astrological plotting program. Does anyone know where I may
> find them or could someone possibly send them?
>

The program, Atari Planetarium is an excellent source for longitude
and latitude data, is gives locations to quite a number of cities
around the world.

It also gives you celestial coordinates for selected stars.

Anyone know the coordinates for Sacramento, CA?

Ja ne,
Shinobu

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

589. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 13:44:50 UTC
From: pritchaj@thor.acc.stolaf.edu
Message-ID: <10652@thor.acc.stolaf.edu>
Source record: 244683

As a college (like most) that spends time every year trying to guess what platform to place out on campus, I can tell you that the proposal could not fly here. I like my ST. The price//performance ratio is great and I can amaze people here at Carleton with some of the things it can do, at the price it can do it for.

Right now, the Atari is a hackers company and the ST is a hacker's machine. One of the major criteria here is company support and reputation. Atari's troubles in both areas would be enough to throw out any proposal. Another area that the ST would have trouble in is networking. Most colleges consider a machines ability to fit into future networking (ethernet, primarily). Yes, the Atari can be 'made' to do a lot of things, but I would not think there would be very many computer center staffs willing to support that type of environment. If Atari were to concentrate on the Educational Market and prove that it would support the colleges, then OK. But right now, IBM, Apple, and HP are the major players in the market, with Commodore beginning to show more interest (and support). Atari is making business decisions that may be good for the company, but it just happens that they are un-fortunate for educational institutions.

Like Richard, I am always looking. The longer it takes for Atari to move on from the ST in the US, the more USers they will lose to others.

John Pritchard
jpritcha@carleton.edu (internet)

590. RE: GIF file viewer source code

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 14:01:44 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <9001190816.AA12558@ucbvax.Berkeley.EDU>
Source record: 244684

> Hi. I looking for source code for a GIF file viewer. Any kind of source
> would be fine (C, Pascal, Assembly, etc.). I would like to work on a
> GIF file viewer for a mainframe system and I need some help. I have the
> GIF doc file that describes the file format, but I don't know about the
> LZW compression used within the file. Any help would be apprciated!
>
> Bruce Blanar
> BGB100@PSUVM.bitnet

A recent issue of "Doctor Dobb's Journal" (don't remember the date) had
a reasonably good description of LZW compression, with code. Check your
library.

You could also look at Unix compress, since it uses LZW. If your site doesn't
have source, check out the nearest comp.sources.unix archive.

--
JANET: malcolm@uk.ac.clp
Elsewhere: malcolm@clp.ac.uk

591. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 14:46:47 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <3984@jhunix.HCF.JHU.EDU>
Source record: 244685

I think we should sell ST's to college students as just plain word processors. I am a creative writing major, and I know that dozens of writing majors buy Macintosh computers every year because they like the easy mouse interface. I suppose that they think the ridiculously long time it takes for the Imagewriters the buy to print is normal, as well as the price they pay. If they had ever seen an Atari ST, and were informed of the student price of WordPerfect, I think it would be dozens of easy sales over the course of a month.

Eric

592. Re: VIP Professional, Streaks on the screen

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 15:06:07 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1908@laura.UUCP>
Source record: 244618

In article <90Jan16.202216est.57898@ugw.utcs.utoronto.ca> FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes:
>I'm running VIP on a Mega 2, mono screen, and the display gets horizontal
> streaks at random places. I dimly remember this as being related to the
> blitter, but turning it off has no effect. Any ideas from net land?
> Peter

Hmm, do you have GDOS (or equivalent) loaded? Without GDOS VIP
runs quite fine on my ST (except that it is awfully slow, as we
all know).

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

593. Re: Laser C vs Mark Williams

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 15:29:27 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <19931@watdragon.waterloo.edu>
Source record: 244686

In article <90Jan16.201856est.57892@ugw.utcs.utoronto.ca> FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes:
>Not to start a flame war, but would someone care to comment on the relative
> merits of Laser C and Mark Williams? I'd like to use the C compiler not only
> for program development on the ST, but also as a cross development tool for
> 68000 single board computers. I would expect Mark Williams can do this, being
> closely related to Unix, but can Laser C?
>The ad on the box for Laser C promises fast compile times, but there's often
> a lot more to the story than the stuff on the box....
> Thanks for the help.
> Peter

Although I haven't had any significant usage of Laser, I have used MWC extensivly and have been very pleased with it. My understanding (from other people's benchmarks) is that Laser compiles faster than MWC but the final code from MWC runs faster. I can't confirm or deny this myself (I believe the benchmarks were in an ST-Log or Start or some other magazine.)

One thing I can say for sure, MWC has some of the best reference docs I have ever seen. (Although they may be confusing if you don't already know C and want a tutorial.)

Steven W. Klassen
Computer Science Major
University of Waterloo

594. Re: Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 15:42:24 UTC
From: covertr@force.UUCP
Message-ID: <481c3cf6.14a1f@force.UUCP>
Source record: 244687

I am really amazed by the total gall of some people. This guy is asking a lot
of bucks for a used machine. What with the STe coming out (at least in Canada)
used 1040STs are going to sell for a dime a dozen!.

In article <10630@thor.acc.stolaf.edu>, pritchaj@thor.acc.stolaf.edu (John Pritchard)
writes:
>
> Atari 1040ST computer for sale
> ------------------------------
>
> Don't let the name fool ya, this is a heck of a machine.
^^^^^^^^^^^^^^^^^^
Right, until you can buy a 1040STe that is!!

>
> --1 meg RAM, expandable to 4 megs
^^^^^^^^^^^^^
Geez, that is standard in a 1040ST!

>
> --built in ports for modem, printer, ext. hard drive, ext. floppy
> drive, MIDI in/out (great for MIDI people)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Oh boy, more standard features!

>
> --internal 800K 3.5" floppy drive
^^^^^^^^^^^^^^^^^^^^^^^
Well, at least the guy didn't strip out the floppy drive!

>
> --COLOR Monitor
^^^^^^^^^^^^^
Hot damn, a color monitor!! I wonder if it is the Atari or some
cheaper Thompson type monitor.

>
> --external 50 meg hard drive
^^^^^^^^^^^^^^^^^^^^^^^^^^^
Oh boy, again no details. How old is the drive?? what was it used for??
Who made it?? Which host adapter and controller is in it??
Does it even work?? Heck, Jack doesn't say a "working" drive, just a drive.

>
> --image scanner that attaches to most popular printers
^^^^^^^^^^^^^^^^^^^^^

Oh good, a $100 item. Really adds value to this system!

>
> --manuals and cables for everything
>
> --system is mouse-based -- similar to a Mac in operation.
>
> --great color graphics on this thing. Mac-heads may not care about
> this, but people with vision love it.
>
> --includes heaps of software for word processing, desktop publishing,
> graphics applications, music, MIDI, games.
^^^^^^^^^^^^^^^^
Would be nice if Jack said which software he is including. Or does Jack simply
mean that lots of SW is available?

>
> --with a little extra hardware, this computer can run Mac software
> faster than a Mac SE, and PC software faster than an IBM AT.
^^^^^^^^^^^^^^
Well, let's see. Spectre 128 = $170, MAC 128K ROMS = $150 total = $329
Spectre GCR = $299 MAC 128K ROMS = $150 Total = $449
PC DITTO II = $300

>
> --Dealer and user support in Mpls/St. Paul and all other large cities
^^
Jack, is that a promise?? Have you investigated " all other large cities"?
How can you make such a statement? Especially to "comp.sys.atari.st"!

>
> Please help a semi-impoverished college student survive!
^^^^^^^^^^^^^^^^^
Sounds more like a Used Car SalesSlime to me! If Jack can sell this 1040ST
for $1500 I should let him sell my 3 year old 520ST also!! Heck, I have
upped it to 1 meg, it has a color monitor, and an 85 meg drive. So, I should
get $1500 for it, right??

> This entire system for sale for the amazingly low price of $1500.
^^^^^^^^^
Oh wow!! And after you pay Jack $1500 I have a bridge to sell you!

> (Any reasonable offers will be considered, of course)
>
> Jack Nutting
> c/o Carleton College
> Northfield, MN 55057
> (507)663-4613

Gowd, I can't believe this. I can buy a brand new 1040ST with color monitor
for about $800, and get a brand new 85 meg FAST FAST (28 ms) hard drive
from TOAD COMPUTERS for about $709. And if you wait a couple of months you

will be able to buy a new 1040STe for the same price.

My feeling is that a used ST is worth at max 50 cents on the dollar versus a new ST. So, I wouldn't offer this guy more then $700-$800 for his system, including the color monitor and the hard drive..

Another thing, whhy did Jack go into so much detail describing basic features of the ST?? Doesn't Jack realize that this is "comp.sys.atari.st"? What does Jack think, that we don't know what a 1040ST is?

A shorter ad would read:

Used 1040ST, color monitor, printhead image scanner, 50 meg hard drive
With manuals
$800.

See, 3 lines says it all.

People like Jack should read more articles from this newsgroup before posting. A small little ad is more effective then this long bloated ad!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

595. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 15:49:56 UTC
From: covertr@force.UUCP
Message-ID: <481c43b5.14a1f@force.UUCP>
Source record: 244688

In article <1990Jan17.154602.19880@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
> 2)I like Mark Williams C. The non machine-specific parts are pretty K&R
> compliant. The library is very UNIX-like. The support people are great if
> you phone (don't write--they answer in 3 months). The compiler is said to be
> derived from pcc. The source and machine language debuggers work well.
> Steve J.

I too like MWC. I have been using it for 3 years now. MWC does require a hard drive, but any serious programmer is going to have a hard drive anyway. And as I use UNIX at work, I fit very well with MWC's msh.

And the best thing about MWC is its manual. I am still learning things from it. Also, MWC has an 800 technical support phone number (though I don't remember it right now). MWC has always been very helpful in answering my technical questions.

Plus, you can buy the source code to the MWC Libraries. So, you can see what the differences between malloc() and Malloc() are!

So, if you are a UNIX programmer I would recommend MWC. If you are a novice C coder or just have a floppy drive I would recommend Laser C.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

596. Re: Re^2: MIXED

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 16:17:00 UTC
From: mts10271@uxa.cso.uiuc.edu
Message-ID: <111500082@uxa.cso.uiuc.edu>
Source record: 244689

Could someone please post some more info. on the overscan program? What is the difference between this and the hardware overscan (different resolutions, compatibility, etc.)? Where is it available? I have been thinking about doing the hardware hack for some time now, and would be very interested in a easier software solution. Thanks.

Mike Stepniczka
mts10271@uxa.cso.uiuc.edu

597. Help needed in writting my debugger

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 16:34:35 UTC
From: bds@lzaz.ATT.COM
Message-ID: <913@lzaz.ATT.COM>
Source record: 244690

I'm attempting to port my Minix debugger to TOS, and I'm having a difficulty
that perhaps some TOS guru can quickly identify for me. Consider the
following pseudo-code fragment (taken from memory):

```
Pexec(LOAD-DON'T-GO,...)
move user stack to static buffer
Pexec(GO,...)
Cconws("Program terminated.")
...
```

This code works fine: program starts up, proceeds until requested to exit.
Now consider the following:

```
Pexec(LOAD-DON'T-GO,...)
save registers and insert breakpoint at start of loaded program
move user stack to static buffer
Pexec(GO,...)
Cconws("Program terminated.")
...
break entrypoint :
Save registers and restore debugger's registers
...
return to process entry point:
Save registers and restore process's registers
RTE
```

(I've ommitted obvious details like setting up vectors etc. I'm using
a trap #0 instruction for the breakpoint.)
The above code works great (breakpoint hit, additional breakpoints can
be set, process can be single stepped, etc.) but when I "continue" the
child process the system locks up at the point that the child should exit:
i.e. in Pterm() (and no "Program terminated" message is seen).
Since I'm using a local stack arena to do the Pexec (which shouldn't
get trashed), and the process executes just fine after returning from the
debugger, I don't understand the lock up at all. The test program can be
as simple as:
main() { Pterm0(); }
I've also tried calling a C function that in turn did the Pexec
(to make sure the base register was set up correctly). Any suggestions?

598. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 16:37:19 UTC
From: nelson@kodak.UUCP
Message-ID: <2277@kodak.UUCP>
Source record: 244691

AvantGarde posted a message on CompuServe on 1/17 saying that many of the boards they shipped were DOA due to a bad chip. They are working with their manufacturer to come up with a (hopefully painless) solution.

They've sure had a run of bad luck!

Bruce Nelson

599. Re: Anyone seen a program called IMGCAT?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 16:47:52 UTC
From: nelson@kodak.UUCP
Message-ID: <2278@kodak.UUCP>
Source record: 244692

IMGCAT, as well as a dozen other excellent shareware programs are available
from Chet Walters, POB 45, Girard, Ohio 44420.

Demo versions of some of the programs are available, and I can post some
to the binaries group if there's no objection.

I don't have the titles right here, but the programs are:
Catalog IMG Files
Catalog Degas, Neo, Tiny files
Catalog PrintMaster files
Convert PrintMaster files to Degas (puts 40 icons on one screen)
Stitch-X - converts Degas pix to cross-stitch patterns

and a bunch of others. They are all of excellent quality. You won't be sorry
if you plunk down some cash sight-unseen for IMGCAT and the NeoStag (his
user's group) utilities disk.

Bruce Nelson

600. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 17:16:24 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25B5F9E8.29619@maccs.dcss.mcmaster.ca>
Source record: 244693

In article <1990Jan17.065533.601@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <25723@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>>
>>Yeah. And with any luck they'll *all* go out of business. Piracy
>>has almost killed Atari...that's all that's needed is a thinly
>>veiled software "rental" place.
>
>Needless to say, it's extremely rude to call some people pirates
>because they rent software. Libraries rent books, video stores rent
>movies. Video stores rent Nintendo carts, which contain software.
>

I think Mr. Demillo has a very valid point there. Besides the 3 Atari dealers we have in this city of approx. 300K, we have a few MIDI dealers, and another dealer who does not carry the Atari line anymore. It is known as a Computer/Electronics/Software rental store. I think that is their term for "We pirate while you wait." I've been there and seen first hand how people who work there make copies of software either for themselves or friends.

Thankfully, Atari refused his request to become a dealer, and his stock of ST software is abysmally small.

>In short -- piracy is an issue you deal with by educating users, not
>by insulting legitimate businesses.
>

This works on some people, and on some it doesn't. The people that pirate in spite of anything you tell them are beyond hope. I don't know how to convince them to stop.

>[...]
>Greg Lindahl
>gl8f@virginia.edu Astrophysicists for Choice.

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

601. Re: HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 17:22:21 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1430@engage.enet.dec.com>
Source record: 244694

In article <7457@chaph.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes...
...
> I am building a drive for my ST: I am using an old xt case w/ 63 wattt
...
>from the host controller. The problem is, when the software scans for a SCSI
>device (the Quantum has an imbedded SCSI controller), it cannot find any SCSI

Are you sure that the 12v portion of the power supply is sufficiant for the drive? Does it sound like the drive spun up? You could check the 12v and 5v supplies at the drive.

Try replacing the SCSI cable and/or ohm it out for continuity and shorts. Even if it ohms out ok the connections at the connectors may make and break when the cable is move. Meaning, replacing the cable is the only sure test.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

602. Help with Sozobon / Cure & thanks

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 17:25:23 UTC
From: T6M-RIIT@FINTUVM.BITNET
Message-ID: <1038T6M-RIIT@FINTUVM>
Source record: 244637

Thanx ..

. everybody who replied to my plea for help with Sozobon (Andreas, Barry, Gregory, Bill, Steve and anybody else who couldn't reach me in time).

As most of you correctly pointed out, PCommand really was the evil part, probably turning all lower case stuff upper thus ruining the commands. Should've tried Gulam in the first place but PCommand seemed easier... Well, you get what you ask for...

I didn't quite get the makefile format yet but I guess it'll be found - at least the stuff works now. I compiled hello.c very successfully and tried also the quix (comp.sources.atari.st) source - went down OK.

Thanks again.. see ya!

- Jari

Jari Riitala email: still for a few months T6M-RIIT@MAMMUTTI@UTU.FI
already now JRIITALA@KONTU.UTU.FI
snail: Kuusiharjunkatu
20660 Littoinen
Finland

'We've got nothing to fear but the fear itself'
- Neil Peart of Rush (The Weapon)

---

603. FSF Anouncement (was Re: GNU and the ST)

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 17:57:41 UTC
From: canada@crash.cts.com
Message-ID: <1219@crash.cts.com>
Source record: 244695

Actually, I've been meaning to post the following request for a while but I forgot... Richard Covert's posting jogged my memory.

I've been writing for the FSF for 2 years now (GAWK manual, GNU operating system manual, BASH manual) and all that time was using an Atari ST to do the writing (and the corresponding testing of the FSF software). Until a couple of months ago, fellow FSF'rs would look at me incredulously when I told them I was using an ST to do the work. They wanted to know when I was going to buckle down and get a ``real'' machine. Well, that was before they realized that I was using GNU Emacs ON AN ST!!

The Free Software Foundation has now discovered the power of an Atari ST and they are amazed and pleased. They are especially pleased to discover (to their *great* amazement) that most of the FSF software has been ported to the ST. Everyone has been especially pleased with the quality of the ports.

Richard Stallman asked me if I would make the following announcement:

If you have ported any Free Software Foundation to the Atari ST line of machines, and you would like to see that software *officially distributed* by the Free Software Foundation, then please write to rms@wheaties.ai.mit.edu. Send a copy of your ported software and a letter requesting inclusion into the standard distribution (or mention this announcement).

What do you ``get'' from having your software officially distributed? The ``fame'' and the ``glory'', :-); as well, it becomes easier for you to update your version because you will get updates ``first''.

If you are interested, then I encourage you to write rms. I am pleased to see the ST finally recognized (and amused -- 2 years!!). The quality of the ST ports is one of the (perhaps *the*) highest of all of the independent ports of FSF software.

VOLUNTEER WANTED: As well, I am looking for volunteers interested in porting the Bourne Again SHell (BASH) to the Atari ST. Brian Fox, author of the BASH shell, is impressed with the amount of FSF stuff available for the ST and has offered to assist anyone wanting to port BASH to the ST. I'm currently writing the manual for BASH, and I must say that it is a pretty good shell (combines the best of Bourne and Csh, with bits of Korn thrown in). If you are interested in the ``job'', please send me (Diane Close) e-mail.
--
Diane Barlow Close
{nosc, ucsd}!crash!canada

canada@crash.cts.com
Free Canada -- Trade Mulroney

604. TOS executable file format

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:05:27 UTC
From: mtp@ukc.ac.uk
Message-ID: <3651@harrier.ukc.ac.uk>
Source record: 244632

Does anyone know the exact format of executable files? The initial 20 or so bytes are easy to decypher but I cannot find any information on the layout of the symbol table and especially the relocation information.

I am trying to make a program to run TOS executables from within MINIX which looks fairly easy except for actually producing an executable image in memory from a mysterious .ttp file.

Any information would be usefull.

Matthew

605. GNU-Emacs 18.55, binary patch #1

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:09:04 UTC
From: roeder@sbsvax.UUCP
Message-ID: <2231@sbsvax.UUCP>
Source record: 244629

```
/*
[Please don't ask me where emacs is, it's posted and will come soon!]

This is the first (binary) patch to my last release of GNU-Emacs for the st.
Yesterday i discovered this nasty little bug in the timer routines for emacs
and i found a rather short solution to patch it.
Although you might not have received the posting yet, please keep the
appended little C-program. Then after you got the posted version of temacs
compile it and run without parameters to patch temacs.
The corrected bug may never hit you (it's hard to reproduce and *very* time
critical), but if it does, hours of work may be lost.

- Edgar
*/

#include <osbind.h>

main()
{
int fd;
short patch_area[16];

if((fd = Fopen("temacs",2)) < 0) Pterm(1);
Fseek(232092L, fd, 0);
Fread(fd, 28, patch_area+1);
patch_area[0] = 0x40E7;
patch_area[15] = 0x4E77;
Fseek(-28L, fd, 1);
Fwrite(fd, 32, patch_area);
Fclose(fd);
}
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'
```

606. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:10:45 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1222@lzsc.ATT.COM>
Source record: 244696

In article <16687@laurel.athertn.Atherton.COM>, alex@athertn.Atherton.COM (Alex Leavens) writes:
> made to Malloc(), which is good, since Malloc() will
> fail after some fixed (albeit large) number of calls.
> (The Malloc() call limit can be raised by using
>
> I ran into this problem myself in a program I'm writing; I was
> doing _lots_ of little malloc()'s (roughly 1K each), and I was

I found in MWC , using TOS 1.4 that there are still only a small finite number of Malloc calls allowed (20 min, 32 max).

What MWC did is make the clicksize, that is the size asked for from Malloc user adjustable.

When I ported STEVIE to the ST, I first find out how large the file is, and set the clicksize to about 1/16 of that size. Then malloc() calls Malloc only about 16 times. Works great.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

607. Re: Drive question

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:16:57 UTC
From: csko@cybaswan.UUCP
Message-ID: <1343@cybaswan.UUCP>
Source record: 244697

In article <5948@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
>In article <1871@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>>I have had this weird quirk in my ST system ever since I got it (3 years ago)
>>and I am wondering if it is normal. I have a 520 ST, a single sided disk and
>
>It is.
>
>>a double sided disk. The double sided disk is drive A and the single sided
>>disk is drive B. Whenever I access drive A, drive B spins also. Should this
>>be? Is this harmful? The drive light on B does not come on, but if I have a
>>disk in there, I can hear it spinning. If I access drive B, drive A does not
>>spin. Anyone know what is going on?
>>
>>= Andrew Krieg The Marvel Historian =

It happens to me as well, but its the other way round. ie.
access B --> A spins, access A --> B doesn't spin.

>Nothing to worry about; that's what they all do.
>

I'm not particularly worried about it and I haven't had any problem for the
last 3 years. But the annoying thing is that my A drive is the SF514 which
is 10 times nosier than the B drive which is a cheap 3rd party mechanism.

Just wondering, is this phenomenon by any chance the result of the fact
both drives are sharing the same power supply? or may be because they
are (not properly) daisy-chained?

>Why, I don't know.
>
>Mike

608. Re: SWITCHBACK

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:17:18 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1223@lzsc.ATT.COM>
Source record: 244698

In article <1924@uwm.edu>, sinner@csd4.csd.uwm.edu (Ken E Sinner) writes:
> I am seeking information from users of a product called SWITCHBACK,
> made by a company called Alpha Systems. Specifically, what programs
> work with it, and which don't?

All my programs work with it.

Switchback sets up an interrupt from the line printer port. When the button
is pressed is activates a TSR program that saves the WHOLE ram image, and
allows it to be restored.

Programs that will fail to work with it either:
1. have been cludged to screw the printer port to do in Switchback OR
2. load into all of memory. Thus a Game the you BOOT never gets to TOS
and never gets the TSR program loaded.

Most if not all copy-protect schemes deal with loading and starting the
program. Once they are running, the key disk is not required.
Thus Switchback works well, as it saves the running program after the
copy protection testing phase.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

609. AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:26:35 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1102@carroll1.cc.edu>
Source record: 244699

This was probably already mentioned, but is there an ftp site where
I can get AMCGDOS and fonts/drivers? I think it's PD, right?

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186
I'm looking for Tom Brown, Chem. Eng. major at UofIL, Junior. Tell him to call

610. gulam ls bug?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 18:59:21 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18601@dartvax.Dartmouth.EDU>
Source record: 244700

I have been cataloging my disks with gulam and have run into what seems to be a problem with the 'ls' command. When I do an 'ls -R' it works sometimes then hangs. Any clues. I'm runing foldr200.prg and using an ICD controller.

Sinc,
Clark

611. Re: HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 19:46:05 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <661@watserv1.waterloo.edu>
Source record: 244601

In article <7457@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> HELP!
>
> I am building a drive for my ST: I am using an old xt case w/ 63 wattt
>power supply, Quantum Prodrive80, and an ICD host controller. I have assembled
>the unit; the drive powers up and the ICD format software boots the clock info
>from the host controller. The problem is, when the software scans for a SCSI
>device (the Quantum has an imbedded SCSI controller), it cannot find any SCSI
>devices. I know the drive works because I had a friend format it on a MacII
>and run a surface scan (and found NO errors). Can anyone think of a reasonable
>reason why the drive should not respond?

From what I gather it sounds like you may have your device ID set wrong on the
hard drive itself. Make sure its set for drive 0, as most drives start there.
Your software on the ICD host adapter at the bottom right hand corner tells
you what device # your give to your drive. I think it starts at 1. Regardless
just reread everything on the Device ID in the software manual. Also SCSI
imbedded drives have to use the SCSI drivers made specifically for this drive.
It doesnt work the same as the regular hard drives that come with external
controllers, from what Ive heard. So call ICD Technical Support and they
will give more help as well. Sometimes if its not an ID or Driver problem,
look at your cabling and make sure you have hooked up J0 on the host with
your hard drive, and not J1 as so many mistakenly do. Last of all if all
else fails reconnect all cables, making sure for proper connection.

Dave Tomesch, PS. Tell ICD Mr. Fusion sent you! Ask for Howard.
"Never say Never"

612. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:08:32 UTC
From: lsr@Apple.COM
Message-ID: <6251@internal.Apple.COM>
Source record: 244602

In article <18107@umn-cs.CS.UMN.EDU> davidli@umn-cs.CS.UMN.EDU (David Paschall-Zimbel) writes:
> Now let's see, what sort of video display unit do we need? 16 million colors
> displayed simultaneously would imply 16 million pixels, or a resolution of
> 16000 x 1000 pixels, or 8000 x 2000 pixels, or 4000 x 4000 pixels.

This is a stupid line of reasoning. The purpose of a graphics system that can display 16 million colors is so that you can display full color images without having to resort to dithering, custom color tables, etc. One doesn't need to show all 16 million colors at the same time, as long as you can make each pixel on the screen any color you want.

Also, you can get graphics cards that provide 16 million colors on a 640x480 screen for about $800-900. So a 24-bit color Mac II can be had of a reasonable price.

613. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:13:20 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <664@watserv1.waterloo.edu>
Source record: 244603

>Right now, the Atari is a hackers company and the ST is a hacker's machine.
>One of the major criteria here is company support and reputation. Atari's
>troubles in both areas would be enough to throw out any proposal. Another
>area that the ST would have trouble in is networking. Most colleges consider
>a machines ability to fit into future networking (ethernet, primarily). Yes,
>the Atari can be 'made' to do a lot of things, but I would not think there
>would be very many computer center staffs willing to support that type of
>environment. If Atari were to concentrate on the Educational Market and
>prove that it would support the colleges, then OK. But right now, IBM,
>Apple, and HP are the major players in the market, with Commodore beginning
>to show more interest (and support). Atari is making business decisions
>that may be good for the company, but it just happens that they are un-
>fortunate for educational institutions.

Well good news for you then. StarTrak a local company is working on a fast
multi-Dma newtworking for the ST that is lowcost (100 or less,thereabout).
The way it works is several STs can be hooked up together to one Hard Drive.
(Eg. I have a 250MEG hard drive that I want Two STs to access simultaneously,
or as close to simultaneous as I can get. One ST runs a BBS the other is
use for professional programming, yet both use the Hard drive info at the
same time.) This has already been accomplised no big feat! However after
several years of research and totally wiping out several 16 meg partitions
in the process, I have come out with a way to do it cost effective and
yet Multi-DMA. If all goes well, I will finish writing it in assembler
and it will be available to the public. The reason it can be considered
a networking feature is that all rs232 ports can be used at the same time.
An interesting side-kick to all this was I had Two BBS's running off of
one Hard drive at the same time. When one person finished writing his
message the other person on the other line could read his message he just
saved one second earlier, kinda wierd when you see it work. There are
other similar systems but I have never heard of any Multi-Dma type before.

If anyone is interested call me voice sometime. I wont tell you how I
managed to do it but Ill give you more info on availability.

Dave Tomesch , Super BBS (519) 749-1206, voice (519) 749-0757.
"A view to a Kill, a good James Bond Movie"

614. Re: HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:25:14 UTC
From: hyc@terminator.cc.umich.edu
Message-ID: <1990Jan18.202514.19205@terminator.cc.umich.edu>
Source record: 244604

Make sure you've set the jumper to disable parity. I don't have a manual handy, so I don't remember which pin it is, but I had this exact same problem with my Quantum when first trying to install it. The ST doesn't use parity on the SCSI bus, but many devices have parity enabled by default.

--
/
/_ , ,_. Howard Chu
/ /(_/(__ University of Michigan
/ Computing Center College of LS&A

615. ST pictures on laser printers

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:30:58 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <33376@watmath.waterloo.edu>
Source record: 244605

Does any one know of a program to dump Degas, Neo, or other format colour ST pictures to a laser printer?

Since a laser printer has higher resolution, it should be possible to get a better quality picture than from a dot-matrix printer by simulating a larger grey scale.

Also, are there utilities to print ST pictures, DTP pages, or other ST graphic output using a UNIX mainframe to an imagen300 or postscript laser writer.

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

616. Atari 1040ST + COlor Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:38:12 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2642@cunixc.cc.columbia.edu>
Source record: 244606
Cross-posted to: misc.forsale,misc.misc,comp.sys.atari.st

6 months old Atari 1040ST...works perfectly...for sale. Upgrading to Mega2
or Mega 4. Need the money. Bought for about $950 6months ago. Selling for
$699. Since i will need the monitor with the next computer I can also sell
the ST alone for $499. (includes all original packing books disks and mouse)

Send email or call 212-749-1155 or 212-666-5555.

Imran Anwar

617. Book Publishing on Mega STs

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:42:23 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2643@cunixc.cc.columbia.edu>
Source record: 244607

I am upgrading to a Mega computer for a small book project. The hope is to publish a small book in A5 size (is that half of A4?) so that two pages per A4 sheet are printed out on the laser printer. Planned font is Avant Garde (Mac-like) or something similar.

What hardware software setup would do the job?

Thanks

Imran

618. Re: Larry's right!

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:51:22 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <18606@dartvax.Dartmouth.EDU>
Source record: 244608

ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:

<learned that the new Dartmouth students (freshmen) were
<being handed Macintoshes at registration. THey'd pick
<up their class schedule and a Mac Plus. THe cost
<was built into the tuition.. though one was not
<officially obligated to purchase a Mac.. 97% of the
<entering students in fact did go home with one...
<(perhaps a current Dartmouth student can confirm this).
<

You want a Dartmouth student to answer this? You must be kidding.
I am it. As far as I know I am the only person at Dartmouth (I am an employee)
that knows what a 1040st is. In fact the bookstore (remember it?) used to
carry Atari hardware and now they bairly have any software. There are two
shelves (sparse) for atari stuff (st and the 800) and 3 shelves for C64 stuff.

:(:(

I am not really picking on you Kevin... I am just frustrated here. I feel like
an island. I don't even know where to go to see a dealer.

And Kevin, if you come up for a reunion I can provide you internet access and
maybe a place to crash.

dav

P.S. To answer your question:
Yes, something like 97% of the students have macs. In fact, when I got here
I was told that because of the public clusters and machines in faculty offices
there are more macs at dartmouth than students. Something like 10% of the
students buy two macs by the time they graduate. (they can sell the old one
after 2 years).

619. Re: AES Command - APPL_FIND?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 20:55:13 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <19947@watdragon.waterloo.edu>
Source record: 244609

In article <89122504041917@masnet.uucp> nut@wet.uucp@canremote.uucp (nut@wet.UUCP) writes:
>Does anyone out there in netland know of the proper parameters to
>pass for the AES function APPL_FIND? I am a starving...

The format of the appl_find function is as follows:

```
int appl_find( name )
char name[9];
```

name is the name of the application you are trying to find, without the extension and all in upper-case letters. It is always 8 characters plus the final null character. (eg. if you are looking for 'example.prg' then name should point to the string "EXAMPLE ". (don't forget the blank character to pad it to 8 chars.)

This info is a paraphrased version of the description given in the Mark Williams C Manual.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

620. Re: Empire for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 21:01:31 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <19948@watdragon.waterloo.edu>
Source record: 244610

In article <6431@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Andy Burnett) writes:
>
> Is there a version of the game 'empire' available for the ST? I have checked
>a few anonymous ftp sites, but have thus far come up empty handed. If it is out
>there, is it PD? Could some kind soul please e-mail me some info on this?
>
>Thanks in advance,
>

I don't know of a public domain one, but I do know of a commercial one
(I have it!).

It's called 'Empire' (of course) and is made by Interstel. The address
in the docs is as follows:

Interstel Corporation
P.O. Box 57825
Webster, TX 77598 (USA)
ph. (713)486-4163

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

621. Re: Laser C vs Mark Williams

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 21:15:24 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <722@nikhefh.nikhef.nl>
Source record: 244633

I have used neither, but I do now that any program compiled with Laser C crashes on my systems because of an innocent program in my autofolder which translates bombs into readable messages and is perfectly legal. Dunno what they do in their start-up code, but it ain't pretty.

On a related note, does anyone know why all compiled GFA-2 basic programs hang the machine when executed from a shell (my shell?) about 2 times out of three?

Geert Jan van Oldenborgh

622. Re: For Sale: 1040ST w/Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 21:34:41 UTC
From: daved@cscnj.csc.COM
Message-ID: <638@cscnj.csc.COM>
Source record: 244611
Cross-posted to: comp.sys.atari.st,misc.forsale

In article <635@cscnj.csc.COM>, daved@cscnj.csc.COM (Dave Douglass) writes:
>
> Atari 1040ST/Spectre 128 System Package $875 firm
>

The system has been sold. Thanks to all who responded.

--

Dave Douglass Computer Sciences Corporation Piscataway, NJ 08854
....!rutgers.rutgers.edu!cscnj!daved

623. IBM PC / ATARI ST Disk Screwed Up

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 21:58:49 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2646@cunixc.cc.columbia.edu>
Source record: 244612
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Here is a simple problem :-)

I use an Atari 1040 ST on which I can prepare and save text files on PC format 720K 3.5" disks. These I take to school and use them in the NCR PCs there for printouts as I have no printer :-(

Recently the school added some HP PCs with 1.4M 3.5" floppies. There seems to be a compatibility problem as the 1.44M drives do not read 720K floppies made on the NCR PC compatibles (or my Atari ST).

One of the staff there solved the problem by "Formatting a Low Density 3.5" Disk on a High Density Drive" command available in the menu. Sure enough, the floppy formatted as 720K on the 1.4M machine worked fine on the 720K drives including my Atari ST drive.

So I spent the whole night typing some reports and saved them on this floppy. The next day, at school, I had to use the 1.4M drive PC as that is the one connected to a Laserprinter. But, surprise, that very drive that had formatted the disk showed it to be blank (even though the files showed up on the 720K drive PCs). It simply said, File Not Found.

What could be the problem?

But wait. That is not all :-(. I then typed a small note on the PC and when I tried saving it on my disk I got a Disk Error 27. Checking the disk on a 720K drive showed that the directory had been corrupted. Some of the files I had created just did not exist anymore :-{. Also the bytes remaining number showed up as ^&%#$&($&*$&) or something. And a few files with similar garbage names showed up. But when I tried to delete or open them they were "not found".

I took the disk home and used a disk doctor type program to read the sectors. I found that most of the matter for my files was still there on disk eg from Sector 118-120, #140-149 etc. Also, the program has an option to recover files accidentally deleted by making their names again visible in the directory. But this program failed to do so. Checking the first few sectors of the disk showed that: Names of exisitng files are saved on those sectors, names of files delete d by me show up but with a Hex E5 replacing the first letter of the file name, but the names of my three lost files donot show up at all. Hence the program cannot recover them.

My question(s). Any idea of what could have happened? Solution?

Also, is there any PC utility I can use that helps recreate files simply by allowing sectors to be linked even if the filename is missing from directory?

Any help will be appreciated. I also wonder if other people have had this problem.

Imran Anwar

624. Re: Atari dealers in New England ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 21:59:21 UTC
From: rjd@cs.brown.edu
Message-ID: <25904@brunix.UUCP>
Source record: 244613

In article <9001170806.AA27170@ucbvax.Berkeley.EDU> BALTUCH@BRANDEIS.BITNET (Jacob Baltuch) writes:
>Any Atari dealer left in New England (mostly Boston area) ?
> I'd even be ready to go as far as Providence or
>New Hampshire. Thanks.
>

In that case: there is a very "ok" one in Warwick, RI that I always go to. Software Connection. If you need specific details, email me. Also, I think there is one in Seekonk.

Good luck.

Also, try contacting the BCS, they'll know the dealers in the area.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

625. Jclock auto program fix (programming question)

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 22:00:46 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Jan18.220046.3795@sun.soe.clarkson.edu>
Source record: 244614

I have been using JCLOCK.PRG in my auto folder for quite a while, and I love
it. It's a corner clock that changes resolutions with you, a capslock
indicator and is easily enabled/disabled via key combos.
BUT I hate the fact that it waits for a return from the keyboard while booting.

I have disassembled it, and found where it input from the keyboard:

```
H42A:
move.w #7, -(a7) * 3F3C 0007
trap #1 * 4E41
addq.l #2, a7 * 548F
rts * 4E75
```

Quite straight forward. Push C_RAWCIN function call, call function,
then "tidy" stack and return.

I would like to change it to essentually:

```
H42A:
move.l d0, xxxxxxxx
rts
```

This would cause it to return with a "return." But my problem is that I
don't know what value is being returned for that key by the C_RAWCIN function.

Could someone CODE this little subroutine AND include the HEX so I can use
a disk editor to change it?

I will try to figure out how to post the result once I get it working.

AAron nAAs
opielask@clutx.clarkson.edu

626. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 22:04:37 UTC
From: rjd@cs.brown.edu
Message-ID: <25906@brunix.UUCP>
Source record: 244615

```
In article <4704.25b440a7@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
|In article <25724@brunix.UUCP|, rjd@cs.brown.edu (Rob Demillo) writes:
|[ some useful (and correct) information about GNU deleted ]
|| gcc - this is GNU's public domain C++ compiler.
|| (and on, and on, and on...)
|NO! What you describe is g++, GNU's version of C++, and not gcc.
|--
|Eric R. Smith email:

Ack! Eric is right! Forgive me Mostafa!

Everything I said is true of g++, not gcc. gcc is also by GNU, but
is a straight C compiler, as Eric pointed out.

Sorry about adding to the confusion...I should look
before I type...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"
```

627. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 22:28:00 UTC
From: rjd@cs.brown.edu
Message-ID: <25910@brunix.UUCP>
Source record: 244616

In article <1990Jan17.065533.601@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>In article <25723@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>>In article <2625@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>>>I know of only one place where ST s/ware rentals are possible......
>>>does anyone have a list of more places?
>>>Please email and oblige
>>
>>Yeah. And with any luck they'll *all* go out of business. Piracy
>>has almost killed Atari...that's all that's needed is a thinly
>>veiled software "rental" place.
>
>Needless to say, it's extremely rude to call some people pirates
>because they rent software. Libraries rent books, video stores rent
>movies. Video stores rent Nintendo carts, which contain software.
>

Sorry, Greg...I stand by my claim. And the Federal Trade Commission stands with me, I'm afraid. (As does STart, BYTE, PC Week, etc. They no longer accept advertising from software "rental" places.)

Your analogies do not hold. If books were as easy to copy as software, you can bet there would be similar complaints. In the early 80's, record rental places were outlawed by the FBI because of record piracy. In the latter half of the 80's, the same complaints led to delays on DAT recording media. Video rental stores were also under attack for copying, but as it is more difficult to copy a video tape (not everyone has two VCRs) the losses were considered minimal. Rental of Nintyendo game carts is legit since not that many people have ways of reading the ROMs or EPROMs, let alone copying them. If there was such a way, you can bet that you wouldn't be able to find Nintendo at your local video store.

Computer software is (currently) the *easiest* media to copy - and your copy is an *exact* duplicate, not some scratchy re-recording of a record. I have been to a total of 15-20 different software "rental" places, and *every* last one of them made no bones about the fact that "whatever you did with out their knowledge was none of their concern."

Frankly, Greg, I consider it *rude* to steal. I am a professional programmer, I work *hard* for my money. If I want to give away my code, fine...if some tries to "rent ity," I'd be on their back with a pack of lawyers. If you don't think piracy has wounded the software industry - look around.

Atari software, by the way, is acknowledged as being the hardest
hit. Atari roots are in gaming (regardless of what we all pretend),
and certain gamers (not all) find absolutely nothing wrong with "lending"
copies to their friends. And, if you can lend out "Joust,"
why not Lotus 1-2-3? Atari users even had access to "thru the mail"
software "rental" agencies. The user never even had to see the
owner of the store, let alone account for his/her actions.

>In short -- piracy is an issue you deal with by educating users, not
>by insulting legitimate businesses.

I agree completely. And don't believe I have insulted legitimate
businesses. If you want to see a piece of software run, go to
a store and ask the proprieter to start up a copy for you. I have
never been refused this request.

>
>Btw, gcc is not a C++ compiler. g++ is a C++ compiler. gcc's feature is
>that it's ANSI C.

Yup. You are quite right. I posted my apology earlier.

>
>Greg Lindahl
>gl8f@virginia.edu Astrophysicists for Choice.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

628. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 22:31:27 UTC
From: rjd@cs.brown.edu
Message-ID: <25911@brunix.UUCP>
Source record: 244617

In article <1990Jan17.154602.19880@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>The previous reply in this thread had an error and a statement I disagree with.
>1)gcc is the GNU C compiler. It's available for the Atari ST, and is compliant
>with the draft ANSI standard. There's also g++, the GNU C++ compiler, which
>is not C, and if it's }iavailable for the ST, that's very recent.

Yup. I f**ked up. Typed/read two c's when I was aiming for two +'s.
Again, my apologies. (Can I bow out of this gracefully now? Or does
someone else want to pipe up and point this out?)

>
>2)I like Mark Williams C.

OK. Like I said. I had no direct experience with MWC, just that two
friends who have it, have found problems with it.

> Steve J.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

629. Re: Does the `curses' package exist for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 23:05:59 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10690@stag.math.lsa.umich.edu>
Source record: 244619

Yep, there's a curses package on terminator. I used it with MWC,
so you should have no trouble with it. (Used it in my port of
Larn 12.0 from 'way back in 1987.)

And a reminder, gcc1.36 and just about all the other GNU project
stuff that Jwahar Bammi & others have worked on are also on
terminator for anonymous ftp'ing.
--
-=- PrayerMail: Send 100Mbits to holyghost@father.son[127.0.0.1]
and You Too can have a Personal Electronic Relationship with God!

630. Re: STE problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 23:12:42 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jan18.231242.15890@newcastle.ac.uk>
Source record: 244635

Would some kind person please post the fix for the STE medium res bug, I purchased my ST mail order in the UK and as such it will take ages to get the fix. Hell I didn't even get the new pallet utillity.I can't get either since I never recieved the UK language disk, this needs to be returned to ATARI UK for them to give me this program.

Can anyone help by posting or e-mailing these to me.

Thanks,

Dave H.

(d.c.halliday@newcastle.ac.uk)

631. Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1990-01-18 23:33:42 UTC
From: marauder@nadia.UUCP
Message-ID: <756@nadia.UUCP>
Source record: 244634

Somebody told me that MW has stopped development of MWC on the ST. Does anybody know if this is true ? I would hate it if there wouldn't be an ANSI version of MWC.

Stefan.

--
_ _ MAR-3H Marauder Don't leave your dropship without one !
/\V/\
8/"\8 "Everybody should have an opinion." (Carmen K.-S.)
^ ^ marauder@nadia.UUCP / ..!uunet!unido!nadia!marauder / ++49-711-252624

632. Re: INFO-ATARI16 Digest V90 #63

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 00:40:00 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <9001190819.AA12755@ucbvax.Berkeley.EDU>
Source record: 244620

There has been extensive discussions recently on selling the Atari computers in colleges. I hardly think that this is the forum for such discussions. If you're really so interested in selling ST's, get a job with Atari. Leave this group to its original purpose: ST programming and technical discussions.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

633. Re: IBM Floppies

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 00:48:43 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <9001190820.AA12795@ucbvax.Berkeley.EDU>
Source record: 244621

Rich Covert asked how to format 3.5" floppie's on the ST for compatibility with
with Apple File Transfer. I've found the best way to do this is to use the
Mac or a PC to format the floppy. The ST has always been able to read Mac
or PC formatted floppies for me. You can format MS-DOS floppies in Apple
File Exchange if you insert an unformatted floppy while in the program.
Just make sure you use a DSDD disk or else the Mac will format it at 1.44Mb.

I haven't had a chance to experiment with various ways of formatting with the
ST. I wonder if the twisted format that the Mega roms use would confuse
the Mac?

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

634. STE questions?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 00:51:31 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jan19.005131.16601@newcastle.ac.uk>
Source record: 244638

Question 1.

Are the SIMM modules in the STE of a standard type, as I have seen an ad for SIMM modules for these machines ...

Amstrad,AST,DELL,EPSON,EVEREX,HP,INTEL,IBM,SUN... etc of the following types.

```
Memory X bits Speed
---------------------------------
256Kx8 100ns or 80ns
256Kx9 100ns or 80ns or 60ns
1Mx8 100ns or 80ns or 70ns
1Mx9 100ns or 80ns or 70ns
4Mx8 80ns
4Mx9 80ns
```

So which of these are of use and how can I mix them. I know the STE has four SIMM slots. I think the 520STE (yes ATARI UK are shipping a 520 version) has boards in all slots (is this 128Kx8 ?). To install these I assume it is simply a case of plug in and go.

Question 2.

I have heard that the STE can access more memory than the ST. 8mb was quoted by a person at Third Coast. Is this correct? Does this meen that each of the SIMM slots is a seperate bank? Could I put 4 cards of 4Mx8 and get 16M of memory? So how does TOS 1.6 access its memory?

Question 3.

A FOFT (friend of a friend tale) has it that there are already two versions of the STE. One for the 520STE and one 1040STE. Is this true? If so why the difference?

The STE is a great machine and deserves to do well, anxiously looking forward to the TT. Keep up the good work Atari.

Dave H.

(d.c.halliday@newcastle.ac.uk)

635. Re: Atari dealers in New England ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 00:56:32 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <1300@husc6.harvard.edu>
Source record: 244622

A quick glance through the Boston Yellow Pages turned up:
Syntronics
466 Commonwealth Ave. (Kenmore Square)
266-5039
Perhaps there is more, but this place seems to specialize in Ataris
Nope, I've never been there myself.
Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

636. What do I need to use TEX?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 01:18:56 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <1301@husc6.harvard.edu>
Source record: 244623
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Hello, all. I am trying to get TEX working on my system. I got sttex.arc
(or was it texst.arc) from terminator, and was disappointed to discover
that it contained no docs. So now I need to know:
1)Which .arc or .zoo file contains the documentation?
2)What other files will I need to get TEX working?
3)Is it even feasible to use TEX on my system? (I have 1 meg, 720K
floppy, RGB monitor, and Deskjet. I know the Deskjet is no problem,
but the memory and disk space might be.)
Any help is much appreciated.

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

637. Re: Wordperfect for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 02:14:06 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <4732.25b6319e@uwovax.uwo.ca>
Source record: 244624

In article <1969@calvin.cs.mcgill.ca>, depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:
> If I knew that such a version was at least IN THE WORKS at Atari
> Development I would gobble up this ST version instantly, especially
> since I am such an ST patriot.. Does anyone have any news from the
> company?
>
> --
> S. Alan Ezust depeche@calvin.cs.mcgill.ca
> McGill University School of Computer Science - Montreal, Quebec, Canada
> If pro is the opposite of con, what's the opposite of progress?

Indications that I have been given from a friend whose relative works for Word Perfect are that we will not see a version of 5.0 for the ST. I would not hold my breath in view of the long time it took to first get a reasonable version of WP, and then to get a 'bug-free' version.

--
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

638. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 02:16:59 UTC
From: rs0@beach.cis.ufl.edu
Message-ID: <21830@uflorida.cis.ufl.EDU>
Source record: 244625

In article <111500081@uxa.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu writes:
> in order to write an astrological plotting program.
>
While we are on the subject, anyone know a _good_ book and/or a source of PD source code for doing basic natal chart calculations, especially planet positions and house cusps (under a variety of house systems). I though the ANTIC program wasn't accurate enough, and the one books I have is in BASIC and the code is quite spaggetti. Any help will be appeciated.

Thanks in advance!

--
* Bob Slaughter * This space for rent *
* InterNet#1: rs0@beach.cis.ufl.edu * Call 1-800-FOR-RENT *
* InterNet#2: Haldane@Pine.Circa.Ufl.Edu * Model Railroading *
* Bitnet: Haldane@UFPine * is Fun!! *

639. Gfa 3.0 help

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 02:20:12 UTC
From: skn@mentor.cc.purdue.edu
Message-ID: <6518@mentor.cc.purdue.edu>
Source record: 244626

I've got a question, about the FIELD command in GFA Basic 3.0.
I'm trying to use the FIELD command to save some strings of data.
Below is a section of code to save some strings.

```
' ********************************************************
OPEN "R",#1,"OBJECTS.DAT",5602
FIELD #1,1 AT(*vertices_adr),1 AT(*faces_adr),1600 AT(*x_vert_adr),1600
AT(*y_vert_adr),1600 AT(*z_vert_adr),200 AT(*point_a_adr),200 AT(*point_b_adr),200 AT
(*point_c_adr),200 AT(*face_color_adr)
FOR loop%=0 TO number_of_objects
vertices_adr=VARPTR(vertices|(loop%))
faces_adr=VARPTR(faces|(loop%))
x_vert_adr=VARPTR(x_vertice(loop%,1))
y_vert_adr=VARPTR(y_vertice(loop%,1))
z_vert_adr=VARPTR(z_vertice(loop%,1))
point_a_adr=VARPTR(point_a|(loop%,1))
point_b_adr=VARPTR(point_b|(loop%,1))
point_c_adr=VARPTR(point_c|(loop%,1))
face_color_adr=VARPTR(face_color|(loop%,1))
PUT #1
NEXT loop%
CLOSE #1
' ********************************************************
```

This code is suspose to create a file OBJECTS.DAT. This code
seems to work alright. The code to read in the data is the same
except instead of a PUT statement there is a GET statement. The
data read in is scrambled, if you have any suggestions it would
be a great help.

Thanks, Doug

640. Re: Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 03:17:39 UTC
From: movold@agnes.acc.stolaf.edu
Message-ID: <10681@thor.acc.stolaf.edu>
Source record: 244627

It is obvious to me that Jack is trying to sell to someone who knows nothing about how little ST hardware costs brand new. I mean, compared to a Mac, his system looks pretty cheap! I guess the big mystery is why would he post his ad in the ST section, where everyone already understands enough about the ST not to get tricked. Incidentally, I have discovered that Jack plans to buy an Amiga with his $1500 (laughter).
Alas, I too am selling my ST. Trying, that is. Please check message #13666 (fabulous number, isn't it) and tell me what you think of the price. It seemed like a bargain to me, perhaps I am just trying to sell too many things at once. Go ahead then, buy JUST what you WANT. Give me an offer. If I have anything left to sell by Tuesday, I will fall off the face of the EARTH!
-Erik Movold (unlucky devil?)

641. Re: HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 04:33:19 UTC
From: mgh1@cbnewsl.ATT.COM
Message-ID: <3729@cbnewsl.ATT.COM>
Source record: 244628

In article <7457@chaph.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> HELP!
>
> I am building a drive for my ST: I am using an old xt case w/ 63 wattt
> power supply, Quantum Prodrive80, and an ICD host controller. I have assembled
> the unit; the drive powers up and the ICD format software boots the clock info
> from the host controller. The problem is, when the software scans for a SCSI
> device (the Quantum has an imbedded SCSI controller), it cannot find any SCSI
> devices. I know the drive works because I had a friend format it on a MacII
> and run a surface scan (and found NO errors). Can anyone think of a reasonable
I also had similar problems setting up a ICD FA-ST Hard drive kit with the
Quantum 80. I contacted ICD on this and they said I needed newer software frfoom
ICD to format it. I then download the software from their board and sure
enough they had an option for the Quantum. Unfortunately, it did not work
either so I gave up on trying it. I have since adopted the Quantum on my Amiga
and substituted a Seagate 157n on the ICD FA-ST kit. I hope you have better
luck.....

_____ _____ Matthew G. Hetman
(/ / / / / / / ____ AT&T Bell Labs
/ / / _ / / /---/ / ____ _ __ (201) 386-7259
/ / (___/-__/ /____ / (___()__/____///__/-__/ /_ attbl!ho5cad!mgh

642. Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 05:06:56 UTC
From: david@bdt.UUCP
Message-ID: <874@bdt.UUCP>
Source record: 244636

I am sending a SHAREWARE version of the MICRO RTX multitasking operating system for the Atari ST to comp.binaries.atari.st.

I don't know for sure if Steve accepts shareware or not, but I guess we'll see.

This distribution includes the full 80 page programmer's manual and RTX bindings for "C". The basic registration fee is only $35.

The following is a press release that I'm sending out. Press 'n' now if you don't like this sort of thing.

********** A N N O U N C E M E N T **********

SHAREWARE MULTITASKING MICRO RTX FOR THE ATARI ST!!!

(OAKLAND, CA) BECKEMEYER DEVELOPMENT TOOLS has released a version of their multitasking operating system, MICRO RTX, as shareware for the Atari ST line of computers.

MICRO RTX is a fully multitasking real-time operating system which adds multitasking extensions to TOS, Atari's native operating system. MICRO RTX can run standard TOS and GEM programs without modifications and offers additional operating system services for applications, such as interprocess communication, installable device drivers, file and record locking, device control, real-time prioritization of tasks, efficent memory management, event signaling, message passing, and much more.

Full programming documentation is included with the shareware version, including source code to "C" bindings for popular Atari ST "C" compilers.

End-user registration is a modest $35, which includes the program disk and printed manual. Full developer status with technical support services is $75. An advanced commercial version which includes an unlimited binary redistribution license is $250.

CONTACT:
BECKEMEYER DEVELOPMENT TOOLS
P.O. Box 21575
Oakland, CA 94620
(415) 530-9637
BBS: (415) 530-9682
--

David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

643. TURBO-C Question!

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 07:37:34 UTC
From: joep@tnosoes.UUCP
Message-ID: <671@tnosoes.UUCP>
Source record: 244639

I'm trying to compile 'BISON' on my ST using the TURBO-C compiler. After
a few changes the compilation was successful, but the linker still gives
some weird errors.

On standard C-function like 'free' I get:

"16 bit PC relative overflow"

When I change the order of the linked files, some other functions
are listed. The linker is trying to call the function
using relative addressing and sometimes the function is simply
to far away.

How can I solve this problem without changing compiler? Is there
an option that I don't know.
Or SHOULD I use another compiler? The only one I'm prepared to use
is the GCC-compiler. But will this compiler work correct on an
1MB atari.

Joep,

==
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==

644. Re: TOS 1.0,1.09,1.2,1.4,1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 08:18:52 UTC
From: UNM409@DBNRHRZ1.BITNET
Message-ID: <9001190818.AA12702@ucbvax.Berkeley.EDU>
Source record: 244630

Hello all,

In Info-Atari16 Digest #56, zaphod.mps.ohio-state.edu!samsung!munnari.oz.au!murt
oa.cs.mu.oz.au!viccol!gjocc@tut.cis.ohio-state.edu (Greg O'Sullivan, Senior
Systems Administrator) writes:

> Wouldn't it be nice if the ST had 256K of low power battery
> backup up static RAM which could be write protected, instead of TOS ROMs.
...
> Are there any technical problems that would stop you designing
> a add in board to replace the TOS ROMs in this way?

There are no problems. Such an add-in board exists. It is called ROMSIM
(ROM SIMulator) and was a project by the German computer magazine c't.
You can buy the pcb only, a complete kit or a finished board from various
sources here in Germany. I can dig out details if anyone's interested in
ordering one.

It seems that ROMSIM never made it into the US.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

645. Smalltalk on the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 08:22:57 UTC
From: jmrosset@hpgnd.HP.COM
Message-ID: <4280006@hpgnd.HP.COM>
Source record: 244508

Is there any implementation of smalltalk-80 or smalltalk V available on the Atari-ST ? I've heard there is an implementation of Little smalltalk, but this one has not the graphical capabilities of the real smalltalk environments.

Jean-Michel Rosset
jm@hpgnd.gre.hp.com

646. Re: IBM PC / ATARI ST Disk Screwed Up

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 08:24:44 UTC
From: steve@thelake.mn.org
Message-ID: <0019900224441671@thelake.mn.org>
Source record: 244631
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

[In article <2646@cunixc.cc.columbia.edu>,
ia4@cunixd.cc.columbia.edu (Imran Anwar) writes ...]

> I use an Atari 1040 ST on which I can prepare and save text files on PC format
> 720K 3.5" disks. These I take to school and use them in the NCR PCs there for
> printouts as I have no printer :-(
>
> Recently the school added some HP PCs with 1.4M 3.5" floppies. There seems to
> be a compatibility problem as the 1.44M drives do not read 720K floppies made
> on the NCR PC compatibles (or my Atari ST).
>

I've had all sorts of bizarre problems with PCs and compatibles not being
able to read each others' disks. We have several dozen PCs at the Star
Tribune, and I don't trust them as far as I can spit. Perhaps it's a drive
alignment problem, or perhaps it's that PC disk controllers aren't very
smart. The 1.44MB drives have a reputation for being even more flaky than
the run of the mill when asked to read/write 720K disks.

On the other hand, just this evening I copied the DeSmet Personal C
compiler and some source code off my ST's hard drive onto a preformatted
720K 3M Corp. disk (from a good Minnesota company), took it to work, stuck
them in a couple of '286 and '386 PS/2s with 1.44MB drives, and ran the
compiler just fine.* So PCs and clones can work when they want to. (Sorry;
I know that doesn't help.)

--
*This is not to be taken as a suggestion that I think the DeSmet
PCC is worth the price of a floppy disk, let alone the shareware
fee. Sozobon C has spoiled me rotten.
--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

647. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 09:37:00 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4130@brahma.cs.hw.ac.uk>
Source record: 244501

In article <1967@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>V067MAJP@UBVMSC.CC.BUFFALO.EDU (Arion) writes:
>| What I don't understand is why don't the excellent development team at Atari
>| just go ahead and make the changes and break all the programs that don't
>| follow the rules.
>
>Believe me, Arion, it's very very tempting at times. Especially when
>you see some of the really silly things that some developers do to
>break the rules. You want to punish them. But in fact, the end users
>are punished worse if Atari breaks programs which break the rules. All
>a user knows is that his favorite program doesn't work any more. If
>the company that made it is no longer in business, that user is really
>up the creek.

I would like to see all the bugs fixed too. I admit though that it would be a
shame to lose the use of some programs because of it.
Why not have a bug-installer that puts back the necessary buggy behaviour
(stop laughing!) so that these programs can work.
eg. I ran an old game on an STE and it bombed out. So I dug about my disk box
and pulled out RAM loadable TOS 1.0. Hey presto the game now works.

I may be getting TOS 1.4 soon (though don't hold your breath folks:-).
TOS 1.4 has the I/O redirection handling bugs fixed so you can redirect the
output from any program. But developers have to use 'isatty' stuff so that
their programs work on 1.0 and 1.2 so there is not really a big win here for
them. Likewise with Malloc.
Because of the existance of bugs in the old ROMs most developers don't use
those system calls but cook up their own routines.
Sometime ago before TOS 1.4 was released Allan Pratt said that he had fixed
such and such bugs and that a patch might be about 30K. Why not release such
a patch that fixes all the bugs and make it available for dealer distribution.
Not enhancments like Move File and Rename Folder etc just the fixes.
That way developers can rely on TOS 1.4 and users without it can either get the
chips or the bug fix.
TOS 1.4 ROM sets being as widespread in the UK as they are tends to make me
like this idea a lot.

>Fortunately, we are not constrained to strict compatibility with the
>TTOS, so we may be able to fix some of the things we were previously
>unable to fix.

Great! Does that include the lost 2 clusters?

> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

```
+-------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+-------------------------------------------------------------------------+
```

648. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 12:28:07 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <9154@ttidca.TTI.COM>
Source record: 244512

In article <111500081@uxa.cso.uiuc.edu>, glk01126@uxa.cso.uiuc.edu writes:
> I am looking for data pertaining to the longitude and latitude of as
> many cities in the world as possible in order to write an
> astrological plotting program. Does anyone know where I may
> find them or could someone possibly send them?

The Austin Code Works, of Austin Texas, sells code for MS-DOS systems.
Their listings can be found in some MS-DOS related magazines, and, if I
recall correctly, either C Programmer's Journal or Dr. Dobbs.

Among their listings are disks with geographic data bases on them.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

649. METAFOUR hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 14:17:45 UTC
From: 870086t@aucs.uucp
Message-ID: <1990Jan19.141745.18123@aucs.uucp>
Source record: 244640

hi everyone
Has anyone ever heard of or delt with METAFOUR MARKETING out of
Edmonton, Alberta, Canada. They sell custom harddrives. I just bought
a ST157N with a Supra interface, a 3.5" floppy and a 200w(a bit exsessive
I know, but that is standard in the setup) all in a case designed to fit
under the monitor. It also has 4 outlets so you can plus the rest of your
equipment into the drive unit.
Anyway I ordered the drive back in August by fax. First they lost
the fax, so I had to order it by phone(since I no longer had access to a
fax machine). When the first one arrived by courier it was totalled, they
must have run into it with a forklift or something. A month or so later
I recieved a replacement, by Canada Post, it too was damaged (but only
cosmeticly. So I contacted METAFOUR and they said they would send me a
replacement cover for the drive rather than risk further damage shipping
the entire drive! Made sence at the time, however that was 2 months ago.
They tell me they have shipped 2 covers and cannot understand why I have
not received at least one of them. A third is on its way, who knows where
it may end up.
METAFOUR tells me they have a good track record shipping all over
the country, but what do you expect.

My question is has any one ever had the problems I am having and
if so any suggestions as to what I can do to protect my investment.

Thanks in Advance

Shannon Tremblay
Acadia University, N.S.

| internet address : 870086t@Acadia.CA |
---

650. Re: PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 14:24:32 UTC
From: ljdickey@poppy.waterloo.edu
Message-ID: <19981@watdragon.waterloo.edu>
Source record: 244641

In article <2277@kodak.UUCP> nelson@kodak.UUCP (Bruce Nelson) writes:
>AvantGarde posted a message on CompuServe on 1/17 saying that many of the
>boards they shipped were DOA due to a bad chip. They are working with their
>manufacturer to come up with a (hopefully painless) solution.
>
>They've sure had a run of bad luck!
>
>Bruce Nelson

I feel sorry for the guys at PC Ditto II. I hope they are able to
get their product working soon.

L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

651. TeX on the ST from Current Notes Magazine

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 14:54:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9001200805.AA01354@ucbvax.Berkeley.EDU>
Source record: 244642

To All Netters who wish to use TeX on the ST

Current Notes Magazine for December 1989 has an excellent article on TeX for the ST. They also have five discs in their library that represent the distribution kit including LaTeX, MetaFont, SliTeX, PicTex, and (I think) BibTeX. The discs come with documentation and examples for their use.

There is no doubt that TeX is the best tool available on the ST for doing any kind of publishing that involves a substantial amount of material, such as software manuals and books.

Horace Mitchell, the author of the piece, did an outstanding job of putting all of this together and providing extra documentation.

Current Notes can be reached at 122 N. Johnson Rd, Sterling, VA 22170. Phone: 703-450-4761.

I helped Horace test out this distribution and I am satisfied that it mill meet the needs of most Atarians.

If this is interpreted as a commercial message, so be it. I can assure you that no one is making any money off the deal. This magazine exists to help Atari users.

John D. Barnes

The opinions and information given above do not represent positions of the sender's employer.

652. Answers to questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 15:43:08 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan19.110017est.57894@ugw.utcs.utoronto.ca>
Source record: 244643

An eprom burner is apparently available from:
MAXON Computer Gmbh
Industriestrasse 26
D-6236 Eschborn
Germany
for DM 229 plus postage DM 10.
I will write them for details an post if there is any interest.

The streaks on the screen during VIP Professional, seem to be caused by GDOS in the auto folder. I removed it, and the streaks disappeared. Anyone have any idea why? Other programs don't seem to have this problem, so my bets are on VIP.

A cartridge port board is available from Douglas Electronics at:
718 Marina Blvd
San Leandro, Calif 94577
(415)483-8770
for $10 US each. They take Visa, and I got mine in a few days after ordering.

Thanks to those who posted answers.
Peter

653. Aegis Animator

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 15:56:04 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan19.110305est.57398@ugw.utcs.utoronto.ca>
Source record: 244644

I bought Aegis Animator some time ago for an animation project I was doing for a local museum. Not bad, but the animation script language was much more useful than the GUI that is the main part of the package. The animation script language is not that well described in the manual, so I worked backward : look at the results and then examine the scripts to determine how the script works.
Anyway, I have the manual and would be willing to make copies for people, now that Aegis is in the public domain, providing this doesn't violate the copyright and especially that it doesn't interfere with the author's royalties .
Any comments on this, pro or con?
Peter

654. Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 16:01:24 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Jan19.110414est.57505@ugw.utcs.utoronto.ca>
Source record: 244645

Just out of vulgar curiosity, what is inside the Lynx? Anything that would be modifiable for control applications? Or is it all ASICs?

Peter

655. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 16:15:51 UTC
From: cs163wed@sdcc10.ucsd.edu
Message-ID: <6226@sdcc6.ucsd.edu>
Source record: 244503

Now that a multi-tasking TOS is available, perhaps it is time for someone to try to add a windowing system on top of it, like Desqview for the IBM, which allows different kinds of programs to run in windows, GEM or TOS programs alike? (GEM is so stupid that this windowing system should be on top of GEM, that is, it will allow GEM windows and other junks to be inside the new windowing system's window....)

656. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 16:43:38 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <33440@iuvax.cs.indiana.edu>
Source record: 244504

At Indiana University we use the ST1040 for assembly language programming. In order of importance the reasons we got were
1. There was information available about enough details of the hardware and operating systems.
2. In has a 68000 CPU.
3. The price was right.

We also use Minix in the operating systems course, but that is done on clones of IBM I believe.

657. Re: INFO-ATARI16 Digest V90 #63

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 17:09:49 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21835@uflorida.cis.ufl.EDU>
Source record: 244505

In article <9001190819.AA12755@ucbvax.Berkeley.EDU> MBERNAR@ERENJ.BITNET (Marcelino) writes:
>There has been extensive discussions recently on selling the Atari computers
>in colleges. I hardly think that this is the forum for such discussions.
>If you're really so interested in selling ST's, get a job with Atari.
>Leave this group to its original purpose: ST programming and technical
>discussions.
>
>Regards,
>Marcelino Bernardo
>mbernar@erenj.bitnet

And where IS the proper forum for discussing the selling of Atari computers in colleges? I personally enjoy seeing these discussions, and feel that this is a good place as any for it. I also find the use of the command 'K' to be handy when something bores me. Why don't you just skip over those topics?

--
=-=-=-

658. Re: IBM Floppies

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 17:16:51 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <674@watserv1.waterloo.edu>
Source record: 244506

>Rich Covert asked how to format 3.5" floppie's on the ST for compatibility with
>with Apple File Transfer. I've found the best way to do this is to use the
>Mac or a PC to format the floppy. The ST has always been able to read Mac
>or PC formatted floppies for me. You can format MS-DOS floppies in Apple
>File Exchange if you insert an unformatted floppy while in the program.
>Just make sure you use a DSDD disk or else the Mac will format it at 1.44Mb.
>
>I haven't had a chance to experiment with various ways of formatting with the
>ST. I wonder if the twisted format that the Mega roms use would confuse
>the Mac?
>

Speaking of drives here a special note to those who want cheap 3 1/2 inch
drives. Electronic Stores in toronto(Active Surplus and Computronics) are
selling brand new 3 1/2 inch drives for 49.95 canadian. Thats right
90 day guarantee and can be put into 520 Single sided ST machines.

I plan on getting one sometime if anyone out there is interested a new
shipment of 100 just arrived. My Nec for instance formats to 85 tracks
no problem. I get about 960 K in 11 sectors format and 800+ in Ten and
have little problem with either. So go out and buy a cheapo before
they are sold out.

Dave Tomesch, Super BBS (519)749-1206, Kwest Exec. , StarTrak Inc.
"Never say Never"

659. Re: reserving memory

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 17:34:44 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16863@laurel.athertn.Atherton.COM>
Source record: 244511

Well, the first thing you don't want to do is to malloc()
all of the currently available memory. Doing this (as you've
found) is a good way to cause things to lock up, because other
applications (the desktop is one) need free memory, too.

In addition, when you malloc() all of free memory, you're making
the assumption that you're the only process running, which
may or may not be true. What if you have desk accs running?
What if you have a multi-tasking system? You haven't left any
memory for anybody else. Not nice.

As for how much memory you _should_ reserve, this is kind of a
tough question, for it depends very much upon what your application
is doing. I recently wrote a cardfile database that mallocs()
memory; in my case, I malloc() only the amount of memory that
I need in order to fit that card into memory. This has advantages
and disadvantages:
1) The advantage is that I only take a little bit of memory
from the system each time (I actually take a bigger chunk than just
a single card, because the MWC malloc() routine carves out a medium
sized chunk from GEM, and then parcels it out to me). Thus, any
other application which is running can still get memory if it needs
it.
2) The disadvantage is that because I make a _lot_ of mallocs(),
I have to use folder100.prg in order to increase my memory pool size,
otherwise I run out. (That's not really a big disadvantage).

In other words, it pays to behave nicely in the system, and use only
those resources that you really need right now; don't assume that
you're the only application that's running, and don't assume that
just because you got back NNNN bytes free from Malloc(), that you
can therefor grab NNNN bytes from the system.

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

660. Re: Help with Sozobon||

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 17:58:02 UTC
From: mj@myrias.com
Message-ID: <632771884.17691@myrias.com>
Source record: 244514

From article <0017900052080999@thelake.mn.org>, by steve@thelake.mn.org (Steve Yelvington):
> [In article <1037T6M-RIIT@FINTUVM>, T6M-RIIT@FINTUVM.BITNET writes:]
>
>> 3) Well well, there is still the make utility (the doc of which I just
>> can't understand and got no UNIX manual at hand). I cook up a file
>> called MAKEFILE with
>> hello.tos: hello.o
>> cc -o hello.tos hello.o
>> in it - copied straight from a USENET news article sometime in August.
>> Wonder if there's any sense in this... well, type make.
>> "No targets provided near line 2". I take the monitor and smash it on
>> the wall and eat the ST and go hang myself.
>
> This, of course, is the primary purpose of make. By causing budding
> programmers to smash monitors and hang themselves, the supply of
> programmers is restricted, and salaries can be kept high.

In a spirit of purpouse stated so eloquently above Steve forgot to tell you one small thing. :-). A white space between left margin and "cc" on line 2 in your makefile does not consist of blanks, but IT HAS to be a TAB character (0x09, ctrl-I). This is a misfeature on an original Un*x make and got stumped generations of beginning C programmers. I guess that we are doomed to live with it, like with segments on PeeCee. Otherwise your makefile is fine (it is using built-in default rules to produce .o files from your source .c).

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet,alberta}!myrias!mj

661. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 18:28:34 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <12117@cs.yale.edu>
Source record: 244507

In article <874@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>I am sending a SHAREWARE version of the MICRO RTX multitasking
>operating system for the Atari ST to comp.binaries.atari.st.

Has this been tested under TOS 1.4? The announcement didn't say.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

662. Re: reserving memory

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 18:37:06 UTC
From: mui@atari.UUCP
Message-ID: <1979@atari.UUCP>
Source record: 244646

in article <11830071@hpldola.HP.COM>, jg@hpldola.HP.COM (Joe Gilray) says:
>
>
> I'm using MWC v3, when I malloc() all of the available memory my program
> recovers. But now when it calls fsel_input() to allow the user to save
> his or her data an alert box is displayed which says something like
> "system does not have enough memory for directory". How can I ensure
> that malloc() always leaves the system with "enough memory" to display
> the fsel_input() dialog box?
>
> Also if there is such a technique, what is a good amount of memory
> to reserve?
>
> Thank you for any help!
>
> -Joe Gilray

The fsel_input() needs a minimum of 3K of memory in order for
it to come up. The more the files in the directories, the more the
memory that it needs to allocate.

I don't exactly know what MWC v3 does with its malloc().

==========
Derek Mui, Atari Corp, 1196 Borregas Ave, Sunnyvale, CA 94086

UUCP: {..ames!atari!mui}
FAX: 408-745-5179

Disclaimer: Opinions expressed here are my own and they may be
hazardous to your mind.
==========

663. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 19:51:16 UTC
From: powers@harpo.enet.dec.com
Message-ID: <7614@shlump.nac.dec.com>
Source record: 244509

> >
> >I am sending a SHAREWARE version of the MICRO RTX multitasking
> >operating system for the Atari ST to comp.binaries.atari.st.
>
> Has this been tested under TOS 1.4? The announcement didn't say.

I would assume it works under TOS 1.4. Dave probably uses MICRO RTX
in MT-C Shell, his multi user multi tasking kernel. MT-C Shell works under
TOS 1.4, as I use it.

IMHO - Dave writes good stuff.

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers, so there.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com
- ...!decwrl!harpo!powers

664. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 21:15:26 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1432@engage.enet.dec.com>
Source record: 244513

In article <1422@engage.enet.dec.com>, wallace@oldtmr.dec.com (Ray Wallace) writes:
> I could not get ARC 6.02 to work with UNARC. ARC bombs everytime UNARC calls
> it.

It turns out that I can not get ARC 6.02 to work with any of the graphical shells I have for ARC (ARCSHELL, ARCGSH21, UNARC). All of them produce either two or four bombs (it keeps changing) when they go to execute ARC. The older version of ARC (v5.21b I think) runs fine with all of these shells.

Has anyone else had trouble with ARC V6.02 running under these shells? I assume it is working for most people since no one else has mentioned the problem.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

665. Re: Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 21:21:25 UTC
From: dat_08@jhunix.HCF.JHU.EDU
Message-ID: <3996@jhunix.HCF.JHU.EDU>
Source record: 244518

In article <481c3cf6.14a1f@force.UUCP>
covertr@force.UUCP (Richard E. Covert) writes:
>I am really amazed by the total gall of some people. This guy is asking a lot
>of bucks for a used machine. What with the STe coming out (at least in Canada)
>used 1040STs are going to sell for a dime a dozen!.
>
> [incredibly over-obnoxious flames deleted]
>
>My feeling is that a used ST is worth at max 50 cents on the dollar versus a
>new ST. So, I wouldn't offer this guy more then $700-$800 for his system,
>including the color monitor and the hard drive..

Yes, this is also what happened before the Mega ST series came out.
The 1040ST and 520ST prices dropped precipitously. You couldn't GIVE them
away. You couldn't sell new or used 1040ST's (okay, okay, it was difficult).
And then an amazing thing happened. The Mega ST series arrived.

And then people realized that 1040ST's were still worth something.
And prices went back to their original levels (more or less).

So, you see, even if the STe is God's own favorite computer, a price
of $1500 for a used 1040ST with a 50M hard drive and color monitor is not
quite so ridiculous as Mr. Covert would have you think.

--
-- poetry in motion, and then she turned her eyes to me -- Thomas Dolby
Jared Brennan <dat_08@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUVMS
ARPA: dat_08%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!dat_08

666. Turbo ST and NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 21:24:20 UTC
From: gandet@mars.jpl.nasa.gov
Message-ID: <2620@jato.Jpl.Nasa.Gov>
Source record: 244510
Cross-posted to: comp.sys.atari.st,comp.music

Back in Nov. '88, I purchased a 1040 STf and C-Lab's NOTATOR/
CREATOR software and have been real happy with both. Flash 1.6
and NOTATOR are the only programs run on the beast, although I
plan to add a word processor at some point. In general, I'm
of the humble opinion that NOTATOR has to be the finest music
software I've used. I use it to compose in real-time (i.e.,
without pencil and paper). When there are about 20K-events in the
event list, however, the graphic note display updates at an
annoyingly slow rate.
Would anyone who has used Turbo ST with the NOTATOR software
care to comment on their experiences? Would you recommend it?
Please e-mail and I'll summarize for the net.
Thanks.

Tom Gandet Telos/Jet Propulsion Lab - NASA
gandet@mars.jpl.nasa.gov Work: (818) 351-2341 x239

667. Re: IBM PC / ATARI ST Disk Screwed Up

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 21:47:00 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <7624@shlump.nac.dec.com>
Source record: 244647
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

In article <2646@cunixc.cc.columbia.edu>, ia4@cunixd.cc.columbia.edu (Imran Anwar) writes...
>...One of the staff there solved the problem by "Formatting a Low Density 3.5"
>Disk on a High Density Drive" command available in the menu. Sure enough,
>the floppy formatted as 720K on the 1.4M machine worked fine on the 720K drives
>including my Atari ST drive.
>
>So I spent the whole night typing some reports and saved them on this floppy.
>The next day, at school, I had to use the 1.4M drive PC as that is the one
>connected to a Laserprinter. But, surprise, that very drive that had formatted
>the disk showed it to be blank (even though the files showed up on the 720K
>drive PCs). It simply said, File Not Found.
>
>What could be the problem?
>...My question(s). Any idea of what could have happened? Solution?

I own both an ST and a PClone witha 1.44 drive. Unlike the one you used, mine has no trouble at all reading/writing 720k formatted disks. Unlike 5.25" disks, there's no difference in track size between the two densities, just in track density and write current.

Probably the 1.44 drive is broken! But the other likely problem is that you screwed up the disk by swapping IBM-formatted disks on the ST. Remember that the ST uses disk serial numbers to determine media change. MSDOS disks don't have serial numbers. So swapping two MSDOS disks on an ST, without inserting an intermediate Atari-formatted disk, will make the ST think you've reinserted the same disk, and it'll use the old FAT info.

I format disks on the ST using IBMFMT, a freeware utility that writes MSDOS-formatted disks with the random serial number. TOS 1.4 does the same. Other formatters don't, and you should be careful not to confuse the ST serial number checker.
fred

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388

668. uucp on an Amiga

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 22:18:56 UTC
From: bmc@sei.cmu.edu
Message-ID: <5719@dx.sei.cmu.edu>
Source record: 244648
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

A friend of mine owns both an Atari ST and an Amiga, and he would like to be able to talk UUCP with other machines over a modem. Is there a utility that runs on either platform that will support such a protocol? It doesn't have to be a public-domain program; he just wants to know if anything like this exists. Failing that, is there a version of Unix or Xenix that will run on the Amiga? (That's the sledgehammer solution.)

If you know of any thing that fits the bill, I'd appreciate the info. Please respond to me via electronic mail (at "bmc@sei.cmu.edu"), as I do not normally read this newsgroup.

--

Brian M. Clapper
<bmc@sei.cmu.edu>

669. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 22:45:32 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16869@laurel.athertn.Atherton.COM>
Source record: 244515

Howard Johnson writes:
>I found in MWC , using TOS 1.4 that there are still only a small finite
>number of Malloc calls allowed (20 min, 32 max).

>What MWC did is make the clicksize, that is the size asked for from Malloc
>user adjustable.

>When I ported STEVIE to the ST, I first find out how large the file is,
>and set the clicksize to about 1/16 of that size. Then malloc()
>calls Malloc only about 16 times. Works great.

Ok, so how do you set the clicksize???

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

670. Discussion of poolfix3 -- why 3?

Newsgroup: comp.sys.atari.st
Date: 1990-01-19 23:52:48 UTC
From: apratt@atari.UUCP
Message-ID: <1984@atari.UUCP>
Source record: 244649

I suppose you're wondering why POOLFIX3.PRG (posted under separate cover) is number 3.

It's my fault. It hasn't been my week.

I created the fix and posted it, but it was busted. I fixed it, and then busted it again. After each go-around, I posted the "fix" to Usenet, GEnie, and CompUServe. Boy, when I want to make a fool of myself, I don't do it in a small way.

But hey -- if Lexus can recall all their cars, and AT&T can go off the air for nine hours, I can mess up once (or twice) in my life, right? I know what this must do to my credibility, and I really am sorry it happened. I hope that this will not discourage people from actually USING poolfix now that it's available. The trouble, in each case, was in the installation part of the program, not the part which actually fixes the bug. The meat of the patch is robust (knock wood!).

So there you have it: my humble apology for the false alarms, and now the fix itself. Use it in good health.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

671. Re: Who (where) is "ST Plus"?

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 02:09:25 UTC
From: david@bdt.UUCP
Message-ID: <881@bdt.UUCP>
Source record: 244650

```
ST-Plus is Zepher is Microworld in Berkeley. Bill stits there
with three phones in his hand at once, switching "hats" (companies)
as he talks to the different people.

No comment.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |
```

672. Re: HD... is it there or not?

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 05:25:13 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5394@blake.acs.washington.edu>
Source record: 244523

In article <7457@chaph.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> HELP!
>
> I am building a drive for my ST: I am using an old xt case w/ 63 wattt
>power supply, Quantum Prodrive80, and an ICD host controller. I have assembled
>the unit; the drive powers up and the ICD format software boots the clock info
>from the host controller. The problem is, when the software scans for a SCSI
>device (the Quantum has an imbedded SCSI controller), it cannot find any SCSI
>devices. I know the drive works because I had a friend format it on a MacII
>and run a surface scan (and found NO errors). Can anyone think of a reasonable
>reason why the drive should not respond?
>
> By the way, it DOES have the chip fix installed.

Make sure your
ribbon cable is connected. I
had the same problem a few weeks ago when
i got my QUantum back for the chip fix..
i opened my case and shoved the ribbon cable
in tighter... and all was fine.

-kevin
ramsiri@blake.acs.washington.edu

673. Jet Simulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 06:32:33 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <9001200632.AA25905@jupiter.nmt.edu>
Source record: 244502

Hi Folks!

I really want to get a GOOD jet simulator, but I have a few questions....

1) Does Falcon work in monochrome?

2) Has Jetfighter been released for the ST? (I have seen it on an IBM and I thought it was beautiful.)

I am very open to suggestions. E-MAIL me.

Eric Hobbs

ehsnsr@jupiter.nmt.edu

674. Re: EPROM Burners

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 11:26:24 UTC
From: ardvar!krs@stag.UUCP
Message-ID: <1990Jan20.112624.3109@stag.UUCP>
Source record: 244529

[FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes...]
> Anyone know of a good, inexpensive EPROM burner for the ST? I bought one for
> an (dare I say it here) IBM clone, was about $130, and it did very well for
> what I need. Unfortunately, the IBM emulators have no provision for plug in
> cards, sooo it looks like we have to buy a serial burner or something special
> for the ST. Now, serial EPROM burners generally come in at the price of a
> vanilla XT clone here in Toronto, so it would be possible to buy one of those
> and plug in the existing burner, but I get this terrible queasy feeling every
> time I start to use DOS. Hmmm, maybe I should adapt the one I use on my PET,
> the one that only burns 2516's and 2732's....
> Any ideas, folks?
> Thanks.
> Peter

I seem to remember that Michtron marketed an Eprom burner for the ST.
Unfortunately this was before I was interested in the topic, so I didn't
pay much attention to it.

- Kent Schumacher It's...
ardvar!krs@stag.UUCP
GEnie: K.SCHUMACHE1

675. Re: TOS 1.0,1.09,1.2,1.4,1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 13:36:13 UTC
From: daniel@pkmab.se
Message-ID: <2651@pkmab.se>
Source record: 244516

In article <4221@csv.viccol.edu.au> gjocc@csv.viccol.edu.au (Greg O'Sullivan, Senior Systems Administrator) writes:
>
>
> Wouldn't it be nice if the ST had 256K of low power battery
> backup up static RAM which could be write protected, instead of TOS ROMs.
>
> [stuff deleted...]
> Are there any technical problems that would stop you designing
> a add in board to replace the TOS ROMs in this way?

Sure. And every virus programmer in the whole world would instantly buy a ST!

The idea as such is great, and I think it has been used. Wasn't it COMPAQ who created some kind of RAM BIOS for an AT clone? I don't know if it ever was avaiable on the market, but I remember reading something about it in the swedish magazine "Datavarlden".

BUT, there are viruses... A lot!

--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

676. Re: Hacker Support

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 14:01:20 UTC
From: daniel@pkmab.se
Message-ID: <2652@pkmab.se>
Source record: 244517

In article <1966@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>So, my argument comes full circle:
>
>Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>| Speaking of hacking...I am disturbed that Atari engineers feel that
>| the home computer hacker, the guy who wants to software/hardware
>| hack on his machine, no longer exits as a whole.
>
>I rest my case that information distributed via networks such as Usenet
>can become mangled and twisted. I was the Atari engineer responsible for
>the Usenet articles claiming that Atari could not afford to support the
>average hacker at the level they need. One of my points was that the
>more stuff went out via "unofficial" channels, the greater the chance
>of it being warped.

This is just another proof of the importance of written articles, that
will distributed as such, and not by word. _NOONE_ tries to tell his
friend a 200 page documentation file over the phone.
Just look at the Hitchhiker's guide to the BIOS. I know it's developers'
stuff, but I also know it's avaiable on most BBSs. No corrupt information,
perhaps a bit out of order, but that's Atari Corp.'s own fault. [:-)]

Even a two or three-page article won't be spread by re-typing, it will
most presumably be spread by sending the file further. It's the easiest
and most efficient way.
And as soon as it has left the people who has a modem and is circulating
"out there" it will BE COPIED FROM DISK TO DISK - not re-typed!

This is my experience. (as with the article about the STE from the
German ST Magazine -- it is spread further from USENET in Sweden, by
me further to a lot of people, then after a while it reached one of the
larger ST stores in Stockholm. A lot of thanks to Ralph Haglund for
translating to english!)

Of course, there will always be missunderstandings. There are a lot
of them, anyway, though Atari don't say anything. People claims that
you say that, and that, depending on the phase of the moon. Nothing
could be done about that, that's human nature!

>Hopefully, Atari can come up with some reasonable guidelines for
>professional developers so that the information they have may be freely
>shared with the hackers who want it.

I cannot say that I think Atari's latest step was an approchment. Isn't
it true, thats's it's now illegal to "disclose information"? Sounds
weird to me.

>In the meantime, I and other Atari engineers will do what we can to
>give out what information we can here on the nets, despite the fact
>that it gets more distorted the longer it's out there. Sigh.

Thank you.

--

NOTE: This is by no means intended as some kind of flame against
Ken B. or anyone else at Atari Corp. PERSONALLY. It is just
my humble (?) opinion!
--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se
UUCP: ...{uunet,mcvax}!sunic.sunet.se!kullmar!pkmab!daniel

677. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 16:56:25 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1736@castle.ed.ac.uk>
Source record: 244528

In article <1432@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>It turns out that I can not get ARC 6.02 to work with any of the graphical
>shells I have for ARC (ARCSHELL, ARCGSH21, UNARC). All of them produce either
>two or four bombs (it keeps changing) when they go to execute ARC. The older
>version of ARC (v5.21b I think) runs fine with all of these shells.

I think you need Arcshell 2.1 (? 2.1?) you can get it by anonymous
ftp from sol.cs.ruu.nl [131.211.80.5], It seeems to work fine.

Curiously, I found after de-arcing some DVI stuff from terminator that
although the first so-many files had been de-arced OK, the rest came out
with 0 lengths! I don't know what happen to cause this, there wasn't any
write error message like the one you got in Arc 5.21b. This happened
with two DVI archives, I couldn't recreate the situation 'cos I deleted
them after de-arcing them (seemed like a good idea since ARC never
reported any error...). Any have any ideas?

>Ray Wallace
> (INTERNET,UUCP) wallace@oldtmr.enet.dec.com
> (UUCP) ...!decwrl!oldtmr.enet!wallace
> (INTERNET) wallace%oldtmr.enet@decwrl.dec.com

Mark Davidson.
(I *must* do a signature one of these days!)

678. PC Emulators : SuperCharger ATTN: Woodallp@uk.ac.bham.vax1

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 17:21:40 UTC
From: ehsnsr@JUPITER.NMT.EDU
Message-ID: <9001201721.AA29764@jupiter.nmt.edu>
Source record: 244519

Sorry to post this here, but my mail bounces when I try to send it to you.
I just wanted you to send me some more information on the SuperCharger PC
Emulator, most particlarly on its speed.
Thanks.

Eric Hobbs

ehsnsr@jupiter.nmt.edu

679. ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 17:43:06 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1738@castle.ed.ac.uk>
Source record: 244530

In article <90011904271714@masnet.uucp> sylvia.jumaga@canremote.uucp (SYLVIA JUMAGA) writes:

>The STE's run all old ST software, hmmm? How much are the STE's
>going for these days? Maybe sometime in the future...

Sorry, Sylvia, you saying that just reminded me of something...

The UK magazine ST Format hasn't been doing Atari any favours recently. Just before Christmas it and its sister mag Amiga Format printed the story about how the Amiga developers turned down Atari and went to Commodore and how the ST was 'put together in a hurry'. This was rather damaging to the ST's sales, I know many people went for an Amiga because of this story - especially since the Amiga now sells for the same price as the 520ST.

It then printed a feature on the STe which contained lengthy comments from major games writers who didn't find a good word to say about the machine, basically they didn't fancy writing code for the machine until it had sold a large number of units and the blitter was waste of time because it wasn't suited to games programming. This attitude is deplorable but to be expected from people who try and sell you 8-bit games with pretty graphics for 25 quid. (Why has the price of games never come down, software houses used to tell us they were expensive because the 16bit market was very small. Now they say it's because of the development work that goes into making rubbish games that sell because of a film license or arcade game conversions).

Next month iin Format there is an article describing how Atari UK were furious about the comments since the programmers had broken their non-disclosure agreements. They said something to the effect that developers were entitled to their opinion but should keep it to themselves. Atari also threatened to withdraw the machines, either from the developers or from the magazine editors (I'm not sure which). ST Format's defense was that another sister magazine (I think) New Computer Express, a weekly, had printed a favourable comment, from Jeff Minter if I remember correctly.

This month's edition contains a shock-horror news article entitled 'STe runs into trouble' because STOS won't work (Oh my god! Not STOS!). The guys who wrote STOS seem remarkably calm compared with the tone of the rest of the article, they will provide a patch and fix future releases. The article then goes on to quote a PD supplier who says he's discovered a 'moderate' failure rate. This isn't surprising, we all know that a lot of PD stuff comes with out guarantees and often contains hacks and particular routines dependant on some version of TOS ('course if we

could get proper documentation then perhaps these things would never happen...)

It'd be nice if ST Format would look at the good points of the machine rather than slagging it off all the time.

On a rather different note, Atari UK haven't distributed Tos 1.4 yet because off their priorities. What with the new machines and wha-not they just haven't found the time. How come Atari Corp managed to get them to people months ago. Secondly, why haven't we been told how much TOS 1.4 will cost. Thirdly, why am I talking to myself when I know no one from Atari UK ever reads this newsgroup. Fourthly, why does no one from Atari UK ever read this newsgroup?

Anyway, I just thought I give all the netters out there an idea of whats been happening over here. This letter is a mixture of my memory and stuff I read in magazines, as a result I can't guarantee the correctness of any of it.

Hokey cokey?
Mark Davidson

680. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 19:07:45 UTC
From: krieg@jupiter.uucp
Message-ID: <1922@mrsvr.UUCP>
Source record: 244531

In article <1432@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>
>It turns out that I can not get ARC 6.02 to work with any of the graphical
>shells I have for ARC (ARCSHELL, ARCGSH21, UNARC). All of them produce either
>Has anyone else had trouble with ARC V6.02 running under these shells? I

ARC 6.02 works fine for me under ARCSHL21. I don't know if that is the same
as ARCGSH21 that you have listed above. Mine is the program written by
Charles Johnson. The latest version I have is from 12/28/89. I have yet to
experience any bombs.

--
==
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Holy one track Batcomputer mind!" - Robin =
==

681. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 20:15:59 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20013@watdragon.waterloo.edu>
Source record: 244533

In article <90011904271742@masnet.uucp> ron.sharp@canremote.uucp (RON SHARP) writes:
>Phoowie! The only way I can get simple information on memory locations
>is to become a developer, because anyone else who has the info isn't
>allowed to tell me.
>
>So I can spend $300 U.S. on a giant stack of poorly organized ... stuff.
>And after spending that, maybe I can write some software in my spare
>time (I develop software for the PC at my job) that will garner a few
>bucks, so long as Atari doesn't go down the tubes in the next year.
>
>Forget it! I'm spending my spare time developing for the PC. My
>development tools are much better, and I don't have to pay $300 to be
>let into the boys' club, and be told the secrets -- which I have to
>promise not to tell anyone not in the club. I really do hope that Atari
>smartens up, and creates a new support class short of developer. (A
>CHEAPER class -- I don't plan to spend $300 on photocopies.)
>
>Flame off!
>---
> ~ QNet 2.02: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

Here is a very important hint for the would-be developer.

TRY TO AVOID "DEVELOPING" FOR A GIVEN MACHINE. When designing software
and writing that initial version, try to keep things portable. In
other words, try to avoid relying on specific memory locations. (Remember
that the ST is NOT the c1-Mhz, 16K computer that the Atari 400 was - you
don't have to count bits and clock cycles like you used to.)

The point is, you should try to keep your software so that you can
easily move it to other machines. There are a number of reasons for
doing this:
1) If the computer you wrote it on doesn't do well in the
market you can easily move to one that is doing well.
2) The more machines you can move it to the larger your
market will be (ie. a program written for both the IBM
and the ST will have a slightly larger market than one
which is limited to one machine or the other.)
3) You can adapt as technology improves. (ie. move it to
an ATW or a Next if you think there is a market for it)

Some things to keep in mind for writing portable software:
1) Try to avoid machine specific or compiler specific
routines. That is, stick to K & R or ANSI C as much
as you can (or whatever the standards are for the

language you like).
2) Avoid specific memory locations whenever possible. This
is important as many of these locations may change between
versions of machines. If you rely on these locations you
may find your software no longer works on a new machine.
(ie. What may have been fine in TOS 1.0 or MS-DOS 2.1 may
no longer work in TOS 1.4 or MS-DOS 3.2.)
3) If you must have machine specific stuff (usually for reasons
of speed) try to keep it separate from the rest of the
code so that when you need to port to another machine
you only have to rewrite those sections rather than the
entire program.
4) Avoid hard-coding constants into your program. For example
if you want 15 lines to be the fixed length of some
editing program use a
#define MAX_LEN 15
or something similar rather than placing the number 15
through all your code. This will make things easier to
change when you move to another machine.

Case in point. I am currently developing a toolkit for working with
various data structures. (I'll post more on that in a month or two.)
One of my goals is that I will be able to port it to whatever machine
I find useful for a given task (Someday I hope to have my own small
business, consulting and writing custom systems. This could often
require changing machines to adapt to the customer.). Although I am
creating it on a 1040 ST using MWC, I am porting it to Minix-ST to ensure
Unix compatability. So far I haven't had to change a single line of code
between the two. If I continue in this trend I will be able to port
my toolkit to whatever machine I want (Next, ATW, Sun, MicroVax, etx.)
without too much trouble.

In conclusion (finally - sorry for the long length, it seemed justified
by some of the comments which have been coming up on the net on
occasion), by avoiding developing for any given machine you can keep
your programs flexible, alowing them to be moved to whatever
environment seems useful for a given project.

While I realize that you often can't be 100% portable (especially if
you need fast graphics) you can often minimize the amount of machine
specific stuff to avoid limiting yourself to one specific machine.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

682. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 22:56:04 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan20.225604.25167@murdoch.acc.Virginia.EDU>
Source record: 244534

This shouldn't be here, and it's my fault, but hopefully this,
er, discussion will end here.

In article <25910@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
[quoting me]
>>Needless to say, it's extremely rude to call some people pirates
>>because they rent software. Libraries rent books, video stores rent
>>movies. Video stores rent Nintendo carts, which contain software.
>>
>
>Sorry, Greg...I stand by my claim. And the Federal Trade Commission
>stands with me, I'm afraid. (As does STart, BYTE, PC Week, etc. They no longer
>accept advertising from software "rental" places.)

Not all software rental places are pirates. Libraries let you check
out software, are they pirates? Yes, *some* users rent software from
rental places to pirate it. Others don't. If I did rent from such places
(for example, I want to give Maple (costs $400) a test drive for a week
to see if I want to spend that much on it), I'd be extremely offended
if you called me a pirate. And you'd be wrong.

>Your analogies do not hold. If books were as easy to copy as software,
>you can bet there would be similar complaints.

Some books are easy to copy. One of my math textbooks cost $50, and
I could have photocopied it for $10. I guess you'd want the library
to not let me check out such books.

>Computer software is (currently) the *easiest* media to copy - and your
>copy is an *exact* duplicate, not some scratchy re-recording of a record.

Yes. That's why user education is so important. But the US was allegedly
a free country last time I checked, and there is no excuse to prohibit
legit activities.

>Frankly, Greg, I consider it *rude* to steal. I am a professional
>programmer, I work *hard* for my money.

So do I. Do you assume I think stealing is ok because I might want to
rent software? You're wrong.

> If you don't think piracy has wounded
>the software industry - look around.

I never said piracy hasn't hurt the software industry. I think it has.
But education of users is the key, not being rude to random people.

>Atari software, by the way, is acknowledged as being the hardest
>hit.

Please don't start this flamewar again. It was totally non-educational
last time around.

>>In short -- piracy is an issue you deal with by educating users, not
>>by insulting legitimate businesses.
>
>I agree completely.

Good.

> And don't believe I have insulted legitimate
>businesses. If you want to see a piece of software run, go to
>a store and ask the proprieter to start up a copy for you.

Here's where you're wrong. There are pieces of software for the ST that
I can't test in 20 minutes. If I want to demo a piece of MIDI software,
I want to take it home and play with it for several days. Some software
publishers put out demo versions of their software -- that's a great
help. But others do not. Here is a legit market for rentals.

Don't forget the old saw about "Innocent until proven guilty." If
renting software was only used for piracy, I'd think it was a bad
thing. But renting software is useful for legitimate purposes. And I
don't want to get called a pirate because I say renting can be ok.

Have a nice day, but don't tread on me.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

683. Re: Monitors, Music, Spreadsheets.

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 23:12:07 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Jan20.231207.27553@gumby.cc.wmich.edu>
Source record: 244532

In article <9001100809.AA18351@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>
> 1) I have a new SM124 which seems to me to be slightly fuzzy, or at any rate
> fuzzier than the one in my office. Before I start asking the dealer about this,
> as this is already a replacement for the faulty one first supplied, I thought
> I'd ask "Is there any way of adjusting the beam focus inside the unit?"

Sure, there's a focus knob located inside (labelled "focus"). In my experience, 5 out of 6 SM124's arrive slightly or substantially misfocused, and can be improved by adjustment. Be aware though that optimum focus can not be obtained simultaneously over the entire screen. I.e., if the center is perfect, the edges won't be, and vice-versa. You'll have to compromise, but it'll almost always be better than you started with.

Also, be aware that there are dangerously high voltages inside, so you can kill yourself if you're careless. You may also void your warranty. And be careful when you remove the back, since there's a rather short wire to the speaker that you'll have to detach.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

684. test

Newsgroup: comp.sys.atari.st
Date: 1990-01-20 23:57:23 UTC
From: ucsd!sdcc10.UCSD.EDU!cs163wed@trout.nosc.mil
Message-ID: <1249@crash.cts.com>
Source record: 244520

```
test
```

685. Re: ZMDM 1.63 Failure Explained More

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 00:33:23 UTC
From: piet@cs.ruu.nl
Message-ID: <2313@ruuinf.cs.ruu.nl>
Source record: 244521

In article <480eb0b0.14a1f@force.UUCP>, covertr@force (Richard E. Covert) writes:
`
`and it continues like this until the SENDER gets tired and hangs up.
`So, ZMDM163 definitely fails, and is reproducible. ZMDM163 does not
`fail on EVERY FOREM ST board, but on the boards that it does fail,
`it fails everytime.
`

I experience failures with ZMDM (sorry, I don't know which version, I have to find out.). At work we have Ataris connected to a Unix system at 9600 or 19200 bd, and there zmdm works fine in both directions. At home however I use the same zmdm at 2400 bd (modem connection) and there only downloads work. Uploads get aborted with an error (I don't believe it ever comes further than the first block, if at all).

--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

686. Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 02:37:25 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1032@oucsace.cs.OHIOU.EDU>
Source record: 244522

Does ANYONE know why the Atari character set includes four characters (1C, 1D, 1E, and 1F) which, when put together make the face of Bob, the demigod of the Church of the SubGenius?? (It's the face with the pipe) I'll ask the same question in alt.slack, just for the fun of it, but I'd really like to see an answer! For that matter, I wonder why they put the Hebrew in as well ....

Bill White
bwhite@oucsace.cs.ohiou.edu
"How the heck do I get this .sig file to work???"
"THIS MIND INTENTIONALLY LEFT BLANK"

687. atari tt

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 03:58:07 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <1975@ultb.isc.rit.edu>
Source record: 244524
Cross-posted to: comp.sys.atari.st,comp.sys.mac

the following is from the january 15 1990 issue of macintosh news

atari tt: threat to iicx?

late this month, atari corp. will begin shipping its under-$2000, 16mhz, 68030-powered tt computer. priced at about one-third of apple's price for the iix and iicx, this second-generation atari machine could be a threat to macintosh markets with the addition of the $300 gcr macintosh rom adapter from gadgets by small.

equipped witht he gcr cartridge and borrowed mac se roms, the tt will be able to run the vast majority of macintosh software at a fraction of apple's mac iix and iicx pricing.

still, atari is not well know for successful u.s. distribution. indeed, while the tt laboured through fcc testing in december, it was shipping in volume in europe. there, the machine is already a favorite of german industry and could impact mac sales in a country that is already below other european companies in per capita mac sales. stateside, atari's lackluster distribution could make the tt little more than a 68030 curiosity. it's pricedat three to four times the average atari 68000-based st system. by selling the t, storefront resellers will put pressure on their already limited resources.

---

looks like there is a *new* boss coming to town.......

"power *without* the price!!!!!!!!!!"

688. ST goodies!!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 04:50:47 UTC
From: movold@agnes.acc.stolaf.edu
Message-ID: <10724@thor.acc.stolaf.edu>
Source record: 244525

I will sell the following individually, all at once, or in any of a multitude of combinations which can be custom-tailored to suit the needs of the individual, YOU!

Supra Modem 2400: $100
Digisound ST: $60
Panasonic KX-P1091 printer: $100
GTS-100 drive: $125

Atari 520ST (TOS in ROM, ss drive, color monitor, Compute's ST and STart disks, digitized sounds and pics. disks): all for the absurdly low price of $475.

I also have several games, Interlink, Thunder!, Music Studio, which I will sell ALONG WITH one of the above peripherals (if possible).

BUT THERE'S A CATCH!: I refuse to sell the GTS drive before I sell my ST, since it makes all my double-sided disks useless TO ME! This gives you an INCENTIVE to help me find somebody to BUY my ST!

Send me email.
-Erik

689. Questions!

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 07:53:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9001220804.AA20499@ucbvax.Berkeley.EDU>
Source record: 244526

I have a question that may seem naive to most of you, but I am now a freshman at the University of Miami, and this is my first time ever using a large computer network, in this case, a VAX system.

I read this newsgroup using the VAX NEWS command.

I have a question about FTP'ing. It seems that I cannot login to most so called 'anonymous' ftp sites while using the VAX system, but my friend on a unix system can get in fine.

Is there anything I can do about this?

Also is there anyone willing to help me get aquainted with this kind of system?

Like for example, what is UUCP? I just have a ton of questions, but I dont want to fill up the net with them.

Thanks for all help.

Frank Rachel
FRACHEL@UMIAMI : Bitnet

690. Spectre 2.5 Newsletter advisory

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 07:58:13 UTC
From: dsmall@gadgets.UUCP
Message-ID: <3@gadgets.UUCP>
Source record: 244527

Fairly soon, the next Gadgets by Small newsletter will be going out. If you haven't registered your Spectre 128 or GCR with us, now is the time; there's talk of even including a free 2.5 update with the newsletter (can't guarentee that, though). Still, it's fairly good stuff.

If you have registered, our last newsletter went out last summer. If you missed it then, time to call and check. Or email me; this net address is unstable sometimes, I recommend the Well. (hplabs!well!dsmall, or dsmall@well.sf.ca.us).

Details of some of the good things upcoming are within, and it's free, if you just let us know your address, to our owners that register.

-- thanks, Dave / Gadgets by Small

p.s. I mention this because many people feel registration cards are near worthless, and never hear anything from the companies that they send them into; we're not that way. So far, we've given two free software updates, three newsletters, and lots of good karma to people who've sent in their cards.

.

691. poolfix2 - doesn't recognize my TOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 17:09:14 UTC
From: kloppen@gmdzi.UUCP
Message-ID: <1888@gmdzi.UUCP>
Source record: 244535

The POOLFIX2.PRG writes to my Screen (you have to read very fast):

This GEMDOS needs the pool patch, but
this program doesn't recognize this TOS

I have ROM TOS 1.4 from my local (german) ATARI dealer.

kloppenburg@kmx.gmd.dbp.de
UUCP: kloppen@gmdzi
In real life: Jelske Kloppenburg

692. GDOS Mover?

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 17:15:12 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4006@jhunix.HCF.JHU.EDU>
Source record: 244536

Just a thought (as I know little to nothing about GDOS):

Why can't the equivalent of Apple's Font/DA Mover be made to create and edit GDOS ASSIGN.SYS files? That way fonts could essentially be loaded and unloaded just like on a mac, with relative mouse-ease? For that matter, desktop accessories could be copied/deleted/renamed with convenience and ease (heck, why not AUTO folder programs, too?).

I don't know GDOS from a hole in the wall, but I'd encourage anyone else interested in the project to take it on.

Eric

693. Spectre in Europe: colour and printing queries

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 17:23:42 UTC
From: jmg@cernvax.cern.ch
Message-ID: <1210@cernvax.UUCP>
Source record: 244537

Two questions: Firstly, has it been shown that Spectre/GCR can work on a European system with a colour monitor? My attempts with a UK and a French system fail miserably. Secondly, any recommendations for a 24-pin printer driver (for a NEC P2200)? I have seen various ones mentioned, including Grappler LQ (but that seems to have a cable for a real Mac).

Mike Gerard

694. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 18:02:02 UTC
From: steve@thelake.mn.org
Message-ID: <0021901202022379@thelake.mn.org>
Source record: 244538

[In article <1032@oucsace.cs.OHIOU.EDU>,
bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes ...]

>
> Does ANYONE know why the Atari character set includes four characters (1C,
> 1D, 1E, and 1F) which, when put together make the face of Bob, the demigod
> of the Church of the SubGenius??

Bob wished it to be so.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

695. Bulletin Board #'s

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 19:19:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9001220804.AA20537@ucbvax.Berkeley.EDU>
Source record: 244539

Does anyone have any BBS #'s in the south florida (Miami) area?

Area code 305.

Thanks.

Frank Rachel
FRACHEL@UMIAMI

696. multitasking TOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 21:53:46 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.632958826.cmm1@cunixa.cc.columbia.edu>
Source record: 244540

So where is the Beckemeyer thingamajiggy that allows TOS multitasking?
It isn't in comp.binaries.atari.st where he said he posted it. Just
curious....

Chris Mauritz

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

697. Re: TOS 1.0,1.09,1.2,1.4,1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-21 23:06:27 UTC
From: perand@nada.kth.se
Message-ID: <2792@draken.nada.kth.se>
Source record: 244541

In article <2651@pkmab.se> daniel@pkmab.se (Daniel Deimert) writes:
>The idea as such is great, and I think it has been used. Wasn't it
>COMPAQ who created some kind of RAM BIOS for an AT clone? I don't
>know if it ever was avaiable on the market, but I remember reading
>something about it in the swedish magazine "Datavarlden".
>

As I understand it, a lot of (yuck) PC-makers do this due to RAM-chips
having less accesstime than ROM-chips. It's called shadow ROM or
something like that.

Per
--

Per Andersson
Royal Institute of Technology, Stockholm, Sweden
perand@admin.kth.se, @nada.kth.se

698. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 01:04:43 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001220106.AA01476@fsucs.cs.fsu.edu>
Source record: 244542

```
In article <0021901202022379@thelake.mn.org>, thelake!steve@umn-cs.cs.umn.edu writes:
>
>[In article <1032@oucsace.cs.OHIOU.EDU>,
> bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes ... ]
>
>>
>> Does ANYONE know why the Atari character set includes four characters (1C,
>> 1D, 1E, and 1F) which, when put together make the face of Bob, the demigod
>> of the Church of the SubGenius??
>
>Bob wished it to be so.
>

I am unfamiliar with this particular subject, but it sounds potentially
interesting. Anyone want to give a summary of who Bob is?

--

------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

699. Info on new BBS program coming out...

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 01:27:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9001220129.AA15116@jade.berkeley.edu>
Source record: 244543

Hey guys, I want to let you guys know of a new BBS program on
the block. I've been on the user end of it for the past 8 months
and the two programer who have been working on have finialy gotten
it into shape. I can now recomend it from the user end, and from
the brief glimpes, from the operator end as well.

They are offering a deal of the BBS program, Psaved from GFA 3.0, for
$39 beta version or delayed oering of the final version for $49.
(I dont recomend the later since i have no idea when they will finish it.)

Anyway, here is their speal, and if interested give their BBS a call and
check it out for yourself.

Stuart Carter : WANTED!
University Of Louisville : A job for this would be Astronomer at
Physics Dept. : some nice University.

_____Cut here_____

<<<<<<< STark BBS >>>>>>>

"Look it up, its just beyond ultimate, and just short of
unbelievable."

Are you tired of the same old BBS program that is never
updated or has less support than your Atari 8-bit? We were tired
of that also. Due to the STs lack of a good BBS program, we have
devolped what we think is the ultimate in Bulletin Board
Programming.

The following is a _short_ list of features offered in STark,
take the time to read them and compare it to your current
software, we are sure you will find STark has more features.
After comparing the features, compare the price.

STark provides the simplest way to set up the most complex
BBS. Included with STark is a fully GEM oriented "System Editor"
which takes you, step by step, through every corner of setting up
your BBS. After you exit the System Editor, you can run STark
without further delay.

STark has been designed to allow the Sysop the most power
user interface, while remaning totally user friendly. STark is
designed to best fit your needs, not some programmer who doesn't
even support the software any more. With STark you have over 100
different prompts, which can be edited to your needs. Unlike
other software, a STark prompt can be more than one line long.

If you ever ran Express you probably remember the variable tags. For those of you who didn't, a variable tag is a certain string placed in your text file that the BBS will replace with another string (For example, the users name). With Express you had access to 32 variable tags (Give or take one), with STark you have access to hundreds of variable tags. STark also has "Pre-Formatted" variable tags, which we have not the time to explain in such a simple explanation.

Menu Processing is very simple with STark. Any time STark loads a text file, it checks to see if it is a "Menu" file. A menu file is a file the Sysop sets up to do certain things, like maybe a database. Menu processing also allows you to set access levels for text files, or even make them not abort when a user hits "^C."

Any STark prompt file, text file, or menu processed file can be edited with any text editor, or word processor. You may even edit them with STarks built-in text editor.

STark uses "Command Tables" where you can set up your own menus, to do what you want. There are three "Command Tables" in STark, one for the main menu, one for the file areas, and one for the message bases. You can define up to 64 keypresses in each command table. For each separate entry (192 total) you can define the keypress, access level, procedure (Or text file/program), and a reaction. The keypress is the key the user hits to access this feature. The procedure is what tells the BBS what to do (i.e. Page Sysop, log off, etc.). This field can also be a text file or a program (Online game) you want executed with the associated keypress. The reaction is displayed after the user hits the appropriate key. This allows for great flexibility, you can have text files, online games, menu file, or anything run from your main menu.

STark can handle up to 256 message bases, each base may have up to 512 messages. The sysop is at liberty to define the maximum number of lines you can put in a message, but of course STark allows for extended messages up to 1,000 lines long. STark allows the Sysop to set a user up as a "SigOp," where the user would have total access to one base, and none to another. You can set each users access different in each base. STark, also supports the following message base features:

o Quickscan o Auto-QuickScan
o Verbose Messages o String Searching
o Threading o To/From Searching

STark can have up to 256 file areas. Each area can handle over 32,000 files. A little quick math tells you you'll never have TOO many files for STark. STark supports all of the latest features you expect, like VIEW ARC online, VIEW LZH online and VIEW ZIP online. You may also ARC files online, take files from

ARCHIVEs, and do almost any other ARCHIVING tool with ARC or the popular LZH method. STark Supports Xmodem CHK, Xmodem CRC, Xmodem 1-k, Ymodem Batch, Ymodem-G, Fmodem Batch, and, of course, Ascii (Zmodem is under developement). Like in the message bases, you can set up each users access different in each file area. STark allows the Sysop to assure good uploads by use of a Upload/Download ratio (Optional) or a Byte ratio (Optional).

The Sysop mode of STark is a dream come true. The features go far beyond any other BBS we have yet to see (For any computer). You have every DOS command at your fingertips, plus a full line of user editing features, batch file executions, etc. You can even call up a GEM mode which allows you to use your desk accessories, and pull up a fileselector box (Great for those nifty alternate fileselectors).

The features of STark are limitless, it offers Command Stacking, Hotkeys, Pre-Formatted Inputs, and much more. STark even has a built in "AUTO-BACKUP" feature which gives you the assurance of knowing your important files are always safe.

To get a good look at STark call one of our support BBSs, better yet call both and get a look at how different they can be (You'll ask yourself if its the same software).

STark is copyright 1988-1990 Twilight Zone Software

```
=========================================================
= =
= STark Line One.....(502) 897-1589 (2400 / 24 hours) =
= STark Line Two.....(502) 955-6955 (9600 / 24 hours) =
= =
=========================================================
```

Programming By David Brown & Jason Dickens

We are looking forward to your call!

700. ST Technical Questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 03:03:36 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Jan22.030336.7741@gpu.utcs.utoronto.ca>
Source record: 244544

Hello,
I have several questions about programming on the ST that I can not answer with my current documentation. I am asking all of these at once in the hope that it will reduce network load. For the same reason, please respond to me rather than the net, and I will summarize and post if there is some interest. If you must use followup, please don't include the whole note to answer one question and help those guys (like me) who are using modems.

For reference, here are some possibly relevant background facts. I am using an Atari Mega ST4 with an attached SH204 hard drive and a SF314 external disk (in addition to the internal one). It has a standard SC1224 colour monitor. The GEMDOS Sversion() call returns 0x1300, and I am using Lattice C for development. The MENU+ appears to be at the 1.1 level, and the compiler reports version 3.03. The desktop info box doesn't have a version listed, but it does have a copyright notice for 1986 and 1987.

1. I have a program which builds object trees dynamically. It seems to have problems when the tree gets more than ten (10) levels deep. That is, the number of objects within objects within ... gets to ten. The objc_draw() call bombs if I ask it to draw the whole thing, and objc_find() stops at the tenth level, even though there are offspring objects which are selectable. Is this a design limitation? The mentioned routines would have to specially check for this limit, as anything modelled after Tim Oren's map_tree() wouldn't do this.

2. While playing around with Mr. Oren's "New Form Manager", I noticed that as the program gets more complex, it becomes easier to crash it by moving the mouse around quickly. I presume that the rectangle waits are falling behind the action and some internal event queue is getting overloaded. Is there any way to overcome this? I shudder to think of the effort involved in handling all of the Ikbd interrupts myself. Has anyone done this sort of thing?

3. When I select a command from the MENU+ window, I frequently get a blank text screen with nothing happening. I discovered that the application appears to be waiting for an interrupt or something, because if I move the mouse even a little bit, the program takes off. I would write this off as a MENU+ bug, except that I have occasionally seen this happen with the desktop when selecting a program to run. Has anyone else seen this one?

4. Speaking of the desktop, I have noticed that the mouse position for closing a window is very picky. I suppose that you wouldn't want the window to close accidently, but this is silly. I have even managed to get the close box to invert (selected), but not have the window close. Could this be a hardware problem?

5. There was mention of a "Pexec cookbook" a while back. Could someone please send me the reference to that?

6. I see a number of neighbours submitting to the net. Where do you folks go for Atari service and documentation in Toronto? Is TOS 1.4 available here? I am also having fun finding most of the popular "hacker's" books. It is largely hit and miss, mostly miss. I have found some of the Abacus books and the third COMPUTE Technical Reference (TOS). I would love to get the first two.

7. My hard disk quite often develops an annoying buzzing sound, like mosquitos are trapped inside. Tapping the box makes it go away (for a short while), but I don't like moving a running hard disk. Is there some component which needs to be glued down inside?

8. I borrowed a 1040 STf a few weeks ago. I noticed that it was noticeably slower than the Mega, especially for following mouse events. It was particularly bad for a game I wrote which does a lot of blitting, even when the blitter was turned off with the desktop menu on the Mega. It is the same processor, isn't it?

9. Is there an editor which emulates either MacWrite or EDT out there? I am not much of an Emacs fan.

I am working on a graphically oriented multitasking system, mostly for my own edification. I would be interested in conversing with others who have either done this sort of thing or who have ideas.

On the note of marketing, a Toronto radio station is giving Portfolios away as a prize for one of their contests.

Thanks in advance,

Barry Lay
Statistical and Numerical Analysis Computing Supervisor
University of Toronto Computing Services
Toronto, Ontario, Canada

701. Wordup 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 04:22:09 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001220423.AA02669@fsucs.cs.fsu.edu>
Source record: 244545

Anybody received the new version of Wordup? What new features does it have?
What bugs were fixed? Postscript output? Inquiring minds want to know!!

--

```
-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

702. Getting C

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 05:13:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001250807.AA00731@ucbvax.Berkeley.EDU>
Source record: 244546

The recent discussions on gcc, g++ and sozoban have been very interested. I have been wanting to learn C for the last year or so but didn't have the $$ for Laser or MWC. Of course none of the ST mags would mention the pd/sware stuff... Anyway, sozoban seems like something I could use.

Uh-oh, problem. Panarthea seems busted from our site. Short requests, index, etc. are ok but not long ones, such as (wouldn't you know it) sozobon partxx.

Would some kind soul be willing to email me a copy? See .sig for address. Perhaps I'll finally be able to try my favorite crashing techniques in C!

Thanks*1.0E6

Jason Steiner STJLHI33@WOOSTER.BITNET

Prediction: Atari will release the ATW in the US no sooner than one month after Apple releases a RISC based multiprocessor box and lots of hype.

Guess which company has been buying huge lots of 88000s recently?
8-) I'm probably right
8-(I'm probably right
<SIGH>

703. Re: ST Technical Questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 07:17:53 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Jan22.071753.17009@gpu.utcs.utoronto.ca>
Source record: 244547

Hello,
I forgot a few questions when I posted the first note.

10. I have an application which tracks the mouse cursor in and out of a window by doing a rectangle wait for the window work area in addition to the standard message wait. I trap the various messages which move or change the window to keep the rectangle in the right place. With more than one window on the screen, I trap the WM_TOP message to set the new rectangle. However, closing a window doesn't seem to send a WM_TOP message for the newly active window. I can disable the rectangle wait on window close, but I would really like to find the new window and do it right. Does anybody have an answer for this?

11. I got my ST second hand, and I am probably missing some documentation. What does the "install application" function do, and how do I use it? I had the impression that I could change the application that would automatically launch if I double-clicked on a non-program file, but I can't get it to do anything.

12. What sort of fonts can I load with the vst_load_fonts() call? Is this a GDOS question (whatever that is)?

Thanks again.

Barry Lay

704. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 07:40:55 UTC
From: david@bdt.UUCP
Message-ID: <882@bdt.UUCP>
Source record: 244548

In article <12117@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>Has this been tested under TOS 1.4? The announcement didn't say.

Yes RTX runs under TOS 1.4. This shareware version version won't
run on a non-68000 CPU (as in the TT, if we ever see one). I'll
cross that bridge when I come to it (anyone want to donate a TT
for the project? -- Atari?)
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

705. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 07:42:46 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1042@oucsace.cs.OHIOU.EDU>
Source record: 244549

In article <9001220106.AA01476@fsucs.cs.fsu.edu>, boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>
> I am unfamiliar with this particular subject, but it sounds potentially
> interesting. Anyone want to give a summary of who Bob is?
>

Bob is the great, powerful, omnipotent, immortal God of the Subgenius! From his word may you know enlightenment, or at least a good chuckle. Check out alt.slack; and read the Book of Bob (BoB) titled Book of the Subgenius, available from Simon & Schuster.

Bill White
bwhite@oucsace.cs.ohiou.edu

HARTLEY'S SECOND LAW:
"Never sleep with anyone crazier than yourself."

706. Re: Smalltalk on the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 08:47:47 UTC
From: rode@uniol.UUCP
Message-ID: <1609@uniol.UUCP>
Source record: 244430

Hello,

jmrosset@hpgnd.HP.COM (Jean-Michel ROSSET) writes:

>Is there any implementation of smalltalk-80 or smalltalk V available on
>the Atari-ST ? I've heard there is an implementation of Little smalltalk,
>but this one has not the graphical capabilities of the real smalltalk
>environments.

There is a Smalltalk 80 available for the Atari ST.
It's a portation of the Parc Place Smalltalk, and I think the newest
version is 2.34, it is compatible to the Smalltalk 80 portations for
Sun (image portability). In Germany you can get this version from

Georg Heeg (georg@unido.UUCP)
in Dortmund.

I bought this version. In the next weeks you can get the new version
2.5 for the Atari ST.

You need:
Atari ST with more than 2.5 MB RAM
Harddisk with more than 10 MB of free disk space
Atari or compatible mouse with 2 or 3 buttons
(I'm using a quick bus mouse with 3 buttons).

with best wishes
Waldi

--
****
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Irre oder nicht Irre ... ************************************
************************** DAS ist hier die Frage !!!!!!!!!!!!!! *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *
****

707. Modula-2 query

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 12:23:25 UTC
From: gge@cxa.daresbury.ac.UK
Message-ID: <24048.9001221223@cxa.daresbury.ac.uk>
Source record: 244550

This is a question for any Modula-2 wizards:

I am trying to code an extensible data structure in Modula-2. I have a working structure in (say) module A and would like to code an extension in module B, but (and this is the difficult bit) I would like to be able to use the procedures from module A as if they had been declared in module B (got that?). I have figured out one way:

```
IMPLEMENTATION MODULE B
IMPORT A
.
.
.
PROCEDURE Fred;
BEGIN
A.Fred;
END Fred;
```

However this is inelegant and negates any benefits gained from using modules in the first place.

Anybody got any other ideas?

Many thanks in advance
Gareth J.Baker

JANET:gge@uk.ac.dl.cxa | Post: S.E.R.C.,
Internet:gge%cxa.dl.ac.uk@cunyvm.cuny.edu | Daresbury Laboratories,
EARN/BITNET:gge%cxa.dl.ac.uk@UKACRL | Warrington, WA4 4AD,
UUCP:gge%cxa.dl.ac.uk@ukc.uucp | U.K.
| Phone +44 925 603586

708. Question on use of Interleaves

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 15:35:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9001221812.AA24021@jade.berkeley.edu>
Source record: 244401

I have a question on Interleave. When formating a disk, which interleave
should be used for best responce time. (Or combination of interleaves)
The only infomation i have on the subject is "Use 1 for interleave" and
that is a bit skimpy for my taste.
I suppose i should also ask, how do you detect which interleave is
your disks current format? Some method of timeing the reading of sectors?

Stuart Carter
University Of Louisville
Physics Dept.

709. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 15:53:34 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Jan22155334@tweezers.esd.sgi.com>
Source record: 244402

>>>>> On 16 Jan 90 02:58:17 GMT, kbad@atari.UUCP (Ken Badertscher) said:

ken> Believe me, Arion, it's very very tempting at times. Especially when
ken> you see some of the really silly things that some developers do to
ken> break the rules. You want to punish them. But in fact, the end users
ken> are punished worse if Atari breaks programs which break the rules.

I disagree. In the end, the users are punished worse if Atari
doesn't break programs which break the rules. Those programs keep
Atari from adding bug fixes and enhancements to their operating
system, which hurts everyone in the end -- not just those people who
depend on broken software.

ken> All
ken> a user knows is that his favorite program doesn't work any more. If
ken> the company that made it is no longer in business, that user is really
ken> up the creek.

True. But in many cases, the user may be able to switch to an
alternative which didn't break the rules. And if I had some very
important piece of software I depended on for my livelihood, I would
think long and hard about migrating to something else if the company
that produced it went out of business.

--M
--

__
\/ Michael Portuesi Silicon Graphics Computer Systems, Inc.
portuesi@SGI.COM Entry Systems Division -- Engineering

710. Re: Questions! (FTP'ing from VAX)

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 16:09:15 UTC
From: mwjester@wsucsa.uucp
Message-ID: <11456@wsucsa.uucp>
Source record: 244403

In article <9001220804.AA20499@ucbvax.Berkeley.EDU>, FRACHEL@UMIAMI.MIAMI.EDU writes:>
> I have a question about FTP'ing. It seems that I cannot login to most
> so called 'anonymous' ftp sites while using the VAX system, but my
> friend on a unix system can get in fine.
>
> Is there anything I can do about this?

I can't answer your question about UUCP, but I can speak from experience about FTP'ing from a VAX/VMS system. Your system is converting everything to upper-case (I dunno why it was set up that way), and the system you are trying to connect to is case-sensitive (probably a Unix(TM) system). What works for me is to put quotation marks around anything the remote system is going to see.

e.g. FTP some.site.name
status message from the FTP program here...it should eventually tell you it connected, and give you the prompt.
FTP>login "anonymous"
message saying guest login OK, asking you for your user name as password
Password: your user name here (needn't be quoted)

If all goes well, it should tell you that you are logged in; it will probably say that some access restrictions apply.

In general, you will have to quote filenames or directories; you _probably_ don't have to quote commands (cd,get,dir,set,etc.).

Hope this helps!

-Max J

711. Mac ROMS

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 16:56:07 UTC
From: cciolori@telesci.UUCP
Message-ID: <938@telesci.UUCP>
Source record: 244404

Perhaps this is a silly question, but I will ask it anyway.

Everyone knows that the ST can mimic the Mac with the right hardware, software, and of course the Mac ROMS.
In addition, a message had been posted which indicated that the new TT machine would allow the ST to run Mac software at high speed, which could give apple some stiff competition if Atari took advantage of this, and made the public aware that this software/hardware exists.
A great ad campaign would tell potential buyers that the Atari, in addition to running its own software, could also run IBM, and Mac stuff too!

....then I got to thinking...let's say that Atari did begin take advantage of this oppurtunity, and in fact were hurting Mac II sales. Couldn't Apple just say FORGET IT and NO LONGER SELL anyone Mac ROMs? Or would it be more profitable to allow Atarians to continue to buy them? I mean, they are making money when people buy them, although I am sure they would rather be selling THIER computers along with them.
Just a thought...what does everyone think?
Chris

712. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:15:46 UTC
From: ignac@electro.UUCP
Message-ID: <1262@electro.UUCP>
Source record: 244405

getting back to the original genlock inquiry, the STE (available here
in canada) actually has hardware support built in for externally syncing
the STE's video shifter to external video sources. yippie!

just in case anyone really cared anymore!

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

713. TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:37:21 UTC
From: dal@syntel.mn.org
Message-ID: <1990Jan22.173721.12285@stag.UUCP>
Source record: 244406

[neil@cs.hw.ac.uk (Neil Forsyth) writes...]
> I may be getting TOS 1.4 soon (though don't hold your breath folks:-).
> TOS 1.4 has the I/O redirection handling bugs fixed so you can redirect the
> output from any program. But developers have to use 'isatty' stuff so that
> their programs work on 1.0 and 1.2 so there is not really a big win here for
> them. Likewise with Malloc.

Allan's message about bugs with multiple processes having the same file
open (which is the root of at least some of the redirection bugs) clearly
said that this bugs exists IN ALL TOS VERSIONS. This includes TOS 1.4.
And I've verified that redirection bugs DO still exists in TOS 1.4.

The IS good news, however. By exploiting a "feature" of the Pexec()
mechanism relating to the h-blank vector, we seem to have a robust
work-around for most of the redirection problems. This technique has
been in use only for a week or so, but it does appear to allow nested
redirections of stdin/stdout, which enables programs like uucp mail
software to operate via chained "pipes" (really temporary files).
We've tested the new code with a calling sequence like...
uuxqt -> rmail -> lmail -> rmail -> uux
...where each process is invoked from it's parent via popen(), and thus
receives data via redirection stdin. This kind of calling sequence will
fail miserably using normal Fdup/Fforce redirection.

I'd be willing to post the technique to the net, but I would like to get
confirmation from Allan or Ken that the "Pexec/H-blank trick" will continue
to work in future TOS versions.

On a related point, there has been some movement to correct a long-standing
inconvenience in TOS regarding stderr. Handle 2 is connected to the AUX
port by default, but I support it's use as a redirectable stderr. To
force this to work properly, C start-up code should check to see if handle
2 is a tty. If is IS, then Fforce() it to -1 to attach it to the console.
This is harmless if it already IS attached to the console, and makes sure
you don't confuse your serial i/o device if it's still attached to AUX.
If handle 2 IS NOT a tty, leave it alone, since that should indicated that
someone has redirected it.

\\ / Dale Schumacher 399 Beacon Ave.
\\ / (alias: Dalnefre') St. Paul, MN 55104-3527
>< ..!nic.mr.net!bungia.mn.org!syntel!dal United States of America
/ \\ "The power of accurate observation is commonly called cynicism
/ \\ by those who have not got it." -George Bernard Shaw

714. Need Hard Disk Wisdom

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:48:32 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500012@m.cs.uiuc.edu>
Source record: 244407

I'm sure this subject has been covered many times, but I
haven't been reading this group for a long time. I am
interested in obtaining info from anyone about building
hard disks fro the ST. Advice on interfacing, drive/controller
recommendations, power supply choices, cases, and difficulties
about the ST. Please email to me if the subject has been beaten
to death.

Thanks!

--- Bri

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

715. ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:50:00 UTC
From: MERSA@ALBION.BITNET
Message-ID: <ED614D55C45F003D31@ALBION.BITNET>
Source record: 244408

Excuse me?

716. hardware specs for 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:51:50 UTC
From: miken@hcr.uucp
Message-ID: <1990Jan22.175150.13869@hcr.uucp>
Source record: 244409

i know that Howard Sams & Co. publishes hardware specs for the troubleshooting and repair of the 520 (saw it in the latest Jensen Tool catalog), but does anybody know if they do the same for the 1040? i can't seem to reach them via phone.

thanx in advance...

717. DEGAS printer driver for HP PaintJet ??

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 17:56:03 UTC
From: ralph@cc.brunel.ac.uk
Message-ID: <1280@Terra.cc.brunel.ac.uk>
Source record: 244410

Does anyone have, or know the location of, a DEGAS printer driver for the HP PaintJet ?? This is rather urgent, I may have to resort to watercolour paints...

Thanks in Advance.

Ralph Mitchell
--
JANET: ralph@uk.ac.brunel.cc ARPA: ralph%cc.brunel.ac.uk@cwi.nl
UUCP: ...ukc!cc.brunel!ralph PHONE: +44 895 74000 x2561
"There's so many different worlds, so many different Suns" - Dire Straits
"Never underestimate the power of human stupidity" - Salvor Hardin, Foundation

718. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:02:02 UTC
From: dag@per2.UUCP
Message-ID: <893@per2.UUCP>
Source record: 244411

Being the person who wrote most of the MWC examples (other than most of the
GEM examples, which were mostly written by a non-programmer), I would like
to defend the MWC manual/examples a little here.

In article <1540@cs.rit.edu>, ajy2208%ritcv@cs.rit.edu writes:
> In article <10665@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
> [...informative stuff deleted...]
> >As for the stray data at the top, perhaps you're not aligning the
> >screen memory correctly?
> This was a problem at first, as I am a beginning ST programmer and
> am not a registered developer (yet.. :-). Of course, the people
> who wrote the MWC documentation didn't bother mentioning the
> fact that the memory has to be ALIGNED.. But they provided a nice
> example, in which they aligned the memory, so that's how I learned..

Sorry about that... The decision to not put the restriction into the
main part of the documentation was made because it was unclear what
future products might offer. There was supposed to be a note that stated
that the current 520 and 1040ST machines had this restriction, but this
got left out by accident, and nobody seems to have noticed. The examples
had most of their comments stripped out so they could fit into the manual.

> >If you're writing code that you eventually hope for
> >other people to use, don't hard-code magic numbers like 32K into your
> >screen manipulation routines. [In fact, don't even use 32K. You only
> >need, at most, 32256, to get 32000 bytes on a 256 byte boundary, eh?]
> Kind of interesting, that the example in the MWC manual does have
> 32K hard wired in. Of course, it's only an example, but for someone
> learning how to do something for a first time, it's not setting a
> GOOD example.. sigh.. (at least it does have LOTS of examples)..

Well -- I had to use some value when I wrote the example. I could have
used a #define, but at the time it seemed like this would remain unchanged
for the immediate future, and we didn't want to go through all the extra
trouble (in the example) to calculate the memory needs of the new display.
(It was not a GEM example, and S.A.L.A.D. was not yet written, and even when
these two conditions are met, it is still more than a few lines of code
to figure this out in the general case for all possible future display
modes, if its possible at all. I don't know what happens when you use
a Moniterm.) These examples were supposed to be short and illustrate
proper use of the documented routine/function/feature, without adding
lots of extra stuff that might confuse or intimidate the novice ST programmer.

I might add that for a program like a picture viewer (as described in the
original posting) to work with the overscan modification a simple file
read / physbase change will not do the trick anyway. Most of these

bitmap graphics file formats assume the standard ST screen layout.

The fact is that at the time the MWC manual was written, there was very little programming documentation available for the ST. We went above and beyond the required material for just using our compiler and set a standard for completness which far outstripped anything available to the general public at the time, and which the competition took a long time to catch up with. We did not just rehash the material in the developers documentation, we wrote new documentation and provided examples for just about every Atari specific function in the system. We gave notes on how some BIOS/XBIOS/GEMDOS functions were documented to work in the developers documentation but actually worked in some other way and warned that these things may change. We went out of our way not to use any non-sanctioned hooks into the OS to make our product work.

In my honest opinion, biased as it may be, the MWC manual is the single best volume for programming the ST published to date. It needs revision, bugfixing, and maybe some other tweeking (new GEM examples, etc.) and the compiler should be updated, but it is still a very good package at a good price.

I don't work for MWC anymore, and don't speak for them. I've just seen a few people bash the MWC package recently and wanted to set the record a little straighter. I know that the posting to which I've followed up is not a bash, but it was a convenient place to put this.

Daniel A. Glasser
--

____
Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711-----------

719. unarcing

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:25:58 UTC
From: skn@mentor.cc.purdue.edu
Message-ID: <6623@mentor.cc.purdue.edu>
Source record: 244412

I am new to Usenet and I need some help getting the binary files to run on my system. I've used a file capture to get the files to my computer. But I can't get them to de-arc. If any one can help please send mail or post news.
Thanks for the help,
Doug

720. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:27:48 UTC
From: dag@per2.UUCP
Message-ID: <894@per2.UUCP>
Source record: 244413

In article <1990Jan17.154602.19880@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> 2)I like Mark Williams C. The non machine-specific parts are pretty K&R
> compliant. The library is very UNIX-like. The support people are great if
> you phone (don't write--they answer in 3 months). The compiler is said to be
> derived from pcc. The source and machine language debuggers work well.
> Steve J.

The MWC compiler is not derived from PCC. It is derived from the Coherent
(A 7th-edition Unix compatible OS with NO unix source code involved) compiler
which had been ported from the PDP-11 to the 8086 and Z8001 before the 68000
port was done. The compiler base is similar to pcc in many respects, but
it is not a derivitive of that compiler.

A large part of the speed "problems" that the MWC compiler has is because of
this history. A version (built from the same sources) ran on a PDP-11 as
a cross compiler until version 3. The PDP-11 has only 64k of virtual
address space. The compiler, therefore, uses disk files to store intermediate
code and chains between programs to do various stages of compilation.
The advantage to this is that the MWC compiler can run effectively in systems
with limited memory (512k with DAs loaded) and can handle programs larger than
available memory. I've linked an 800k program on a 520 with MWC.

Daniel A. Glasser
--

____
Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

721. Re: TOS executable file format

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:41:35 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <444.25bb53df@ccvax.ucd.ie>
Source record: 244414

In article <3651@harrier.ukc.ac.uk>, mtp@ukc.ac.uk (M.T.Paley) writes:
> Does anyone know the exact format of executable files? The initial 20 or so
> bytes are easy to decypher but I cannot find any information on the layout
> of the symbol table and especially the relocation information.
>
> I am trying to make a program to run TOS executables from within MINIX which
> looks fairly easy except for actually producing an executable image in
> memory from a mysterious .ttp file.
>
> Any information would be usefull.
>
> Matthew

There is a file on LISTSERV@UOUGELPH.BITNET that tells you about the
format of ST binary files, send the Listserv a message saying

GET PROG-A16 88-00347

Hopefully this will tell you all you need to know.

Padraig.
#! rnews 1194
Relay-Version: VM

722. Re: TOS executable file format

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:45:06 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <445.25bb54b2@ccvax.ucd.ie>
Source record: 244415

In article <3651@harrier.ukc.ac.uk>, mtp@ukc.ac.uk (M.T.Paley) writes:
> Does anyone know the exact format of executable files? The initial 20 or so
> bytes are easy to decypher but I cannot find any information on the layout
> of the symbol table and especially the relocation information.
>
> I am trying to make a program to run TOS executables from within MINIX which
> looks fairly easy except for actually producing an executable image in
> memory from a mysterious .ttp file.
>
> Any information would be usefull.
>
> Matthew
There is a file on LISTSERV@@@@@@@@ that explains all about the format
of ST binary files. To get it send the listserver the message

GET PROG-A16 88-00347

Hopefully this will tell you all you need to know.

Slan,

Padraig.
#! rnews 1168
Relay-Version: VMS News - V5

723. appl_tplay() & appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 18:57:37 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9001250807.AA00768@ucbvax.Berkeley.EDU>
Source record: 244416

I'd like to use the AES functions appl_tplay() and appl_trecord(). Unfortunatel
y, I still have old ROMs of 1985, and it seems that these functions do not work
because of them. Does anybody know what are the bugs in the old ROMs ? Is it (
reasonably) possible to implement them by soft, where could I get the listings
(in C, or ev. Asm) ?

Please send reply on EARN/BITNET: K298027@CZHRZU1A

Michael Mueller, Brain Research Institute, Zuerich, Switzerland

---

724. Re: Mac II screen colors (Was: Genlock Inquiry)

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:19:12 UTC
From: cs163wed@sdcc10.ucsd.edu
Message-ID: <6349@sdcc6.ucsd.edu>
Source record: 244417

```
In article <1262@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>
>getting back to the original genlock inquiry, the STE (available here
>in canada) actually has hardware support built in for externally syncing
>the STE's video shifter to external video sources. yippie!
>
>just in case anyone really cared anymore!
>=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====

Who would use the STE with a genlock? with the resolutiuon of
320x200x16 colors, how can you make good things out of it?
```

725. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:19:29 UTC
From: don@col.hp.com
Message-ID: <370004@col.hp.com>
Source record: 244418

>> And don't believe I have insulted legitimate
>>businesses. If you want to see a piece of software run, go to
>>a store and ask the proprieter to start up a copy for you.
>
>Here's where you're wrong. There are pieces of software for the ST that
>I can't test in 20 minutes. If I want to demo a piece of MIDI software,
>I want to take it home and play with it for several days. Some software
>publishers put out demo versions of their software -- that's a great
>help. But others do not. Here is a legit market for rentals.
>
Not a comment on rentals, directly, but not all local dealers are as helpful as indicated above. While we are lucky enough to have one here, and even though I am quite a good customer (ie I try to support him buy buying hardware and software from him), when I asked to see a demo of a program that he had for sale to see if it was worth the money, he told me that he'd be glad to let me try it out on his machines IF I PURCHASED IT FIRST! In other words, I had to BUY it before I could demo it (and they have a no return policy on software except for defective disks, which they exchange). This was at our authorized Atari retailer--the other stores that sold Atari software solved the problem nicely by not having any Ataris around at all, so that you also had to buy it before trying it out.

Don Allison
don@col.hp.com

(It seems he was having trouble selling packages that weren't shrink-wrapped, and hadn't bought a machine to re-shrink-wrap the stuff yet.)

726. Velocity-sensitive mouse

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:23:06 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1113@carroll1.cc.edu>
Source record: 244419

Does anyone have or know of a PD mouse-driver that is velocity sensitive?
If no one does, could someone do one? After this semester is over I'll work
on one, but to relate a famous quote, "Hi hain't got no time now".

Thanx in advance,
--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186
I'm looking for Tom Brown, Chem. Eng. major at UofIL, Junior. Tell him to call

727. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:23:16 UTC
From: cs163wed@sdcc10.ucsd.edu
Message-ID: <6350@sdcc6.ucsd.edu>
Source record: 244420

In article <1738@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <90011904271714@masnet.uucp> sylvia.jumaga@canremote.uucp (SYLVIA JUMAGA) writes:
>

Looks like after Atari lose the US, Atari will lose the UK too!

728. VDI commands recording

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:41:20 UTC
From: cs163wed@sdcc10.ucsd.edu
Message-ID: <6351@sdcc6.ucsd.edu>
Source record: 244421

Hello. I wonder if it is possible to add an overhead to the VDI
such that calls to any VDI functions can be recorded automatically
somewhere in
memory in some sutiable format. Afterwards a record can be
replayed, saved to disk, loaded from disk, or whatever. This is
kind of like the "picture" of the Mac OS quickdraw. Is this
possible? Also, does anyone know the format of GEM metafiles
(i.e, the format Easy Draw uses to store its drawings.)

729. Re: Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:49:23 UTC
From: alex@athertn.Atherton.COM
Message-ID: <16997@laurel.athertn.Atherton.COM>
Source record: 244422

>Stefan Hess writes:
>Somebody told me that MW has stopped development of MWC on the ST. Does
>anybody know if this is true ? I would hate it if there wouldn't be an
>ANSI version of MWC.

When I last called tech support, they told me that the person who was
responsible for the ST version of the compiler had quit and that they
were actively looking for a new compiler person. There was no indication
that they were not going to support the compiler in the future. I expect
that there'll probably be a delay in the next release, since it takes
time to hand off something like that to a new person...

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

730. Atari TT: Threat to IIcx?

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 19:58:38 UTC
From: hendrick@fozzy.UUCP
Message-ID: <840@fozzy.UUCP>
Source record: 244423

As a loyal ST'er, I wanted to pass along the following:
What follows is a quote from Macintosh News, January 15 1990,
"The Mac's Factor" by Rick Doherty (page 13)...

--- Begin quote ---

ATARI TT: THREAT TO IIcx?

Late this month, Atari Corp. will begin shipping
its under-$2000, 16MHz, 68030-powered TT computer.
Priced at about one-third of Apple's price for the
IIx and IIcx, this second-generation Atari machine
could be a threat to Macintosh markets with the
addition of the $300 GCR Macintosh ROM adapter from
Gadgets By Small.

Equipped with the GCR cartridge and borrowed
Mac SE ROMs, the TT will be able to run the vast
majority of Macintosh software at a fraction of
Apple's Mac IIx and IIcx pricing.

Still, Atari is not well known for successful
U.S. distribution. Indeed, while the TT labored
through FCC testing in December, it was shipping
in volume in Europe. There, the machine is
already a favorite of German industry and could
impact Mac sales in a country that is already
below other European companies in per capita
Mac sales. Stateside, Atari's lackluster distri-
bution could make the TT little more than a
68030 curiosity. It's priced at three to four times
the average Atari 68000-based ST system. By
selling the T, storefront resellers will put pres-
sure on their already limited resources.

--- End quote ---

Regards,
Bill

731. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 20:06:28 UTC
From: johnl@tw-rnd.SanDiego.NCR.COM
Message-ID: <229@tw-rnd.SanDiego.NCR.COM>
Source record: 244424

>I'm having a problem with the MAS assembler that comes with Turbo C v1.1. The
> [etc]

Please don't flame me.

I came across this posting in the atari.st newsgroup. Is the compiler being discussed here actually Borland's Turbo C? Is is some other company using the name "Turbo"? I am an Amiga owner and I sure wish Borland would market there compilers for the Amiga (In fact Borland advertised Turbo Pascal in the first issue of AmigaWorld but never delivered!). Anyway, if this IS the Borland Turbo Products, please inform me:

Which Borland compilers are available For ST's? C? Pascal? etc..

How much do they cost?

Are they considered good ST compilers?

Any comments on the product/support/marketing/etc?

Thank you.

--
John Lindwall | "Not my employer opinions; mine"
johnl@tw-rnd.SanDiego.NCR.COM | a man, a plan, a beer, reeban alpa nama
----------------------------------+---

732. Re: Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 20:07:21 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20044@watdragon.waterloo.edu>
Source record: 244425

In article <756@nadia.UUCP> marauder@nadia.UUCP (Stefan Hess) writes:
>Somebody told me that MW has stopped development of MWC on the ST. Does
>anybody know if this is true ? I would hate it if there wouldn't be an
>ANSI version of MWC.

I hadn't heard this but I will call them and find out!
I'll post their response.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

733. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 20:15:14 UTC
From: rjd@cs.brown.edu
Message-ID: <26232@brunix.UUCP>
Source record: 244426

In article <1990Jan20.225604.25167@murdoch.acc.Virginia.EDU>
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>This shouldn't be here, and it's my fault, but hopefully this,
>er, discussion will end here.
>
>In article <25910@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>[quoting me]
>>>Needless to say, it's extremely rude to call some people pirates
>>>because they rent software. Libraries rent books, video stores rent
>>>movies. Video stores rent Nintendo carts, which contain software.
>>>
>>
>>Sorry, Greg...I stand by my claim. And the Federal Trade Commission
>>stands with me, I'm afraid. (As does STart, BYTE, PC Week, etc. They no longer
>>accept advertising from software "rental" places.)
>
>Not all software rental places are pirates. Libraries let you check
>out software, are they pirates? Yes, *some* users rent software from
>rental places to pirate it. Others don't. If I did rent from such places
>(for example, I want to give Maple (costs $400) a test drive for a week
>to see if I want to spend that much on it), I'd be extremely offended
>if you called me a pirate. And you'd be wrong.
>

OK, Greg...you're a great guy. You'll *never* "borrow" software,
then copy it for yourself to keep. I'll accept that.

My accepting that fact from you is a *far* cry from condoning a
place taht "rents" software. For every "great guy" like you, I
would bet there is (at a bare minimum) one other person who wouldn't
think twice about stealing software. Those aren't terribly
good odds for a software rental place, are they?

You know, in almost every environment I've been in, I've
heard excuses for why people steal software: "It's easy,"
"It's too expensive," "I just wanted to test it out."

Now you want to give these people a legit license to walk out of
a place with software that they have no intention of ever buying?

>>Your analogies do not hold. If books were as easy to copy as software,
>>you can bet there would be similar complaints.
>
>Some books are easy to copy. One of my math textbooks cost $50, and
>I could have photocopied it for $10.

Cheap != Easy. How long would it take you to photocopy
the book? The same length of time it takes to copy a disk? I doubt it.

> I guess you'd want the library to not let me check out such books.

Oh, please....

>
>>Computer software is (currently) the *easiest* media to copy - and your
>>copy is an *exact* duplicate, not some scratchy re-recording of a record.
>
>Yes. That's why user education is so important. But the US was allegedly
>a free country last time I checked, and there is no excuse to prohibit
>legit activities.

Again: oh, please. Don't give me that crap - that's right out of
a bad movie. The US is a free country, huh? Try walking down the
street naked. Want to test your right of free speech? Try yelling
"Fire!" in a crowded movie theater. There are limits to your freedom.
Software rental places should be among those limits.

>I never said piracy hasn't hurt the software industry. I think it has.
>But education of users is the key, not being rude to random people.

You sound like Nancy Reagan. "Just say no." It has nothing to do
about educating people. Some people are just *criminals.* They don't
bother to think about software piracy, because its so "easy," and
why not?

I do, can, will not, understand this tendency by the public and the
media to group software piracy into its own, special little category.
It's theft. Period. Just like stealing a car - 'cept easier. Why make
it easier?

You want to test out the product? Do it in the store. If you want to
"test it out" for several days, that's several days worth of use you
have placed on the product. If you are going to do that, why not
send away for a products' demo copy? If its a large package, they
are sure to have something, if its a small package - you're just
out of luck, aren't you?

>
>Don't forget the old saw about "Innocent until proven guilty." If
>renting software was only used for piracy, I'd think it was a bad
>thing. But renting software is useful for legitimate purposes. And I
>don't want to get called a pirate because I say renting can be ok.

I think it *has* been proven guilty. No one is calling *you* specifically
a pirate...but, as I said earlier, because you're a great guy, doesn't
me you can claim that software rental places haven't hurt the software
market...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)

"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

734. Re: ST Format

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 20:25:20 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20046@watdragon.waterloo.edu>
Source record: 244427

In article <1738@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>The UK magazine ST Format hasn't been doing Atari any favours recently.
>Just before Christmas it and its sister mag Amiga Format printed the
>story about how the Amiga developers turned down Atari and went to
>Commodore and how the ST was 'put together in a hurry'. This was rather
>damaging to the ST's sales, I know many people went for an Amiga because
>of this story - especially since the Amiga now sells for the same price
>as the 520ST.

I wouldn't worry too much about it. It's too bad that the review
will probably hurt Atari sales (also hurting ST Format indirectly)
but I have read a few (3) issues of ST Format and my impression was
that it had no value other than the cover disk!

Of course this is just my opinion.

Steven W. Klassen +-----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +-----------------------------+

735. Overscan stuff

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 21:01:29 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10712@stag.math.lsa.umich.edu>
Source record: 244428

(From a private message...)
%There seem to be a lot of details to consider:
%
%- what is the best hw mod? A local guy has a version which flips
% between overscan and normal under control of an unused pin in the
% sound chip (it may be another chip, my memory is unreliable).
This sounds likely, but I'm not sure how useful it'd be. I think having the definite control that a physical switch gives makes me feel a bit more secure overall... But it also sounds convenient in some respects. If you can post more details about it, I'd be interested.
%
%- how much software works, how much breaks? I have seen that the
% vt52 screen used by .tos programs fails to scroll properly unless
% you patch TOS or have a blitter. Perhaps TurboST or QuickST could
% fix this problem.
Ah, that's what I thought. Yeah, this scrolling problem is quite a hassle. You can also see it in TOS 1.2 ROMs (like I had when I bought my Mega. I think it's just the blitter code that's at fault. Also had this problem with older versions of TurboST.)

I've found, much to my dismay, that the GEM VDI function vro_copyform (and the corresponding Line-A function) clips at 640x400. This has been kind of a pain; I suspect that there are more functions with this limitation. Perhaps a newer version of the overscan software has been written with the appropriate patches, I don't know.
%
%- How well does it work with colour in North America (I had heard of
% problems).
It only works if the display is set to 50 Hz. I originally wrote a two line program to set this and stuck it into my AUTO folder. This was somewhat unsatisfactory, so I disassembled the overscan program and made the changes in there.
%
%- can it be done to the STe?
Wish I could get my hands on an STe. Oh well...
%
%- is the screen readable? I have a hard enough time reading "hi50"
% text on my screen, even with the monitor tweaked to shrink the
% boarders. "hi60" must be worse.
I guess this is pretty subjective. I occasionally have a problem such that the scan rate is off. The symptom is that the screen is shifted left or right by about 6 pixels. Toggling the overscan switch back and forth clears the problem. I like the "hi50/hi60" mode, I don't find it

particularly hard to read, and it makes editing source code that much
easier (more context onscreen).
%
%- does Spectre support this mode?
I don't have Spectre either. Not being much of a Mac afficionado these
days, I doubt I ever will...
%
%I think that your experiences with overscan are worth describing in
%the st newsgroup. This note is to encourage you to keep it up. If
%you can answer my questions, I recommend posting the reply to the net.
%
%Hugh Redelmeier
%{utcsri, yunexus, uunet!attcan, utzoo, hcr}!redvax!hugh
%When all else fails: hugh@csri.toronto.edu
%+1 416 482-8253

Well. There 'tis.

I've got a question I hope someone can answer... As I mentioned above,
the raster operations don't seem to work on rasters larger than the
standard 640x400 or 640x200. I had to write my own code to replace the
VDI calls in Uniterm to get some of the screen manipulation working.
Just now I encountered something that's got me really perplexed. I
copy the entire screen from the current logbase to an alternate buffer,
redraw stuff on the screen, then sometime later copy the entire buffer
back to the current logbase. In the meantime, to hide the fact that
this copy is occurring, I setscreen so the physical & logical screens
are pointed at the alternate buffer. This is just fine, the picture
looks perfect. But, when the original buffer is restored, the top row
of pixels is either scrambled or slightly offset (I haven't figured
out exactly what just yet...). The same routine
is used to do both copies, only the source and destination addresses
are swapped. I can't understand why the exact same routine copying
the exact same data winds up with not-the-exact-same result... ?
--
-- Howard Chu @ University of Michigan

736. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 21:17:19 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440098@hplsla.HP.COM>
Source record: 244429

```
|
| It turns out that I can not get ARC 6.02 to work with any of the graphical
| shells I have for ARC (ARCSHELL, ARCGSH21, UNARC). All of them produce either
| two or four bombs (it keeps changing) when they go to execute ARC. The older
| version of ARC (v5.21b I think) runs fine with all of these shells.
|
| Has anyone else had trouble with ARC V6.02 running under these shells? I
| assume it is working for most people since no one else has mentioned the
| problem.
|
| ----------

I'm using ARCSHELL 2.1 with ARC 6.02 with no trouble under TOS 1.4. There is
supposed to be ARCSHELL 2.1b out now to rectify some bug or another with
ARC 6.02, but I haven't seen the bug nor do I have v2.1b....

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%
```

737. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-22 22:53:18 UTC
From: robert@infmx.UUCP
Message-ID: <3165@infmx.UUCP>
Source record: 244431

In article <25910@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <1990Jan17.065533.601@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>I agree completely. And don't believe I have insulted legitimate
>businesses. If you want to see a piece of software run, go to
>a store and ask the proprieter to start up a copy for you. I have
>never been refused this request.
>

I basically agree with your other statements, but I just wanted to
note that I *have* had requests to see software turned down in a number
of stores- B&C Computervisions in Sunnyvale as an example. One of the
reasons I don't shop there...I am lucky enough to have access to several
stores in the area, but other users aren't as lucky. Under those
circumstances, software rental places could serve a legitimate function.

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

738. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 00:15:42 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan23.001542.7493@murdoch.acc.Virginia.EDU>
Source record: 244432

In article <26232@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>
>OK, Greg...you're a great guy. You'll *never* "borrow" software,
>then copy it for yourself to keep. I'll accept that.
>
>My accepting that fact from you is a *far* cry from condoning a
>place taht "rents" software.

Fine. So don't say that *every* place that rents software should be
run out of business because of the actions of a few.

That's all I ask. I won't respond to the rest of your posting because
it was a rehash of old arguments, except for this:

>You want to test out the product? Do it in the store. If you want to
>"test it out" for several days, that's several days worth of use you
>have placed on the product. If you are going to do that, why not
>send away for a products' demo copy? If its a large package, they
>are sure to have something, if its a small package - you're just
>out of luck, aren't you?

Not all products have demo versions. Maple does not, it is a large
package, and it costs large amounts of money. It's stupid to tell
me I cannot demo Maple for several days in my own home just because
you're scared I'll steal it. If a friend had Maple and were willing
to lend it to me for a few days I bet you'd think that was bad
too?

>...but, as I said earlier, because you're a great guy, doesn't
>me you can claim that software rental places haven't hurt the software
>market...

I never said that. I said software rental as a concept is not bad, and
that while some software rental places are pirate havens, it is not
necessarily true that all are.

I hope this discussion ends here. We are repeating ourselves, and you
are missing my point.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

739. Hello

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 00:53:46 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8429@pogo.WV.TEK.COM>
Source record: 244433

Hello Everyone!!

I just wanted people to know that I just gained access to the network
and can be reached here for questions and comments on Diamond Back.

Thanks,

Bob Luneski
Author: Diamond Back

740. Re: GNU/SOZOBON C QUESTION

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 01:21:00 UTC
From: sylvia.jumaga@canremote.uucp
Message-ID: <90012319221444@masnet.uucp>
Source record: 244434

rjd@cs.brown.edu writes:

>Sozobon C: Another public domain C. And amazingly well
> done. It conforms with K&R standards, and
> supports GEM and AES calls. Its YAPAFS. (Yet
> Another Piece of Amazing Free Software.) There
> are a lot of talented people out there with
> a lot of time on their hands!

Can anyone out there perhaps give me a source where I could get
a hold of 'Sozobon C'? Like, a public domain place in Canada or
the U.S. and cost.

Thanks! Merci!

A bientot,
* * * ____ The Computer Matrix
* * * /___ / / / / / Ace I / Ace II / Nick
** * ** ____/ /_/ /__ \/ "Hug A Computer Today!"
** * ** __/ From: Brandon, Manitoba, Canada

UseNet: sylvia.jumaga@canremote.uucp
VAXes: Brandon University: BU::$JUMAGAS
TKM Software: TKM::JUMAGA
MiNET: 7337M09 NorthAmeriNet: SYLVIA JUMAGA

* QNet 1.03a2: Bert's Bulletin Board. Brandon, Man. Can. (204)763-4684

741. RE: GEM and IMG output

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 01:30:00 UTC
From: swett@PENTAGON-OPTI.ARMY.MIL
Message-ID: <9001250806.AA00704@ucbvax.Berkeley.EDU>
Source record: 244435

I am looking for an object code probl program for the ATARI 1040ST
that can UNZIP files created on an IBM PC type systeml;. does one
exist?

742. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 01:55:48 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4031@jhunix.HCF.JHU.EDU>
Source record: 244436

I don't know about this Bob character, but I do seem to recall that either one or both of the Tramiels were Auschwitz survivors, hence the Hebrew.

Eric

743. Megamax C questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 01:57:46 UTC
From: wright@asc.SINet.SLB.COM
Message-ID: <9001230157.AA05784@ascsu1.SLCS.SLB.COM>
Source record: 244437

Here's my first attempt at a posting....

For three years I've been using Megamax C and then Laser C. I've accumulated the bugs described below, several of which cost me many hours to track down. I sent a letter (U.S. Mail) last September 24 saying what I've said here, but haven't heard anything back from Megamax. My questions are:

Does anyone know if or when Megamax intends to fix these or any other bugs?

If I switch to MWC (or some other C) can I expect similar headaches?

1. Pointer arithmetic

This problem has been there since one of the old Megamax C releases. It prohibits pointer arithmetic on pointers to arrays longer than 32K bytes.

2. Compiler crash on static initialization
In LaserC v1.0, the compiler didn't crash, but it allocated too few bytes of storage (one).

3. OR operation on register long
This one appeared on changing from v2.0 to v2.1.

```
main()
{
register struct xyz
{
int p1;
int p2;
} *struct_ptr;
register int i;
register long j;

/* uncomment the following line and compiler crashes*/
/* static char compiler_crash[4] = {1}; */

/* following uses 16 bit addition when 32 is appropriate*/
struct_ptr += i;

/* following won't change j */
j |= i + 1;

}
```

These are my opinions, not my employers'.

Wayne E. Wright, W5XD
Austin, Texas.

744. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 06:26:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan23.062634.25733@chinet.chi.il.us>
Source record: 244438

In article <6350@sdcc6.ucsd.edu> cs163wed@sdcc10.ucsd.edu ( ) writes:
>
[attribution lines, but no text deleted]
>
>Looks like after Atari lose the US, Atari will lose the UK too!

People who don't sign their names lose the privilege of being flamed privately.
Did your folks have any children who lived, sdcc10, or was their best effort a
blob that just gloats at live people's problems?
Steve J.

745. TT. More rumours?

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 07:17:00 UTC
From: BALTUCH@BINAH.CC.BRANDEIS.EDU
Message-ID: <9001240802.AA00950@ucbvax.Berkeley.EDU>
Source record: 244439

Somebody was quoting "Macintosh News" about the TT starting to ship States side
"late this month... for under $2000" I don't know but mac news could
be just as gifted a rumour mill as as any. Besides the "under $2000"
noun clause seems so ridiculous... Wouldn't such a price threaten Mega
sales? (Notice the question mark? It's just a question ok? I didn't graduate
from Harvard Business School) Any source closer to Atari would care to
comment? I mean, late this month can't be later than within 7 days,
so if this has any substance to it, at least dealers should know by now.

Jacob

746. Re: POOLFIX3.ARC - fix program for TOS 1.4, TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 07:29:09 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1912@laura.UUCP>
Source record: 244441

In article <1983@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>This posting contains a uuencoded archive called POOLFIX3.ARC. In it
>there is a program, POOLFIX3.PRG. If you have Rainbow TOS (TOS 1.4)
>or STe TOS (TOS 1.6), please put this program in your AUTO folder.

POOLFIX3 was not complete when it arrived at our site. Only the
following lines of uuencoded stuff came through:

```
|begin 644 poolfix3.arc
|M&@A03T],1DE8,RY$3T,`+08``#,4Z76;LI0*```,0>B$D9,&Q)`W<N"X8`%"
|M21@W=0;F`1$C!\.*.6`T4+"1"IHR<LJ`2#,'1!@0<@:*%%/GS$@W(*2$2>-&
|MS)L[(*@\F0("10P7-%*8=$,&Q!0J(G7R].G"AE":=MZPL4/SS$8Z'T'<"3/Q
|M2)$F1':"0/.0#)LR)=/02>N&#D@W8=B`:%.F#<(\+D"`R/*F#@@X<MZ("2.&
|MS42R=D2Z*9-8SL8Y9<K`Q$H2!,LS#,N.-`,B3U\0=2"#H%P23A@Z8]#\#7PF
|M91N&GOTN;JPU#1LV+C9NA,(FS!B14)X\86(D"989+J!(.?*R<U\Y(()4T0G"
|MC%0R((<6#6GS#1WG=:"W\8V&9IF\.<G2.3%G8URY6$&*K$SGS4@ZZ(,/+WX\
|M^?+:MZ%4!TR,@301'6G0!9YE;W@'GF,*C)>:>0S-85]\EK4$H%RS95<@=&*H
|M)5)LN7&D`%]^M9'&&6A\=T89WYU$UQQSA/'B:!=F58899I0QQG=8G7;?7*%]
|M)\>`U:4AQQS?T33:1QM)1YUU;&`G!WI)<$;:6&'``8=D<S`TQAMP')@58&^T
|M%D8;)9D16!L/1C?=$]5=!])5]CWDW4?0P=';;]J!`%(8HL4'YWO5O?FD2%+2
|M2:65Z#EQ$PACEKF;<,09AYQRS-%47YR-UEDE2)D1M2A,B&*X9W9HJLGF1G>4
|MEYI6\BT:4HD;H1`$"(W-D<8;,+VA97FEG3;K5B6%=!:A913E$$02403##D.2
|MD089;ISPW1T(K5$J&8^AT5>5V7XGADBA-8M>$&ZL"AVR*)6Q+&3./A21'!/%
|M@`.U:H%@+;;::M7M1F6HQ6=>*##1H+<@)'$"G,`:-E8=X[D1@E#I5589%6&L
|M(1)R*>BF@`J0&"%RE@NJ]));(3'9;',8NI6:&VF,$9
```

If this a global problem could you please repost it, Allan? Or
else, could someone please mail it to me?

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

747. Arcgsh - current state of development

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 07:56:20 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1913@laura.UUCP>
Source record: 244442
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st,unido.atari

Now that Arc 6.02 is out it is time for a new version of Arcgsh. (For those who do not know about Arcgsh: It is a GEM program which allows you to call archivers like Arc and Zoo (and other programs) comfortably using dialog boxes. You do not have to remember all those single-letter commands and those even more cryptic options but simply select them from dialog boxes where they are noted *with* their meaning.)

Those of you who have tried to call Arc 6.02 from Arcgsh will have noticed that it results in two bombs. Mea culpa. I did not set up the xArg environment right. This problem never popped up yet because Arc 6.02 is the first program I called from Arcgsh that supports xArg. (Zoo claims it supports xArg but it does not.)

The fix was quite easy but I think I take the opportunity to fix some other things, too. And then the additional functionality of Arc 6.02 has to incorporated into the user interface. These are all more or less trivial things but - considering my spare time - will take some time.

Whoever of you (registered or unregistered user) needs Arcgsh *desperatly* to work together with Arc 6.02 may get the current intermediate release, just drop me a note. Else wait for the official release in comp.binaries.atari.st.

(Still missing: Sources for Arc 6.02 to get it to work on the UNIX machines.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

748. Re: Drive question

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 09:53:39 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Jan23.095339.6096@bath.ac.uk>
Source record: 244440

In article <1343@cybaswan.UUCP> csko@cybaswan.UUCP (y w ko) writes:
>>In article <1871@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>>>I have had this weird quirk in my ST system ever since I got it (3 years ago)
>>>and I am wondering if it is normal. I have a 520 ST, a single sided disk and
>>>a double sided disk. The double sided disk is drive A and the single sided
>>>disk is drive B. Whenever I access drive A, drive B spins also. Should this
>
>It happens to me as well, but its the other way round. ie.
> access B --> A spins, access A --> B doesn't spin.
>
>Just wondering, is this phenomenon by any chance the result of the fact
>both drives are sharing the same power supply? or may be because they
>are (not properly) daisy-chained?

There is only one 'motor on' control line from the ST, which goes to
both the drives. Many drives will turn the motor on on receipt of a
'motor on' signal, even if they are not currently selected.
(Previously, I would have said 'all drives', because I've never seen
one that didn't, but sounds like there must be some.) The theory seems
to have to do with (a) allows a disk driver to spin the disk up before
selecting it, and (b) means that if you are copying from one disk to
the other, both can be left spinning which will be faster than having
to keep bringing one or the other back up to speed.

Sounds, though, like there is some manufacturer's mech which has its
internal logic set so that it will ignore 'motor on' unless the drive
is selected.

749. Re: ST with an Amiga Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 11:26:36 UTC
From: focke@gmdzi.UUCP
Message-ID: <1892@gmdzi.UUCP>
Source record: 244443

> A friend of mine and I are going to develop a graphic adventure game for the
> ST. I have an 'old' 520 and a Mega 2. He has an old Amiga 1000. I am going to
> lend him my 520 system, but I don't have a monitor for him. I know that the ST
> monitor has been used with Amigas but I need to know if his Amiga monitor can
> work with the 520. Has anyone used this setup?
>
> Thanks,
>
> Randy Schirmer
> West Chester University
> West Chester, PA
> 215-436-1094
> RSCHIRME@WCU

It is possible to connect a 1084 to a 1040. The only thing you need is a
cable with a Scart connector for the 1084 and a monitor plug for the ST.

Stefan Focke

750. MWC malloc and Malloc

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 14:05:22 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1229@lzsc.ATT.COM>
Source record: 244444

I previously mentioned that the size of each Malloc can be
adjusted in MWC so that repeated calls to malloc won't run
out of memory. Here is a code fragment from STEVIE.

```
bool_t
readfile(fname,fromp,nochangename)
char *fname;
LPTR *fromp;
bool_t nochangename; /* if TRUE, don't change the Filename */
{

/* HERE IS THE MAGIC PARAMETER */
extern long _aclicksize; /* malloc granularity */
struct stat xstat;
long l;

if(stat(fixname(fname),&xstat) < 0) {
fprintf(stderr,"Cannot open %s ???\n",fixname(fname));
}
/* xstat contains the info on the file fname */
l = xstat.st_size/_aclicksize;
if( l > 32) {
_aclicksize = (_aclicksize /32) * l ;
}
}
---------
In this program only this module does malloc() calls.
Thus by guaranteeing that there will be no more than 32 Malloc() calls to
TOS all is well.
----------

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com
```

751. Re: Question on use of Interleaves

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 14:14:19 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1230@lzsc.ATT.COM>
Source record: 244445

In article <9001221812.AA24021@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET writes:
>
>
> I have a question on Interleave. When formating a disk, which interleave
> should be used for best responce time. (Or combination of interleaves)
> The only infomation i have on the subject is "Use 1 for interleave" and
> that is a bit skimpy for my taste.
> I suppose i should also ask, how do you detect which interleave is
> your disks current format? Some method of timeing the reading of sectors?
>

The information with the Adaptec 4000 controller that most MFM systems
use is to use interleave=1. There are 17 sectors on each track. With
an interleave of 1, all 17 are used. Any other interleave, they only use 16
of the sectors. So, you immediately get more capacity by using 1.
There is (I believe) some caching in the Adaptec 4000, so for typical accesses
there seems little degredation.

My recollection of running ratehd is that my MFM drives came out around 300KB/s.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

752. AES help needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 15:22:35 UTC
From: mike@system.Cambridge.NCR.COM
Message-ID: <563@system.Cambridge.NCR.COM>
Source record: 244446

My son needs some help with a routine he is writing. He is much more familiar with GEM programming than I am. The ST is considered HIS at our house. Anyway, he has a question and I have the net access. Any help you can give will be appreciated. Send replies to me, and I will make sure he gets the info.

By the way, I believe that he is using Personal Pascal for this project if that makes a difference. He does speak C for other things so don't let the language stand in the way.

Me, I get to do Unix(tm) at work ... lucky me ???

thanks,

mike

------------------------from Joe---

I've been working on a little (okay, NOT so little) workaround.
This essentially involves the rewriting of the AES form_do() routine to allow for text objects to have wraparound text entry. Unfortunately, I need to use the AES routine objc_edit(). The problem? Incredible lack of adequate documentation.

Does anybody have any idea how to properly make use of objc_edit()? I would _really_ appreciate an example of this function used in working code. Any assistance whatsoever would be useful. Send any comments or code segments to the net address above.

==========

```
_________
| |__) Some people call it pessimism; I call it realism!
\_!OE | \EISS
`---
```

753. Re: Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 15:22:57 UTC
From: covertr@force.UUCP
Message-ID: <483550e1.14a1f@force.UUCP>
Source record: 244447

In article <20044@watdragon.waterloo.edu>, swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
> In article <756@nadia.UUCP> marauder@nadia.UUCP (Stefan Hess) writes:
> >Somebody told me that MW has stopped development of MWC on the ST. Does
> >anybody know if this is true ? I would hate it if there wouldn't be an
> >ANSI version of MWC.
>
> Steven W. Klassen +----------------------------+

I called MWC a couple of months ago to report a bug problem (which turned out not to be a bug after all :-)) and asked about an ANSI version of the MWC ST C compiler. I was told then that the programmer who wrote the ST was a contractor who went on to bigger and better theings. Then, I was asked if I wanted to write the ANSI compiler!

Well, I turned them down, and haven't anything since. But, seeing as MWC started selling source code to their Libraries in 1989, it seems that they need whatever profit they can derive from the ST market, even if it means selling source code. If things get much worse, they might even sell source code to the compiler itself!! (that's just a joke folks!!)

But, I am not surprised that MWC hasn't produced an ANSI C compiler, or even a C++ compiler for the ST market. After all, it appears that Turbo C has the German ST market all wrapped up, and the German ST market is the ONLY healthy market left for the ST. The US market has died and gone to MacHeaven or to PCHell or wherever!!

All this is not to say that I don't like the MWC compiler. I still use it and buy the updates whenever they are sold. I currently use version 3.09. But, I am considering getting GCC as it is more ANSI compatible and I can get source code to it!! (GCC is the GNU C compiler and has been ported to the ST).

As far as the TT goes, who knows if we will ever see it in the USA, so who can tell if MWC will support it.

Good luck folks!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

754. Re: dissassembly

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 17:04:23 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17035@laurel.athertn.Atherton.COM>
Source record: 244448

Daniel Glasser writes:

>In my honest opinion, biased as it may be, the MWC manual is the single
>best volume for programming the ST published to date. It needs revision,
>bugfixing, and maybe some other tweeking (new GEM examples, etc.) and
>the compiler should be updated, but it is still a very good package at a
>good price.

Seconded. Whenever I'm writing GEM code, the first thing I look in
is the MW manual. If I can't find it there, I look in the HitchHiker's
Guide, or somewhere else. But I can usually find it in MW. It's
really good.

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

755. PD Resource Construction Set?

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 17:52:46 UTC
From: bert@gufalet.UUCP
Message-ID: <682@gufalet.UUCP>
Source record: 244449

Does anyone know if there is a Public Domain Resource Construction Set
for creating .RSC files under Atari GEM?

756. writing "tee" for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 18:08:06 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2027@calvin.cs.mcgill.ca>
Source record: 244450

I asked this question a little while ago and got some responses from
people who had good intentions but not enough facts about how to solve
the problem...

How hard could it be to get a program to send all its output to
the a file or the printer WITHOUT changing the screen output?

i.e. I'd like to direct output to a file but I also want to see what it
is on the screen, so I can run interactive programs and save all the output.

This would be easy if there was a shell which supported pipes, but contrary
to popular belief, GULAM does not support such, and neither does
mwc shell (it simply redirects the output of one program until it is
finished, and then runs the second taking the file it created before
and redirects the input of it to this file.) A real pipe needs multitasking,
I guess.

Do standard output calls use a system call to print characters on the screen?
if so , perhaps changing the vector for that call to another routine
which first sends the character to the printer and then calls the
original system call would do the trick.

I am a novice in this area of system programming - I only know the theory.
Has anyone actually done something like this?

--
S. Alan Ezust depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science - Montreal, Quebec, Canada
If pro is the opposite of con, what's the opposite of progress?

757. Re: Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 18:25:00 UTC
From: U009@CCIW.BITNET
Message-ID: <90Jan23.132911est.57468@ugw.utcs.utoronto.ca>
Source record: 244351

mcsun!ukc!harrier.ukc.ac.uk!gos.ukc.ac.uk!shc1@uunet.uu.net (S.H.Cogheil)
writes:
> My problem lies in the fact that the cartridge port has no R/W line,
> and that the GLUE chip does not allow you to write to ROM space anyway.
> (Hence I cannot use the Rom3/Rom4 lines as dummy R/W lines)

oliveb!pyramid!athertn!alex@apple.com (Alex Leavens)
replied:

> There was an article in START (like the first or
> second issue), which discussed a novel way of writing
> to the cartridge port; basically, it involved having
> some decode logic in the cartridge which took an
> address read by the user program, and turn it into
> an outgoing data byte.

I wrote the article in question. If you want to add something like a
'LS138 decoder to a few of the higher address lines, then you can do
what you want. reading from addresses FB00xx writes device '0' with data
xx (note the simplification in my design - the data is actually offset
by one bit since A0 doesn't exist on the cart. I later found out that
-UDS can be used as A0). Addresses FB01xx could then access device '1'
etc. The '138 will decode 3 address lines to 8 chip selects (0-7).
If you need more, cascade them or use 4 to 16 line decoders, etc.

Unfortunately, I can reach neither of the writers from here. I think
the information may be of interest to other hackers on the net, so I
am posting the reply and suggesting further discussion take place here
for the benefit of all.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

The future lies ahead... and behind us lies... lies... lies.

758. Re: GNU-Emacs 18.55, binary patch #1

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 18:44:53 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2369@sbsvax.cs.uni-sb.de>
Source record: 244358

Oops! I forgot to patch two bytes in the relocation area. I hate those last minute patches before the program is even out to the net. Here is the correct(ed) patch:

```
---------------------- cut here ----------------------

#include <osbind.h>

main()
{
int fd;
short patch_area[16];
char ch;

if((fd = Fopen("temacs",2)) < 0) return(1);
Fseek(232092L, fd, 0);
Fread(fd, 28, patch_area+1);
if(patch_area[1] == 0x40E7) {
Cconws("Patch #1 already applied\r\n");
goto patch_2;
}
patch_area[0] = 0x40E7;
patch_area[15] = 0x4E77;
Fseek(-28L, fd, 1);
Fwrite(fd, 32, patch_area);
Cconws("Patch #1 applied\r\n");

patch_2:
Fseek(380732L, fd, 0);
Fread(fd, 1, &ch);
if(ch != 0x08) {
Cconws("Patch #2 already applied\r\n");
return(0);
}
Fseek(-1L, fd, 1);
ch = 0x0A;
Fwrite(fd, 1, &ch);
Fseek(+3L, fd, 1);
ch = 0x10;
Fwrite(fd, 1, &ch);
Cconws("Patch #2 applied\r\n");

Fclose(fd);
return(0);
}
--
```

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

759. problems with GNU-Emacs termcap file (sample file included)

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 18:51:56 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2370@sbsvax.cs.uni-sb.de>
Source record: 244367

Some people reported problems with termcap. If your termcap-file (example file
included below) is for example D:\bin\etc\termcap.gnu, you have to set the
following environment:
setenv TERM atari
setenv TERMCAP /dev/D/bin/etc/termcap.gnu
If you have edited the file with another editor, the file may contain ^M 's
as additional end-of-line delimiters. Please remove these. Emacs recognizes
termcap-entries iff only linefeed is the line-delimiter.
Another problem comes from some zoo-programs changing '-' in filenames to '_'.
Before trying to dump emacs, watch out for such files and change the names
back.

- Edgar

---------- cut here ----------

```
atari|vt52|Atari ST with VT52 emulation:\
bs:up=\EA:do=^J:nd=\EC:cl=\EE:ho=\EH:sr=\EI:ce=\EK:\
so=\Ep:se=\Eq:cm=\EY%+ %+ :co#80:li#25:am:km:
# another entry specifying also the function key bindings
vt52-emulator:\
up=\EA:do=\EB:nd=\EC:le=\ED:cl=\EE:ho=\EH:sr=\EI:cd=\EJ:ce=\EK:\
al=\EL:dl=\EM:cm=\EY%+ %+ :co#80:li#25:\
so=\Ep:se=\Eq:am:bs:K1=\E#7:K2=\E#9:K3=\E#5:K4=\E#1:K5=\E#3:\
k0=\E#D:k1=\E#;:k2=\E#<:k3=\E#=:k4=\E#>:k5=\E#?:k6=\E#@:k7=\E#A:\
k8=\E#B:k9=\E#C:kA=\E#R:kC=\E#7:kd=\E#P:kF=\E#2:kh=\E#G:kl=\E#K:\
km:kN:kR=\E#8:kr=\E#M:ku=\E#H:l0=f10:rc=\Ek:sc=\Ej:ti=\Ee:te=\Ef:\
vi=\Ef:ve=\Ee:ul=\Eb1:ue=\Eb?:
--
```

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

760. Re: How to get TOS 1.4???

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 19:13:00 UTC
From: smithb@acf2.NYU.EDU
Message-ID: <12530020@acf2.NYU.EDU>
Source record: 244352

Please post the information, I've never seen it yet.

Relay-Version: version nyu B notes v1.6 9/18/89; site acf4.NYU.EDU
From: chitrao@csd2.NYU.EDU (Mahesh Chitrao)
Date: 21 Jan 90 19:26 EST
Date-Received: 21 Jan 90 19:26 EST
Subject: Re: Harlem/Bangladesh
Message-ID: <33350006@csd2.NYU.EDU>
Path: acf4!csd2!chitrao
Newsgroups: soc.culture.indian
Posting-Version: version nyu B notes v1.6 5/10/89; site csd2.NYU.EDU
Organization: New York University
References: <1990Jan19.043519.5800@uunet!unhd>

Such a comparison is completely meaningless -- it is like
comparing apples with oranges. I can think of many simpler
ways of underscoring the plight of Harlem residents.

Mahesh Chitrao
Courant Institute
715 B'way, Room 715
New York City, NY 10003

761. PCB-layout

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 19:13:39 UTC
From: jackin@vehka.uta.fi
Message-ID: <816@kielo.uta.fi>
Source record: 244353

My friend needs a PCB-layouting program.

He has 520 ST (1 meg), mono mon, 48 meg HD.
He has access to various laserprinters (mac, PC).

Any good ones out there (auto-route is nice) ?
If I get enough answers I shall summarize.

Thanks in advance,
MM.

(email : jackin@vehka.uta.fi.uucp)

762. Re: Velocity-sensitive mouse

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 19:25:43 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750044@hpsad.HP.COM>
Source record: 244354

```
> Does anyone have or know of a PD mouse-driver that is velocity sensitive?
>If no one does, could someone do one? After this semester is over I'll work
>on one, but to relate a famous quote, "Hi hain't got no time now".
----------
The maccel.prg that was distributed on the net a few weeks ago does this.
It was part of rainbow.arc (or some such name) which contained several
fixes to rainbow tos. maccel.prg works fine on my ol' 520 that doesn't have
the new ROMs.

-Bob
```

763. RE: Need Hard Disk Wisdom

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 19:27:54 UTC
From: FNDDR@ALASKA.BITNET
Message-ID: <9001240804.AA01575@ucbvax.Berkeley.EDU>
Source record: 244355

In <7500012@m.cs.uiuc.edu>, totty@cs.uiuc.edu writes:
> I'm sure this subject has been covered many times, but I
> haven't been reading this group for a long time. I am
> interested in obtaining info from anyone about building
> hard disks fro the ST. Advice on interfacing, drive/controller
> recommendations, power supply choices, cases, and difficulties
> about the ST. Please email to me if the subject has been beaten
> to death.
Not beaten to death recently, I think.
I've built three 60 MB drives using the BMS-200 kits from E. Arthur Brown.
EABCo sells the BMS host adapter, case, and power supply...you buy the
drive elsewhere. I bought ST-277N drives from Hard Drives International
(they advertise in Computer Shopper and Byte).
It takes less than an hour to put the drive together and install it, if
you follow EABCo's somewhat sparse instructions correctly. Construction
consists of attaching the DMA cable, a ribbon cable, two power supply
connectors, and mounting the drive and host adapter in the case. The
BMS software has a nice boot-holdoff feature that waits until the drive
spins up before starting the boot process, so you don't have to power up
the drive and ST separately. Other than that, the BMS software is pretty
basic. There's a battery-backed clock on the host adapter which can be
read from a program in the auto folder. Some considerations:
1. The cost of everything plus shipping is much cheaper than comparable
drives from Supra or Atari, but there are other options, such as ICD
and Toad Systems, which are in the same price range as BMS.
2. Two of the drives worked fine the first time, but a third had a flakey hard
drive which sort of worked for a few weeks, then died. HDI replaced it,
but I found arranging the replacement very annoying. Calling HDI's
support line seems to involve a mandatory wait of 20-30 minutes on hold,
and it isn't an 800 number. It also took them a month to come up with
a replacement, compared to two days to ship the original. In contrast,
both EABCo and BMS were very helpful and responsive in diagnosing the
problem.
3. The BMS software is very basic, limited to 4 partitions @ 16 MB. The
EABCo version simplifies the BMS package by supplying special setup
programs for Seagate SCSI drives ONLY; they omit "confusing" information
about setting up other types of drives. If you want to use another brand
of drive, you should buy the BMS-200 directly from BMS. BMS suggests using
Atari's hard disk software if you want bigger or more partitions...
apparently they aren't planning to support those options anytime soon.
4. With the EABCo setup, there is a spare power supply connection. You should
be able to add a second SCSI hard drive for the price of the drive, a
SCSI ribbon cable, and a second case (no room in the first case due to
the host adapter). How you could get the power and SCSI cables to the

second drive is left as an exercise for the ambitious.
The main advantage of the SCSI solution is ease of upgrade. You can buy a small SCSI drive and replace it with a big one later, and you have a good chance of selling the original in the pc/mac marketplace. I think that the BMS system from EABCo is a reasonable choice, particularly if you enjoy tinkering, but check out ICD and Toad options as well.
Good luck,
Don Rice
FNDDR@ALASKA.bitnet
Notes:
EABCo = E Arthur Brown Co, 612-762-8847
BMS = Berkeley Micro Systems, 415-547-2191
HDI = Hard Drives International, 800-234-DISK
ICD, Toad: look them up in your favorite ST mag

764. Re: GNU/Sozobon C question

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 19:34:36 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20086@watdragon.waterloo.edu>
Source record: 244356

In article <894@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:

>A large part of the speed "problems" that the MWC compiler has is because of
>this history. A version (built from the same sources) ran on a PDP-11 as
>a cross compiler until version 3. The PDP-11 has only 64k of virtual
>address space. The compiler, therefore, uses disk files to store intermediate
>code and chains between programs to do various stages of compilation.
>The advantage to this is that the MWC compiler can run effectively in systems
>with limited memory (512k with DAs loaded) and can handle programs larger than
>available memory. I've linked an 800k program on a 520 with MWC.

The speed problem can be minimized through the use of the ram-disk
(if you have the memory for it - ie. at least a 1040). A very nice
ram disk is included in the MWC package. The 'disk' files used for
intermediate code and stuff are then written in the ram disk, ie. almost
as fast as using main memory directly (there may be some overhead in
the maintenance of the ram disk but it likely isn't too bad). Multiple
passes through the data is very slow on a disk but not bad at all on
a ram disk.

I must admit, however, that I haven't made any comparisons between
compile speed of different compilers. I consider that issue to
be of lower priority than run speed (ie. I will put up with slower
compile times if I get better run times as a result.).

Steven W. Klassen +-----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +-----------------------------+

765. RE: INFO-ATARI16 Digest V90 #78

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 20:40:06 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001240805.AA01677@ucbvax.Berkeley.EDU>
Source record: 244357

```
UNSUBSCRIBE Info-Atari16
```

766. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 21:21:38 UTC
From: fyl@ssc.UUCP
Message-ID: <418@ssc.UUCP>
Source record: 244359

In article <26232@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:

> OK, Greg...you're a great guy. You'll *never* "borrow" software,
> then copy it for yourself to keep. I'll accept that.
>
> My accepting that fact from you is a *far* cry from condoning a
> place taht "rents" software. For every "great guy" like you, I
> would bet there is (at a bare minimum) one other person who wouldn't
> think twice about stealing software. Those aren't terribly
> good odds for a software rental place, are they?
>
> You know, in almost every environment I've been in, I've
> heard excuses for why people steal software: "It's easy,"
> "It's too expensive," "I just wanted to test it out."

And, if you can't find a legitimate business that rents software and you intend to make an illegal copy you will find an individual. Or, if all else fails you will go in with a friend and buy "a copy to share".

I, for one, am sick of buying stuff that doesn't work. For example, I bought Publishing Partner back in the old days. The first upgrade means that it sort-of worked. I then bought a PageStream upgrade that broke in the first 5 minutes. The story continues.

After much wasted time and money, a friend "loaned" me a copy of Ventura Publisher. I worked with it for a week - time enough to learn about it and find out that it does what I need to do and does it properly. So, I bought it.

I have a copy of PC-Write. It is ShareWare. I do most of my text entry on UNIX but if I decide to do some on DOS using PC-Write I will "buy" it. Why? Because I have had a chance to test it out and it does what I want for a fair price.

> Now you want to give these people a legit license to walk out of
> a place with software that they have no intention of ever buying?

Probably because software manufactures don't offer the correct alternative - a 30 day return policy. Raima corporation offered such a policy. I evaluated their product and decided not to use it. The result is that I can say very nice things about it. It did what it was supposed to do but not what I wanted. If I had been stuck with it I would be telling everyone what a bad product it is.

I purchased an evaluation copy of Progress. It did what I wanted and I bought the real copy. I have been using it for about 3 years and they have made close to $10,000 off of me. If it hadn't been for the $99

elvaluation copy I am sure I would have never bought the product.

My point is that there are two kinds of people: the ones that swipe software and the ones that pay for what they use. It is too bad that those of us who are willing to pay for what we use become the victims of marketing plans that attempt to prevent software theft. The theft will continue anyway.

I can rent a Ford to see if that is the kind of car that I want to drive. I can "try out" a job before I agree to work somewhere for the next 5 years and/or the rest of my life. I expect the same with regard to my purchase of software. Yes, I know it is easier to swipe but that isn't my problem. Maybe if vendors would offer a little added value with the purchase, like decent support, people would understand the advantage of purchase.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uunet!pilchuck!ssc!fyl or attmail!ssc!fyl (206)527-3385

767. How to Fix a Dead ST???

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 21:38:03 UTC
From: don@col.hp.com
Message-ID: <370005@col.hp.com>
Source record: 244360

How do you go about maintaining your Atari ST? I managed to kill mine in the process of upgrading the memory (it was flakey anyway, but it is really dead now--when you turn it on, the color screen flashes a random color, the speaker clicks with the power on, and that's it...no disk access, no bombs, nothing!) I returned it to it's original 520 ST state, and it is still dead. Using a scope and the two drawings that came with the developer's package, I've about decided that the MMU is bad, since it appears that it is not driving the enables of the 373's and 244's on the data bus, but I'm not sure. My question is, how do others get theirs fixed if and when they break? My temporary solution was to get another one while I was working on this one, but I need to get this one working again since I want to use the 4 Meg upgrade kit I have (and I don't want to have TWO dead ST's on my hands!).

Our local dealer and "authorized service center" knows less about electronics than I do, and I think his test fixture requires the system to at least boot before it can diagnose anything--and besides, I heard on the radio this morning that his shopping center is being gutted by fire right now and everything there is a total loss. Does Atari still have it's repair/exchange program? If so, does anyone know how to get in touch with someone there to start the process? If not, does anyone have any ideas on what might be wrong or how I can get it fixed? I'd hate to have to just toss it (although I had one salesman tell me that the machines were good for about 3-4 years before they died a permanent death, and this one is about that old).

Help!

Thanks,
Don Allison
don@col.hp.com
HP Colorado Springs Division

(Sorry to bother everyone, but I haven't had much luck lately playing phone tag with Atari, and my last email message there disappeared into the ether--besides, I'm hoping someone else had this problem already and found a fix for it! Email me and I will summarize if I learn anything useful. Thanks again!)

768. Tape Backup of Hard Disc

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 22:09:02 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17055@laurel.athertn.Atherton.COM>
Source record: 244361

I've just become aware of a Unix Style streaming tape backup system
that is available for the ST. It uses a cartridge tape mechanism
(Archive 5945, Wangtec, etc.) to back up your hard drive, via the
SCSI bus. This is _much_ more convenient than floppies. It currently
does file-only backups (sorry, no disc images).

If anyone is interested, e-mail me, and I'll point you to the source
of this stuff (I'm not affiliated with the company, and make no money--
just thought this would be useful info).

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

769. Anonymous FTP sites with Atari files

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 22:24:13 UTC
From: jvance@paris.ics.uci.edu
Message-ID: <25BCD98D.16754@paris.ics.uci.edu>
Source record: 244362

A few weeks ago, someone requested a list of FTP sites with Atari
files.
This is my list of sites accepting anonymous ftp (user name = anonymous,
password = <your login name>) and which include Atari files.
The complete FTP list is posted to comp.misc and comp.sources.wanted
on Usenet and is available for anonymous FTP from ssyx.ucsc.edu.

+=+=+=

770. WANTED : MWC compiler

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 22:28:13 UTC
From: 870086t@aucs.uucp
Message-ID: <1990Jan23.222813.24796@aucs.uucp>
Source record: 244363

hi everyone,
I would like to buy MWC compiler if any one is selling, or knows of
where I can buy it.
Thanks in advance

Shannon Tremblay
Acadia University, Wolfville, N.S., Can.

870086t@aucs.UUCP

771. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 22:34:23 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1439@engage.enet.dec.com>
Source record: 244364

A number people have responded to my original posting (about ARC 6.02 not working with the graphical ARC shells) by stating that the latest version of ARCSHELL (V2.1) works with ARC 6.02 (thanks). I concur, what still does not work is using UNARC, ARCGSH21 (different program than ARCSHELL), and older versions of ARCSHELL with ARC 6.02. I tend to use UNARC a lot as I usualy have a half a dozen or so arc files at a time to be de-arced. So it would nice if UNARC would work with ARC 6.02.

I'm also curious why ARC 6.02 causes these shells to bomb. They have survied other ARC version changes.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

772. Re: Technical Documentation (

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 23:04:09 UTC
From: albert@bsovax.UUCP
Message-ID: <563@bsovax.UUCP>
Source record: 244365

>In article 8371 of comp.sys.atari.st:
>RON SHARP writes
>.A part time developer has a choise: develop on a machine which has all
>the information available for $30 at any computer book store, or $300
>for a stack of photocopies from Atari.

Is the situation that bad on the other side?
We buy for example
"Das Grosse ATARI ST Profibuch" (editor SYBEX)
It will set you back more than $30 (90 mark or so) but it means
800 pages of solid information. (Ever heard of the "Deutsche
gruendlichkeit"). Not the way it should be or was meant, but how it
_is_, tested by German hackers. Unbelievable what they cram on just
one page.
The Dutch translation costs f100,- (dutch guilders). Has this 14M
country more Atari's than the english speaking world? I would think not.
I do not know the ISBN number of the German version, but here
is the ISBN number of the dutch version:
Jankowski, Reschke and Rabich
Het complete ATARI ST boek
ISBN 90-5160-152-2
If you do not want to learn Dutch or German, you may push for
a translation....

There is also a new book that is only about mass storage on the Atari,
I wonder whether the people at Atari would get the information
together in this form, if they tried. (Do not have the title etc.
at hand now)

Disclaimer : I am not affiliated with the autors or the editor,
just that one of my friends is mad about this book, that is (I admit)
even better than the 3 or 4 books about the ST I have.

Albert van der Horst
USENET : uunet!mcsun!hp4nl!bsovax!albert
SNAIL MAIL : BSO/AT, P.O. 8052 RB, 3503 RB UTRECHT, The Netherlands

773. questions on GDos and the Okimate 20, meg upgrade, and the Break key

Newsgroup: comp.sys.atari.st
Date: 1990-01-23 23:12:00 UTC
From: JOHNMAR@IITVAX.BITNET
Message-ID: <9001240807.AA01775@ucbvax.Berkeley.EDU>
Source record: 244366

I HAVE THREE PROBLEMS. FIRSTLY, I HAVE WORDUP BUT HAVE NO PRINTER DRIVER FOR GDOS FOR MY PRINTER, AN OKIMATE 20. I CAN USE A EIGHT PIN DRIVER BUT IT PRINTS OVER TWICE TO MAKE THE GRAPHICS. THE TEXT LOOKS BAD, BLOTCHY FOR SOME REASON AND PLUS THE RIBBON FOR MY PRINTER IS EXPENSIVE FOR AS LITTLE TEXT I CAN PRINT ON IT. IS THERE A GDOS DRIVER FOR MY PRINTER? I'D GET A NEW PRINTER IF I COULD AFFORD IT.

SECONDLY, I RESENTLY ATTEMPTED TO UPGRADE MY COMPUTER TO 1 MEG. IT FAILED. I'VE CHECKED ALL THE CONNECTIONS AND THEY SEEM FINE. I WAS WONDERING IF THERE WERE A WAY TO CHECK THE RAM CHIPS IN CIRCUIT. I'VE PIGGY BACKED THE CHIPS ON MY 520 ST WITHOUT SOCKETS (VERY SILLY). I'D BE VERY HAPPY IF I WOULDN'T HAVE TO UNSOLDER THEM. WILL BAD RAM REGESTER OR JUST APPEAR NOT TO BE THERE? I HAVE GOOD REASON TO BELIEVE SOME OF THE CHIPS MAY BE BAD; THEY WERE SHIPPED IN A BOX FULL OF STYROFOAM. ANY HELP WILL BE GREATLY APPRECIATED.

LASTLY, I HAVE A VERY BOTHERSOME PROBLEM. I HAVE ATTEMPTED TO HARDWIRE MY ST TO MY SCHOOL'S VAX. THAT WAS SUCCESSFUL (I THINK) BUT THE COMPUTER TAKES A [BREAK] TO LOGON. I HOOKED UP MY ROOMMATE'S IBM PC FINE AND IT WORKS BUT I DON'T HAVE A BREAK KEY! WHAT KEY COULD I PRESS TO BE EQUVALENT TO THE [BREAK] ON A PC? I'VE TRIED THE LONG AND SHORT BREAKS ON UNITERM BUT THEY DID NOT WORK. WHAT CAN I DO?

IF YOU CAN HELP PLEASE SEND HELP TO JOHNMAR@IITVAX.
THANX,
MARK W. JOHNSON

774. CAD programing on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 00:26:37 UTC
From: blee@plains.UUCP
Message-ID: <3179@plains.UUCP>
Source record: 244368

I am very hapy to see a professional CAD (Computer Aided Design) program released for the ST. BUT, As a colege student I am very disapointed in the price...sory Dyn*CAD But I am not rich.

Because of the price for a 'professional' level CAD program I have been wanting to write my own, also since I do not consider myself much more than an average programer I need help. I am looking for people that are also interested in such a project.

The program that I forsee, will concentrate on speed in this order
adition/subtraction of entities
screen redraws (same view angle, diferent window)
group moves
screen redraws (changing view angle)
printing

The people that I *think* that I need are:
*****> Atari machine code optimizers
Any one who has writen a 2/3D manipulation program--
outlined fonts come to mind
People who have worked with other CAD's file formats--
Probably a ways down the road
Math Co-processor programers
Anybody else!!

The target:
A high level ** 3D ** package, with the priority on speed/power rather than extra niceities ie. the UNIX of CAD.
A strait graphic interface.
A Open system--Source code, popular file formats...etc.
I am torn between Shareware and GNU's method of distribution...who knows?

I hope that including this extra info will invite a good response from all of you GREAT programers out there. Any one interested or that have had experience with this sort of program please contact me.

Anyone with experience/tips/CODE to contribute contact me soon.

Blaine Lee snail mail: 1012 So 8th St #18, Moorhead MN,56560
blee@plains.nodak.edu I have no affiliation with any company that I may have mentioned...But I wil accept job offers!

775. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 00:56:50 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9001240806.AA01729@ucbvax.Berkeley.EDU>
Source record: 244369

Without entering a slagging off session I must agree with what has been said about the british publication "ST Format" It has recently reviewed two ST progs with which I am reasonably familiar "Fleet St Publisher 3.0" and "Music DTP" by Take Control. Neither of these reviews were very complimentary and this would be O.K. if they deserved it however they do not. I must add at this point that I am not just jumping to the defence of my favourite progs, as I feel a great injustice has been done. It seems as if the reviewers spent 10 minuites with the programs not the days they deserve. In fact in the case of "Music DTP" they clearly did not understand the concept of the program and compared it with totally dissimilar ones.
Thus to those at the other side of the pond I request that if you judge British magazines by any one single publication then let it be ST World. This is a fine (but not totally flawless mag) but in comparison with the other "comics" it is unbeatable.

p.s. dont bother buying it for games coverage though as there isn't any!

This can never be any more than a personal opinion but it is one I hold with the deepest of conviction.

Any Flames (from ST Format probably)

to: WOODALLP@UK.AC.BHAM.VAX1

Womba The Visigoth

c/o The Peruvian Embassy

Stoke On Trent

Staffordshire

776. Please UNSUBSCRIBE me from this list

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 01:48:00 UTC
From: CS117104@Sol.YorkU.CA
Message-ID: <90Jan23.214133est.6170@nexus.yorku.ca>
Source record: 244370

```
UNSUBSCRIBE INFO-A16
```

777. RE: INFO-ATARI16 Digest V90 #85

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 01:55:16 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001240807.AA01812@ucbvax.Berkeley.EDU>
Source record: 244371

```
UNSUBSCRIBE INFO-ATARI16
```

778. Thanks to all those who replied...

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 04:29:32 UTC
From: schock@cpsc.ucalgary.ca
Message-ID: <2403@cs-spool.calgary.UUCP>
Source record: 244372

Thank you to everyone who replied to my message put on the net about YACC
and Bison. I recieved a great number of responses and in attempting
to reply in person, many of the messages bounced...

So, if you didn't recieve your E-Mail... Thank you for your response.
They have all been quite helpful.

```
==============================================================================
Craig Schock schock@cpsc.UCalgary.CA
University of Calgary NeXT VoiceMail -> schock@flip.cpsc.UCalgary.CA
==============================================================================
```

779. Atari Canada

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 04:57:14 UTC
From: fortinp@bcara13.bnr.ca
Message-ID: <762@bnrgate.bnr.ca>
Source record: 244373

The following message was posted on the Ottawa National Capital Atari Users' Group (NCAUG) BBS tonight (by a VERY reliable source):
Starting msg # (RETURN for new)? 22122

TO: ALL
SUBJECT: Atari Canada
07:18:26 pm Jan. 23, 1990

The founder and General Manager of Atari Canada, Ian Kennedy, has left the company. No further info available at this time.

-30-

That message prompted the following response...

SUBJECT: Reply to 22122 Atari Canada
10:17:40 pm Jan. 23, 1990

... someone should buy Victor Kiam a MEGA ST...

780. Re: POOLFIX3.ARC - fix program for TOS 1.4, TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 07:39:12 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1914@laura.UUCP>
Source record: 244467

In article <1912@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>If this a global problem could you please repost it, Allan? Or
>else, could someone please mail it to me?

Thanks to all who answered, I have it now.

> Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
> Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
>D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

781. Re: Overscan stuff

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 08:03:23 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9001231152.AA12454@freya.dmswwu-ether>
Source record: 244374

In article <10712@stag.math.lsa.umich.edu>
zaphod.mps.ohio-state.edu!math.lsa.umich.edu!hyc@tut.cis.ohio-state.edu
(Howard Chu) writes:

> Ah, that's what I thought. Yeah, this scrolling problem is quite a
> hassle. You can also see it in TOS 1.2 ROMs (like I had when I bought
> my Mega. I think it's just the blitter code that's at fault. Also
> had this problem with older versions of TurboST.)
TRUE. And I hope Atari will fix this someday...

> I've found, much to my dismay, that the GEM VDI function vro_copyform
> (and the corresponding Line-A function) clips at 640x400. This has
> been kind of a pain; I suspect that there are more functions with this
Definitively NOT TRUE. I use Overscan all the time and all my software
runs with the standard VDI calls.

Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
eMail: ONM07@DMSWWU1A.BITNET

782. Re: ST Format, TOS 1.4 moans directed at Atari UK

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 09:10:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4168@brahma.cs.hw.ac.uk>
Source record: 244375

In article <6350@sdcc6.ucsd.edu> cs163wed@sdcc10.ucsd.edu ( ) writes:
>In article <1738@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>In article <90011904271714@masnet.uucp> sylvia.jumaga@canremote.uucp
>>(SYLVIA JUMAGA) writes: (something that got lost)
>
>Looks like after Atari lose the US, Atari will lose the UK too!

Yup! It's beginning to look that way.

Some dealers are already dropping the ST.

Users are comparing the European ST shows with dire UK ones.

TOS 1.4 (well I needn't repeat myself :-)

Software houses are not bothering to bring out new versions of their ST
packages. (eg. Timeworks, Autoroute)
Their distributors don't tell anyone this. They get you to register your
product so that you will be informed of updates but there will never be any.
They just send you more flyers for new products.

Dave Small thinks Hi-Soft are a good company. We registered our Spectre 128 and
have yet to hear any word on software updates. It took two letters to get
information on upgrading to Spectre GCR and even then they had engineered
the cost to make it better to just buy the GCR. (The first letter yielded a
flyer!)

Those companies still producing ST software seem to be going off in the
wrong direction. (Calamus will NEVER have a Postscript driver I was told by a
Signa rep. Thus no-one here is remotely interested in it.)

Yup, these are sad times.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK Parrot Sketch episode postponed - Why? !
+---+

783. Converting EasyDraw .GEM to standard .GEM

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 11:31:38 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <3035@caesar.cs.montana.edu>
Source record: 244376

Has anyone come in contact with a program to convert so-called EasyDraw metafiles into so-called standard metafiles? They both use the .GEM extension but most of the programs I have only accept/produce one form or the other. If anyone has any knowledge of such a beast please let me know. I have access to GEnie and anonymous FTP. If someone has it and it's in the public domain, please mail me a copy or, if the demand is high enough, post it to comp.binaries.atari.st. T'ank ya kindly! (Western accent)

Craig Pratt

Montana State University, Computer Science
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.Pratt4
"Life IS pain, heiness. Anyone who says differently is selling something"
The Dread Pirate Roberts, _The_Princess_Bride_

784. Re: Atari TT: Threat to IIcx?

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 11:57:00 UTC
From: hv@uwasa.fi
Message-ID: <1990Jan24.115700.7992@uwasa.fi>
Source record: 244377

In article <840@fozzy.UUCP> hendrick@fozzy.UUCP (Bill Hendricks) writes:
>As a loyal ST'er, I wanted to pass along the following:
>What follows is a quote from Macintosh News, January 15 1990,
>"The Mac's Factor" by Rick Doherty (page 13)...
>
>--- Begin quote ---
>
>ATARI TT: THREAT TO IIcx?
>
> Still, Atari is not well known for successful
>U.S. distribution. Indeed, while the TT labored
>through FCC testing in December, it was shipping
>in volume in Europe. There, the machine is
>already a favorite of German industry and could
>impact Mac sales in a country that is already
>below other European companies in per capita
>Mac sales. Stateside, Atari's lackluster distri-

Hey you Germans! Is it true that you have TT shipping
there? I don't believe that you have. But if yes that's
great. Could you please confirm this anyway so that we
here in Finland could put the pressure at our Atari
importer.

--

----------------Harri Valkama (hv@uwasa.fi)-------------
University of Vaasa, Finland
anonymous ftp site (128.214.12.3) PC and Mac directories

785. TOS 1.4 in the UK

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 12:00:15 UTC
From: mike@abekrd.UUCP
Message-ID: <824@abekrd.UUCP>
Source record: 244378

After all the fuss about TOS 1.4 we have seen absolutely nothing from
Atari UK - surprise :-).

I have been frothing at the mouth at the thought of all those improvements,
especially the ability to auto-load gem applications. This would allow
my non-computing friends to word-process or draw without having their
brains imploded trying to click on this and then that and then double-click
here..

The froth has dried and my lips are chapped -it's getting harder to say
'My computer would do that easier and quicker'

The latest 'news' is gossip in magazines saying that it will cost about
40 pounds (reproduction costs, Proms, distribution etc.). Meanwhile all
my AMIGA (wash your mouth out with soap, boy!) friends get WORKBENCH 1.4
for FREE as a cover disk!

Come on Atari! Follow the lead, stay ahead of the crowd. All that's needed
is a little patch program in an auto folder to load & execute the new TOS.
You could even give express permission to allow users, the luckier ones
with access to prom programmers, to blow their own proms. Or allow some
enterprising company to distrubute them for You, thereby relieving
Atari (UK) of the burden (and small profit) entirely.

We have constantly asked Atari to keep with the cutting edge. To a large
extent they HAVE done so (the ST is a superb machine & the TT promises even
more), now we ask you to keep faith with your customers and allow us to
maintain our enthusiasm and support our machine!

Mike Quinn

--

____
Mike Quinn | NET: mike@abekrd.co.uk
Abekas Video Systems Ltd. | UUCP: ...!mcvax!ukc!{reading,pyrltd}!abekrd!mike
12 Portman Rd, Reading, | PHONE: +44 734 585421 _____________________________
Berkshire. RG3 1EA. | FAX: +44 734 597267 | Never underestimate the
United Kingdom. | TELEX: 847579 | power of human stupidity.

786. Wordplus File Format

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 13:03:22 UTC
From: hofer@urz.unibas.ch
Message-ID: <862*hofer@urz.unibas.ch>
Source record: 244379

I'm looking for the format of CFG and DOC files of Wordplus.
Does anybody out there have the information?
Could he post it to me?
Thanks in advance.

Remo Hofer <hofer@urz.unibas.ch>

P.S. I like ST Picture Formats List. Thanks to Dave Baggett.
I would like such a document for other files too (such as vectorgraphics,
textfiles etc).

787. STEVIE src

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 13:20:42 UTC
From: sie@fulcrum.bt.co.uk
Message-ID: <_YWH`@masalla.fulcrum.bt.co.uk>
Source record: 244380
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st

I have sent this request out before, but received NO REPLIES...

So I don't know if the message even got off the site. So I am sending
it again.

Does anyone have the source for STEVIE (vi like editor) if so, could
they please email it to me.

You can even reply to this just to let me know that it got off site
if you like.

Cheers,

S.J.R

+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-+
| Simon Raybould | BT Fulcrum | Are all your pets called |
| path : sie@fulcrum.bt.co.uk | Birmingham | Eric ??? - Python |
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-+

788. ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 13:57:32 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9001241926.AA09059@ucbvax.Berkeley.EDU>
Source record: 244381

I got icone2 from the panarthea archives yesterday, but was unable to unarc it so that it would work. I was able to get icone.acc, icone.rsc, and icones.rsc, but I would only get bombs when the acc would try to load. Has anyone ever used this acc? Thanks.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

789. Re: poolfix2 - doesn't recognize my TOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 14:15:23 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1235@lzsc.ATT.COM>
Source record: 244382

In article <1888@gmdzi.UUCP>, kloppen@gmdzi.UUCP (Jelske Kloppenburg) writes:
> The POOLFIX2.PRG writes to my Screen (you have to read very fast):
>
> This GEMDOS needs the pool patch, but
> this program doesn't recognize this TOS
>
> I have ROM TOS 1.4 from my local (german) ATARI dealer.
>
1. use poolfix3
2. put it in the auto folder as the FIRST one.

This works for me.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

790. KEYSTROKE CONVERTER/PS MACROS...

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 14:16:36 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000001@ux1.cso.uiuc.edu>
Source record: 244383

Does anyone know of a utility that takes one keystroke from the keyboard and converts it to a sequence of keystrokes?

Or ... could someone tell me why ^D228 as a macro in PageStream does not produce an umlauted 'a'?

Thanks in advance...

-Gregory Mathias Lemperle-Kerr
#include <nothingworthwhiletosayandthereforenodisclaimerneeded.learn>

791. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 15:26:09 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <2706@cunixc.cc.columbia.edu>
Source record: 244384

In article <720.25ada423@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>In article <1990Jan7.084927.19588@csusac.csus.edu>, rohwerwd@csusac.csus.edu (W. David Rohwer) writes:
>> The following is from "The Business Journal", p. 28, for the Week
>> of January 8, 1990.
>>
>> "Atari Corp. of Sunnyvale suffered a third-quarter
>> net loss of $5.4 million, or 9 cents per share, on net sales
>> of $81.44 million. During the third quarter of the year
>>
>>
>> Apparently, Atari is slowly fading into oblivion. :)
>>
>
> I don't know much about finances, but couldn't a lot of these "losses"
>be actually just expenses incurred on the development of the new systems that
>are about to be released and that Atari will compensate for this with the
>increase in sales projected for the new systems. I would say Atari will easily
>make this up with the sale of the new systems.

As plausible as your suggestion sounds to the non-economics type person,
the fact is that Atari lost money as a result of the financial bath they
took with Federated and the money they lost on a lot of inventory they
had lying around. For a company as highly leveraged as Atari, these kinds
of mistakes often prove disasterous and/or fatal. I expected a bit more
from the brothers Traniel. I had expected them to get the stock up to
$15-$16 range, dump the company and take profits, and buy Miniscribe. :-)
Hehe, the first half of that sentence is serious, the last part is not.
<grin> Well, with these guys, who knows???
>
> Just my humble opinion,
> The Kentster
> Kent Covert
> Miami University
> Oxford, Ohio

Well, my not so humble opinion. :-)

Chris

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

792. Zugriffszeit fuer TOS-EPROMS

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 15:32:15 UTC
From: struppi@cip-s08.informatik.rwth-aachen.de
Message-ID: <2062@rwthinf.UUCP>
Source record: 244385

Hallo!

Ich habe eine Frage zum Betriebssystem-ROM des ATARI ST. Ich will
bei meinem Betriebssystem einige Patches vornehmen und dazu brauche
ich natuerlich EPROMS. Weiss jemand, welche Zugriffszeit noetig ist?
Reichen 250ns, oder muessen es schnellere sein?

Bitte moeglichst schnell antworten, da ich nicht mehr lange Zugang
zu einem EPROM-Brenngeraet habe.

Vielen Dank!

Stefan Rupp - RWTH Aachen
---

793. Re: Question on use of Interleaves

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 15:38:48 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1441@engage.enet.dec.com>
Source record: 244386

In article <1230@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) writes...
>The information with the Adaptec 4000 controller that most MFM systems
>use is to use interleave=1. There are 17 sectors on each track. With
>an interleave of 1, all 17 are used. Any other interleave, they only use 16
>of the sectors. So, you immediately get more capacity by using 1.

When I run ICD software with an Adaptec 4000 I get 17 sectors with interleave=1 and 18 sectors with any interleave other than 1. So contrary to the above you get more storage with interleave greater than 1. Possibly this varies depending on whose formatting software you use.

I've run RATEHD with the disk formatted with interleave at 1 and 2 with virtualy the same results in both cases. Of course the real test would be to run your applications on both formats and see if there is a difference in performance.

I concur with Howard that Adaptec reccomends using an interleave of 1. But if your application access the disk a block at a time and slowy at that then 1 may not be the optimum.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

794. Supra Noise

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 15:55:37 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750045@hpsad.HP.COM>
Source record: 244387

I just got a used Supra 20meg drive. My problem? It's *VERY* loud.

I remember seeing a fix or something posted a few months back.

If anyone has that information could you please mail it to me or post it.

Thanks, Randy randyh@hpsadpk
...!hplabs!hpsad!hpsadpk!randyh

795. Re: questions on GDos and the Okimate 20, meg upgrade, and the Break key

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 16:05:25 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1120@carroll1.cc.edu>
Source record: 244388

In article <9001240807.AA01775@ucbvax.Berkeley.EDU> JOHNMAR@IITVAX.BITNET writes:
Can't help you with the GDOS problem. Sorry.

>SECONDLY, I RESENTLY ATTEMPTED TO UPGRADE MY COMPUTER TO 1 MEG. IT FAILED.
>I'VE CHECKED ALL THE CONNECTIONS AND THEY SEEM FINE. I WAS WONDERING IF THERE
>WERE A WAY TO CHECK THE RAM CHIPS IN CIRCUIT. I'VE PIGGY BACKED THE CHIPS ON
>MY 520 ST WITHOUT SOCKETS (VERY SILLY). I'D BE VERY HAPPY IF I WOULDN'T HAVE
>TO UNSOLDER THEM. WILL BAD RAM REGESTER OR JUST APPEAR NOT TO BE THERE?
>I HAVE GOOD REASON TO BELIEVE SOME OF THE CHIPS MAY BE BAD; THEY WERE SHIPPED IN
>A BOX FULL OF STYROFOAM. ANY HELP WILL BE GREATLY APPRECIATED.

They're supposed to be shipped in some sort of foam.
When you say you "piggy-backed" them, what exactly do you mean? It won't
work if you merely plopped them on top of the ones that are already there, they
need to be addressed yet. There are a number of articles that have been posted
on this topic, just ask someone to repost them or mail them to you, I'm sure
someone will.

>LASTLY, I HAVE A VERY BOTHERSOME PROBLEM. I HAVE ATTEMPTED TO HARDWIRE MY ST
>TO MY SCHOOL'S VAX. THAT WAS SUCCESSFUL (I THINK) BUT THE COMPUTER TAKES A
>[BREAK] TO LOGON. I HOOKED UP MY ROOMMATE'S IBM PC FINE AND IT WORKS BUT I
>DON'T HAVE A BREAK KEY! WHAT KEY COULD I PRESS TO BE EQUVALENT TO THE [BREAK]
>ON A PC? I'VE TRIED THE LONG AND SHORT BREAKS ON UNITERM BUT THEY DID NOT WORK.
>WHAT CAN I DO?

Our AT&T requires a break also, UniTerm does just fine. The easiest way
to check if your connection works on the ST is to unhook the serial connector
for the briefest of time, thus sending a long break signal. Then hook it back
up and fire away. (That's what I did until I had UniTerm which can send a
break signal.)

BTW, is IIT Illinois Inistitue of Technology? If it is, do/did you know
Bernard Pontillo? (last I heard he was heavy into AI) Use lower case letters.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

796. Re: VDI commands recording

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 17:25:38 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Jan24.172538.13937@sj.ate.slb.com>
Source record: 244389

Opinions expressed are the responsibility of the author.

In article <6351@sdcc6.ucsd.edu> cs163wed@sdcc10.ucsd.edu ( ) writes:
>Hello. I wonder if it is possible to add an overhead to the VDI
>such that calls to any VDI functions can be recorded automatically
>somewhere in
>memory in some sutiable format. Afterwards a record can be
>replayed, saved to disk, loaded from disk, or whatever. This is
>kind of like the "picture" of the Mac OS quickdraw. Is this
>possible? Also, does anyone know the format of GEM metafiles
>(i.e, the format Easy Draw uses to store its drawings.)

It ought to be possible, but by no means easy. Since the VDI is entered via a "trap" instruction, you can write your own trap handler and insert it ahead of Atari's by saving the address of theirs and replacing it with the address of yours. (Alternatively, you could replace your compiler's binding with your own which intercepts these calls.)

Your handler needs to save all the pertinant data each time a VDI trap is taken; this would include the relevant array data (control, ptsin, etc.) and the contents of certain registers (I'd have to look up which one(s)). The specific locations used are documented in the Atari developer's docs. (You could save all of the arrays every time, but this is massive overkill, though it would simplify the code. However you only have to write the code once.)

In many cases you will need to intercept the *return* data, since you're interested in mouse events; you can arrange to return to your handler first (instead of directly to the application) in order to do this.

I think I'd put some kind of header on each "record" which the playback code would use to identify which call was trapped, and how much data was saved. Where to put it is determined by the function call in a similar manner to how it was saved.

Some potential problems I can see are arranging for sufficient buffer space to copy all of the data on open-ended calls like "v_pline()", where the number of points can be large. Of course, if you are just interested in mouse and keyboard events, then your task is simplified somewhat since you can simply pass-through a large number of graphics calls.

Still, I can see problems with event "playback". You'll probably need to create a desk accessory which would get the file name from the

user, and arrange to install your "driver". Your playback driver would have to trap certain VDI calls, just like the record driver, but instead of actually calling the VDI afterwards, it would load the saved data from the file into the appropriate places, and return to the application. I can see a lot of potential headaches here.

A much simpler way to do this would be to write a mouse and keyboard-event handler, which would record and playback these packets at a much lower level. However, this would not allow you to actually capture graphics calls. Not knowing your application, I'm not sure which is more appropriate for you.

This is an intriguing concept, and I welcome comments from other programmers on the feasability/infeasability of doing this.

Copyright 1990 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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797. Subscription

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 17:47:00 UTC
From: elkinst@AFAL-EDWARDS.AF.MIL
Message-ID: <9001250806.AA00703@ucbvax.Berkeley.EDU>
Source record: 244390

```
SUBSCRIBE INFO-A16 ELKINST@AFAL-EDWARDS.AF.MIL
```

798. Mark Williams C (another vote for)

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 18:24:54 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1556@cs.rit.edu>
Source record: 244391

First, thanks to everyone who replied to my request for information about Malloc() and malloc(). The net is a very valuable resource, and I challenge those who say there is no useful information to be found in this newsgroup!

In article <893@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:
>Being the person who wrote most of the MWC examples (other than most of the
>GEM examples, which were mostly written by a non-programmer), I would like
>to defend the MWC manual/examples a little here.

After using the manual for 2 weeks now, I very much appreciate the many examples it offers. Especially after seeing Laser C's manual. I also like the Lexicon format of the manual, as opposed to having related functions grouped together (although that would be nice in ADDITION to the Lexicon, but that's what other books are for.. :-).

>Sorry about that... The decision to not put the restriction into the
>main part of the documentation was made because it was unclear what
>future products might offer. There was supposed to be a note that stated
>that the current 520 and 1040ST machines had this restriction, but this
>got left out by accident, and nobody seems to have noticed. The examples
>had most of their comments stripped out so they could fit into the manual.

No flame intended.. It just gets frustrating sometimes when something very simple keeps you held up all night when programming..

>[...]
>In my honest opinion, biased as it may be, the MWC manual is the single
>best volume for programming the ST published to date. It needs revision,
>bugfixing, and maybe some other tweeking (new GEM examples, etc.) and
>the compiler should be updated, but it is still a very good package at a
>good price.

Agreed. I am very satisfied with Mark Williams C. I have also used Laser C (at a friend's place), and am not all that impressed with it. It DOES compile significantly faster than MWC, but that is in part due to the fact that he is running everything from a ramdisk, while I am running everything straight from the hard drive. I need a memory upgrade, one megabyte doesn't seem to cut it anymore!

I had problems compiling a program on Laser C, and after I did get it to compile it bombed quite frequently. Well, I took the code over to my house, changed a thing or two (mainly some #include statements), and compiled it with MWC. To my surprise, the program ran flawlessly the first time. Hmmmmmm....

I also like MWC because it is more Unix-like than Laser, however the
Laser Source Debugger is quite nice, and a bit easier to use than the
MWC Source Debugger.

> Daniel A. Glasser

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

799. UU-Decoder

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 18:25:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9001250805.AA00604@ucbvax.Berkeley.EDU>
Source record: 244392

I can't seem to access the panarthea archive site from my school, so I need to know where I can get the St-Basic version of the UU-Decoder that is in volume 1 of the Sources..

It is not up on Terminator, only volume 2 is.

Can someone send me the file?

Thanks

Frank Rachel

Bitnet:FRACHEL@UMIAMI

800. VBL queue

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 18:40:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900124184016.8.JRD@CORD.SCRC.Symbolics.COM>
Source record: 244393

Can anyone tell me what are the do's and don't's for functions that get inserted in the vblank queue? I've been fooling with some timer-based stuff, and need to know what's ok to put there. For instance, what sort of upper time limit should one impose? Which OS (if any) traps are legal? What's the interrupt level and supervisor state when these things are called? Should they be disabled while calling the OS for other things?

Thanks in advance for any info.

801. Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 19:01:14 UTC
From: root@sally
Message-ID: <526464@sally>
Source record: 244394

HI.. does anybody know a possibility to read Atari Disks with an Amiga
and Amiga Disks with the Atari ST ?
A friend of mine has got a mailbox. The host is an Amiga. So I want
to give him some PD-Arc-files for download. But I can't bring my ST to him
so we cannot transfer the files by RS-232 direktly.
--> I need a program to read Amiga disks with the St
and anothe to read Atari ST disks with the Amiga. I think, if both can emulate
a PC or the Macintosh there must be a way to bring them together.
--

und tschuess...

~~~> Philipp Roeder; Hauptmannsreute 40; 7000 Stuttgart-1; West-Germany <~~~
~~~> root@sally ...!uunet!mcsun!unido!nadia!delos!sally!root <~~~
~~~> Telefon: 49 711 2261199 * Fax: 49 711 295663 <~~~
~~~> Wenn mir jetzt ein Spruch einfiel

802. Re: Atari Lynx deserves to do well

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 19:28:57 UTC
From: pa1323@sdcc13.ucsd.edu
Message-ID: <6436@sdcc6.ucsd.edu>
Source record: 244395

In article <618@watserv1.waterloo.edu> econadm5@watserv1.waterloo.edu (BENTLEY BH - ECONOMICS) writes:
>In article <1739.25b0f33b@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
> I Have a suggestion for Atari to consider. Remember how Pepsi supports
> the Gameboy. How about Atari getting in contact with Coke marketing and
> Show the world that a better product also supports a better tasting
> beverage.
...

They already have a deal with HI-C. There's a sweepstakes where the
first prize is an Atari Lynx, entry forms on HI-C boxed drinks.

Isn't HI-C a Coke company?

Tim Mensch
tmensch@ucsd.edu

803. Re: Question on use of Interleaves

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 20:02:50 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4622@druwy.ATT.COM>
Source record: 244396

in article <1230@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) says:
> The information with the Adaptec 4000 controller that most MFM systems
> use is to use interleave=1. There are 17 sectors on each track. With
> an interleave of 1, all 17 are used. Any other interleave, they only use 16
> of the sectors. So, you immediately get more capacity by using 1.
> There is (I believe) some caching in the Adaptec 4000, so for typical accesses
> there seems little degredation.

Actually that is backwards. If you format an MFM drive using
an Adaptec 4000 or 4000A using a 1:1 interleave you can only have 17
sectors per track. If you format the drive with a 2:1 or higher
interleave you can get 18 sectors per track. As far as I know no ST
hard disk interfaces support the latter option (at least they didn't
the last time I checked, about 2 years ago), there are some Amiga
controllers that do support the 18 sectors per track mode.

The Adaptec 40xx series controllers are a very old design, they
actually predate most of the SCSI standards (at least the official dates
on the standards). This means they have some problems, for instance
they don't correctly identify themselves so programs can't tell if a
4000 (MFM) or 4070 (RLL) is being used. They also do not have any on
board cache memory.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

804. Re: ZMDM 1.63 Failure Explained More

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 20:35:10 UTC
From: wa8tzg@nucleus.mi.org
Message-ID: <5520@nucleus.mi.org>
Source record: 244397

In article <2313@ruuinf.cs.ruu.nl>, piet@cs.ruu.nl (Piet van Oostrum) writes:
> In article <480eb0b0.14a1f@force.UUCP>, covertr@force (Richard E. Covert) writes:
> `
> `and it continues like this until the SENDER gets tired and hangs up.
> `So, ZMDM163 definitely fails, and is reproducible. ZMDM163 does not
> `fail on EVERY FOREM ST board, but on the boards that it does fail,
> `it fails everytime.
> `
> I experience failures with ZMDM (sorry, I don't know which version, I have
> to find out.). At work we have Ataris connected to a Unix system at 9600 or
> 19200 bd, and there zmdm works fine in both directions. At home however I
> use the same zmdm at 2400 bd (modem connection) and there only downloads
> work. Uploads get aborted with an error (I don't believe it ever comes
> further than the first block, if at all).
> --

You might check your modem's "command wakeup" character. I had trouble
with an old SmartCat 1200 that used a single '%' as the switch to command
mode flag. Of course, every time the binary transfer contained something
that the modem interpreted as a '%', the modem would dutifully switch over
into command mode and do nothing more. The connection would then time out
and abort the transfer. Since I never used the % key in interactive mode,
I had not seen the problem before. Switching over to a Hayes clone that
required a much more complex "wakeup" sequence eliminated the problem.

Bill Meahan

wa8tzg@nucleus.mi.org
{uunet}!sharkey!nucleus!wa8tzg

805. Re: Need help w/WWST

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 20:38:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90012422213594@masnet.uucp>
Source record: 244398

The problem is probably that Word Writer accepts the ASCII file but
the carriage returns stay in when you try to reformat, right? I'm afaird
that not only WW that does it. You have to strip out those hard CR's.
DCopy288 will do it.

/s

:RJgF#RIvS'7

~ Via ProDoor 3.2aR

806. Re: Need help w/WWST

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 21:00:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90012422213611@masnet.uucp>
Source record: 244399

I gather that your problem is this - you import an ASCII file into
Word Writer and find that when you try to reformat, the carriage returns
get in the way. You can't get rid of the original 'hard' CR's. WW is not
the only program that has this problem. Word Perfect also has it, for
one. You have to strip out those CR's. You can do that by using
DCopy288. It has a command for stripping CR's. Let me know if this
solves all your prblems.

~ Via ProDoor 3.2aR

807. Re: Small-Medium Business Acc

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 21:04:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90012422213649@masnet.uucp>
Source record: 244400

I believe Pha$ar will handle the accounts of a small business. You might also ask about ST Accounts, although it does not have the greatest rep.

~ Via ProDoor 3.2aR

808. Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 21:13:10 UTC
From: covertr@force.UUCP
Message-ID: <483b9177.14a1f@force.UUCP>
Source record: 244451

I bought WERCS late in 1988 and haven't updated it since. Recently
I tried using it to create a resource file (.RSC) with about 10
different dialogue boxes with assorted text strings and buttons in them.
But, at random points in time, WERCS would corrupt the WERCS HRD file
containing the variable names given to each object. Thus, I have not been
able to finish my RSC file.

Could someone from Hisoft (who is I believe the original UK publisher
of WERCS) tell me what is the latest version number and release date
of WERCS? and tell me if Michtron, the USA distributor of WERCS, has
it?? If Michtron doesn't have the latest version of WERCS, could you tell
me how I, who lives in Arizona USA, can get the update. Heck, WERCS is
worth buying all over again if I could just get a working version!!

TIA

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

809. Re: GNU-Emacs 18.55--availabl

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 21:14:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90012422213666@masnet.uucp>
Source record: 244452

All this talk about Unix and GNU Emacs reminds me - it was through a
GNU Emacs text editor that the Hamburg Hacker got into all those
Nato,CIA, etc. computers. A "hole" nobody else knew about. I suppose
everybody's patched it all up by now? Read "The Cuckoo's Egg".

~ Via ProDoor 3.2aR

810. help: trying to mount ch3 modulator in 520

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 21:48:35 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <33568@watmath.waterloo.edu>
Source record: 244453

I recently got two channel 3 modulators for my upgraded 520 st
from Atari. I was annoyed to find out that one of them had a
74ls86 (quad XOR) whereas the other did not. Both units also
had a two-cable wire coming out of it which gave no indication
as to where they were supposed to connect.

The questions are: which of these is the REAL 520 modulator, and
where the hell do those funny wires go? Mounting one at random produced
zero results and my Sams Computerfacts on the 520 are no help. Would
anyone who's had experience mounting these things please tell me the
obvious thing I'm missing.

Thanx.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

811. PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 22:09:18 UTC
From: pietrzak@mango.CES.CWRU.Edu
Message-ID: <1990Jan24.220918.13490@usenet.ins.cwru.edu>
Source record: 244454

Last week or so, several messages were made concerning the reception of PC Ditto II boards. Was this just a fluke? Would anyone with access to the net happen to have gotten one in the mail? A friend and I have been losing hope about ever seeing this product.

Also, the rumors about the TT are so thick I get dizzy trying to follow them. Would someone be kind enough to tell me whether or not it is currently shipping in Europe (i.e., Germany)?

Thanks Bunches
J P

pietrzak@mango.ces.cwru.edu or pietrzak@scl.cwru.edu

812. Floptical drive update -- What a bummer!

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 22:16:55 UTC
From: unknown@ucscb.UCSC.EDU
Message-ID: <7503@lindy.Stanford.EDU>
Source record: 244455
Cross-posted to: comp.sys.apple,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc

Well... Remember how I was so happy about possibly getting these
"floptical" drives really cheaply if we got enough people?

In mail to people who responded to my original article, I told them
that this was not a done deal, and I hope that I implied it in my original
article... [I do not believe I explicitly stated it]

Today I received a reply from Brier Technology... They said that
the floppies will be $25 apiece...

However, they also said that they will not sell to us [a group
of 100 people I was assembling], because it wouldn't be "appropriate"
and we're not OEM customers. What a joke. It seems that if they allow OEM
customers to buy in lots as low as 100, they should allow a group of
individuals to buy 100 too..

NOT ALL hope is lost yet though... Just 1/2 the hope (heh heh)...
I still haven't received a reply from Insite, and they possibly will let
this deal go through.

If they don't, I guess I'll have to change my .signature!

Just wanted to keep everyone updated on the situation.
--
If you want info about a 20 meg "floptical" drive mail me. YOU CAN ALSO
GET ONE FOR --$440-- (NEW **LOWER** PRICE!) BY MAILING ME. [WE HAVE TO GET
ENOUGH PEOPLE THOUGH..Slightly higher for less people but not much]
unknown@ucscb.ucsc.edu APPLE II FOREVER APL24VR GS tips? Mail me.
unknown%darkside.com@ames.arpa Please use the former address for regular use.

813. silent SH205

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 22:34:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900124223408.813549@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 244456

Bob Pegram wrote:

<> - I replaced the fan by a silent one.
<>
<> mjr@dmzrzu71.bitnet
<
<Any advice on type of fan? Size, AC or DC, Db rating, manufacturer
<and model? I'd like to quiet my third party Hard drive box from it's
<current "loud PC AT" 8-) rating.

... tonight I had the time to open my drive again. I used a fan made by MICRONEL AG, Tagelswangen/Z"urich, article no. F52AM Q12DN CK (12 V DC). The fan is nearly compatible to the original fan. It is slightly larger than that and thinner. But it still fits into the original box. I bought it from a computer shop in Berlin (by mail order). The people have advertised in the ST Magazin, I don't know how often since I read that magazine only occasionally. The original fan has a stronger flow of air but that proved not to be a problem over operation times of several hours in a warm room.

Michael
mjr@dmzru71.bitnet

814. Monitor cable

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 22:44:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900124224428.248715@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 244457

hi!

I am just putting two megas into a VAX/PDP11 tower. This frees the desk
of two boxes but the monitor cable (SM124) is too short. Any source or
suggestion for a replacement?

As far as I know, the original cable uses a 75 Ohm coaxial connection
for the video signal and 5 shielded leads for the rest. Is that true?

I think this topic may be of quite general interest . So I suggest a
discussion on the net.

Thanks!

Michael Ritzert
mjr@dmzrzu71.bitnet

815. High Sierra CD-ROM format

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 22:45:43 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17179@laurel.athertn.Atherton.COM>
Source record: 244458

Is anybody familiar with the High Sierra CD-ROM format
spec, and if so, how/where I can get information on it?

I seem to recall that MicroSoft published a book about
this a while back, but can't recall the title. Can anyone
help?

Thanks in advance...

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

816. Minix questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-24 23:12:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900124231205.484243@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 244459

hi!

the minix newsgroup has split off from info-a16 quite a while ago with the consequence that most of the st users on the net lack information on the present state of that os. The nearly permanent discussion on multitasking on the st shows that there is wide spread interest in a cheap and working multitasking os (no replies like "why I don't need multitasking", please! no one is forced to use something different from tos). From that background i would like to ask if some of the Minix users might sum up their experience with the os...

a few additional questions:

- is virtual memory provided?

- how fast is the file system? Has anyone made comparisons with tos1.4? what time does, for example, gcc 1.34 need to compile and link a " hello world" program without optimisation? Under tos1.4 and a SH205 this time is 9 s, mostly disk io. (Fastload flag set, cache111 installed). Of course, the compilation must be the only user process in minix.

- how efficient is the task switching? (MX2/TOS1.2 needs 5-10% of the cpu time).

- how does minix compare in this respect to cumana os/9, the mt-c-shell?

- how many user processes can be run efficiently?

- is it possible do do graphics?

- does minix run with the hyperscreen mod?

- has a window oriented user interface been implemented (e.g. the bellcore window manager)?

- what shells are available? BASH? What other GNU stuff?

- what about the problems with the supra host adaptor mentioned a while ago? Was this a problem of hardware or of software? Or simply a user error?

- is it possible to read and write 82t/10s tos disks?

Thanks

Michael
mjr@dmzrzu71.bitnet

p.s. please excuse the chaotic style of this posting. I'm quite tired...

817. Mega/Viking/UNIX.....

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 00:41:45 UTC
From: pi@csd4.csd.uwm.edu
Message-ID: <2058@uwm.edu>
Source record: 244460

Last week people were talking about selling Megas to Universities as UNIX workstations. Is there a version of UNIX for the ST that works with X Windows? If so will it make use of the Viking 19" monitor?

I am interested in setting up a small X Windows system, and would like to use my ST. All information on any version of UNIX for the ST will be appreciated. (With/with out X Windows, if it even exists for the ST)

Thanks, pi.
pi@csd4.csd.uwm.edu

818. address for ST ZMagazine and ST Report subscribtion

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 03:02:47 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25BE6C57.25081@paris.ics.uci.edu>
Source record: 244461

Can someone please tell me the address in which I can send a letter to
get my ST ZMagazine and or ST Report subscribtion started??? Thanks!!

Wayne.

819. Getting C

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 04:02:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001250808.AA00860@ucbvax.Berkeley.EDU>
Source record: 244462

The recent discussions on gcc, g++ and sozoban have been very interested. I have been wanting to learn C for the last year or so but didn't have the $$ for Laser or MWC. Of course none of the ST mags would mention the pd/sware stuff... Anyway, sozoban seems like something I could use.

Uh-oh, problem. Panarthea seems busted from our site. Short requests, index, etc. are ok but not long ones, such as (wouldn't you know it) sozobon partxx.

Would some kind soul be willing to email me a copy? See .sig for address. Perhaps I'll finally be able to try my favorite crashing techniques in C!

Thanks*1.0E6

Jason Steiner STJLHI33@WOOSTER.BITNET

Prediction: Atari will release the ATW in the US no sooner than one month after Apple releases a RISC based multiprocessor box and lots of hype.

Guess which company has been buying huge lots of 88000s recently?
8-) I'm probably right
8-(I'm probably right
<SIGH>

820. Getting C

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 04:03:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9001250808.AA00893@ucbvax.Berkeley.EDU>
Source record: 244463

The recent discussions on gcc, g++ and sozoban have been very interested. I have been wanting to learn C for the last year or so but didn't have the $$ for Laser or MWC. Of course none of the ST mags would mention the pd/sware stuff... Anyway, sozoban seems like something I could use.

Uh-oh, problem. Panarthea seems busted from our site. Short requests, index, etc. are ok but not long ones, such as (wouldn't you know it) sozobon partxx.

Would some kind soul be willing to email me a copy? See .sig for address. Perhaps I'll finally be able to try my favorite crashing techniques in C!

Thanks*1.0E6

Jason Steiner STJLHI33@WOOSTER.BITNET

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Guess which company has been buying huge lots of 88000s recently?
8-) I'm probably right
8-(I'm probably right
<SIGH>

821. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 05:08:04 UTC
From: rjd@cs.brown.edu
Message-ID: <26640@brunix.UUCP>
Source record: 244464

In article <418@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>In article <26232@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
>
>> My accepting that fact from you is a *far* cry from condoning a
>> place taht "rents" software. For every "great guy" like you, I
>> would bet there is (at a bare minimum) one other person who wouldn't
>> think twice about stealing software. Those aren't terribly
>> good odds for a software rental place, are they?
>>
>My point is that there are two kinds of people: the ones that swipe
>software and the ones that pay for what they use. It is too bad that
>those of us who are willing to pay for what we use become the victims of
>marketing plans that attempt to prevent software theft. The theft will
>continue anyway.
>

Several of you (Phil, Greg) are missing my point. I am willing to
accept the premise that you two are honest. *No one* is accusing you
of being otherwise. If you borrow a friends software to test it out
fine. If you can talk a dealer into giving you a demo, fine. If you can
get a demo from the publisher, fine. I have done all three of these
things, either returning my copy if I didn't want it, or buying it
if I did.

However: software rental places are open inventations for all the
non-Gregs and non-Phils to easily copy (i.e. STEAL) software. If there
was a proliferation of software rental places, how long do you think
software manufactures would stay in business?

We recently succeeded in forcing (by various means) manufactures from
placing copy protection on non-game software. What do you think would
happen to that decision if software rental places were to suddenly
pop back into being?

>I can rent a Ford to see if that is the kind of car that I want to drive.
>I can "try out" a job before I agree to work somewhere for the next 5
>years and/or the rest of my life. I expect the same with regard to my
>purchase of software.

Again, these analogies do not hold! A car is a unique item that you
cannot instantly duplicate for pennies. Ford Motor Company is not putting
its neck out on a line by letting you test drive the car. Hell, if you
destroy it, the damn thing is insured. Lotus 1-2-3 does not have that
luxury.

I *can't* think of an analogous example because there *isn't* one.
The only one that comes close is in the record industry. When I was
going to college in the early 80's, there were several record rental
places within walking distance...over the years, I watched them
"mysteriously" disappear...finding out later that they were closed down
by the trade commission and the FBI for copyright infringements.

The same thing is happening to software rental places...there are several
rulings in court and for all I know they may already be illegal.

Software is *RISKY*, Period. It's risky for the manufacture and its
risky for the consumer. Both sides have to live with it or everyone
loses.

Phil...you complained about faulty ST software that you bought. You want
a reason for it? ST software companies don't make very much money because
they don't sell very much software. I know one of the original Publishing
Partner people...their estimate was that roughly more than half of the
Publishing Partners in circulation were (are) illegal. That translates
to a little less than $1 million in income. That's money that could have
been spent hiring more personnel for programming, testing, inquiries,
etc. They don't have the resources to put out IBM or Mac quality
products and packaging.

The percentages are not as high for other platform markets, but they are
dealing with so large a volume that they can make up for it, but it
will bite them later. 5 years ago I heard that Lotus estimated it was
losing $400 million a *year* to piracy.

My point is that piracy continues. Software rental places would
"legitimize" piracy in the minds of people who already think its
ok.

> Yes, I know it is easier to swipe but that isn't my
>problem.

Yes. It is.

> Maybe if vendors would offer a little added value with the
>purchase, like decent support, people would understand the advantage of
>purchase.

Read what I wrote above. ST software people cannot afford it. There
aren't that many ST platforms, and even that is being corrupted by
piracy. Support takes people, people take money, and money takes sales.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

822. Re: STEVIE src

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 05:13:06 UTC
From: grwalter@watfun.waterloo.edu
Message-ID: <20160@watdragon.waterloo.edu>
Source record: 244465
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st

In article <_YWH`@masalla.fulcrum.bt.co.uk> sie@fulcrum.bt.co.uk (Simon Raybould) writes:
>Does anyone have the source for STEVIE (vi like editor) if so, could
>they please email it to me.

I tried to send you mail, but after it 'hopped' 17 times trying to get to
you, the mail software gave up and returned it. Thus I won't be able to
mail it to you.

My latest version of Stevie (3.7a) is on one of the fish disks and can be
ftp'd from xanth.cs.odu.edu (as well as some of the fish disk archive
machines).

fred
grwalter@watmath.uwaterloo.ca (Canadian domain)
grwalter@watmath.waterloo.edu (US Internet, including CSNET)
grwalter@watmath.waterloo.cdn (CDNnet and some European nets)
watmath!grwalter (UUCP)

823. uudecode "short file"

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 05:20:12 UTC
From: rjd@cs.brown.edu
Message-ID: <26645@brunix.UUCP>
Source record: 244466

I realize this gets brought up every so often, and I used to
know the answer (honest!), however...

What is the "short file" error message during a uudecode a
symptom of? I know that I line has to be either added or
subtracted, but that's as far as my memory will let me recall.

Thanks in advance...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

824. Where is AES entry point?!? (Please Help Me. :-)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 07:27:47 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <10489@saturn.ucsc.edu>
Source record: 244468

Hello/Bonjour/Hola/Gutentag:

I was up all last night trying to call a file selector using
assmebler code mixed with a C source file.

I am trying to send the extended information to the AES file
selector function that is picked up and utilized by LGF's File Selector.

In the documentation for the LGF FS, there is in-line assembler
code provided to type into a C program to get it to call the file selector.

One of the instructions is "bsr AES" ... Well, Laser C does
not seem to have any constant "AES" defined.

Does anyone know the absolute memory entry point for the AES?
Can anyone help? We'll see.

Thanks!!!!
rome@ucscb.ucsc.EDU

825. GFA Basic ad

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 08:07:20 UTC
From: UMA004@DDOHRZ11.BITNET
Message-ID: <9001250807.AA00738@ucbvax.Berkeley.EDU>
Source record: 244469

Date: 22 January 1990, 13:14:18 SET
From: UMA004 at DDOHRZ11
To: info-atari16@score.stanford.edu

Recently I have seen some questions about GFA-Basic (interpreter,
compiler). In the January issue of the german ST-Magazin there was
an ad about it, maybe someone is interested in this offer :
GFA Basic Development System Version 2.0
(interpreter + compiler) DM 49.90
same as above, version 3.0 DM 198.00

(1 $ = 1.70 DM approx.)

GFA Systemtechnik GmbH Tel. +49 211 55040
Heerdter Sandberg 30-32Fax +49 211 550444
4000 Duesseldorf 11, West Germany

include disclaimer
R. Grobe UMA004@DDOHRZ11.BITNET

826. Networking

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 08:07:55 UTC
From: K331672@AEARN.BITNET
Message-ID: <9001250807.AA00801@ucbvax.Berkeley.EDU>
Source record: 244470

Hi all |

Please could somebody tell me how to reach the CI$ network from BITNET ?
Or is there a better way to contact ANTIC via e mail ?

Hey folks, it would be a wonderfull thing if someone could sommon the
networking information (which networks are reachable, archive-hosts, ..)
so that beginners in networking could fetch this info.
But maybe there is one out there, would be fine |

Thanks in advance
Gerfried

////// no signature at all ////

827. Re: Technical Documentation

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 08:21:28 UTC
From: tomas@m2cs.uu.no
Message-ID: <1990Jan25.082128.7504@m2cs.uu.no>
Source record: 244471

albert@bsovax.UUCP (Albert van der Horst) writes:
>There is also a new book that is only about mass storage on the Atari,
>I wonder whether the people at Atari would get the information
>together in this form, if they tried. (Do not have the title etc.
>at hand now)

It's called "Scheibenkleister II, Massenspeicher am ST". It's almost 900 pages of solid information about floppies, hard disks and related topics. Just the TOC is 16 pages, the index is 9 pages smallprint. Here's a short overview of the contents:

1. Basic information about mass storage, files, etc. (ca. 10 pages)
2. Files under GEMDOS (ca. 45 pages)
3. Structures on a floppy (ca. 35 pages)
4. Floppyprogramming using BIOS and XBIOS (ca. 45 pages)
5. FDC, DMA and the rest of the world (ca. 20 pages)
6. Recording mechanisms (ca. 25 pages)
7. The floppy controller (ca. 40 pages)
8. & 9. Description of the software supplied with the disk (ca. 70 pages)
10. Copy protection (ca. 25 pages)
11. Floppy hardware (ca. 45 pages)
12. Harddisks on the ST (ca. 25 pages)
13. The harddisk controller (ca. 50 pages)
14. Description of supplied HD software (ca. 70 pages)
15. More details about harddisks (ca. 40 pages)
16. Your own drivers in the BIOS (ca. 25 pages)
17. Infos about CD-ROMs (ca. 60 pages)
18. Finals (ca. 45 pages)

and

11 appendices summarizing everything in tables, schematics, etc (ca. 130 pages)

Apart from all the information, it is fun to read the book, since it is written in a very humourous (is that the correct word ?) style.

The book has the ISBN number 3-927065-00-5 and can be obtained from

MAXON Computer GmbH
Industriestr. 26
D-6236 Eschborn
West Germany
phone: I don't have it handy right now

Disclaimer: I am not affiliated with the authors or the editor, it's is just my most favourite book about the ST, since I love to play around with this stuff, especially harddisks.

Oh, and the price is around 60 German marks (as far as I remember).

--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

828. FTP sites ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 09:35:31 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9001260802.AA27507@ucbvax.Berkeley.EDU>
Source record: 244472

Just two days ago, Joachim Vance gave a list of available anonymous ftp sites.
Most of these sites were situated in the US. What about Europe ?

P.S.: What does I.P. Address mean ? Are there interesting subdirecories at the
simtel20.army.mil milnet node ?

Please reply via EARN/BITNET: K298027@CZHRZU1A or in this conference.

829. Re: Megamax C questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 10:00:08 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1040@wsu-cs>
Source record: 244473

I am learning C programming in GEM, and would like to use the examples
in my MWC book, but I am hoping not to have to type all of them
in. Does any one know if the examples in the MWC book are available
in electronic form anywhere (i.e. ftp, disks, etc)

Thanks!

830. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 10:41:25 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9001260803.AA27568@ucbvax.Berkeley.EDU>
Source record: 244474

RE: any Minix packages for sale out there?
this seems like a good idea, since Mr Tanenbaum wrote the text I'm
about to start reading one of these nights. thanks j harris\fairbanks

831. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 10:59:22 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2053@syma.sussex.ac.uk>
Source record: 244475

From article <6350@sdcc6.ucsd.edu>, by cs163wed@sdcc10.ucsd.edu ( ):
> In article <1738@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>In article <90011904271714@masnet.uucp> sylvia.jumaga@canremote.uucp (SYLVIA JUMAGA) writes:
>>
> Looks like after Atari lose the US, Atari will lose the UK too!

Give them a little time, but they're trying hard. The way they're doing it is like this:

Atari UK markets the ST as a games machine, rather than as a programmer's, writer's, desktop publisher's (etc.) machine.

The Amiga is (let's face it folks) a BETTER games machine, which is now the same price as an ST and has lots of games software.

So the Amiga's now outselling the ST in the UK.

Easy, really.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

832. Elite! - Avoiding police

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 11:02:56 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <25.Jan.90.11
Source record: 244476

Even with the docking computer on SLOW, the police will not shoot while the docking computer is on (my version anyway).

Robert

833. Re: Atari TT: Threat to IIcx?

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 11:09:47 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2054@syma.sussex.ac.uk>
Source record: 244477

From article <840@fozzy.UUCP>, by hendrick@fozzy.UUCP (Bill Hendricks):
> ... Indeed, while the TT labored
> through FCC testing in December, it was shipping
> in volume in Europe.

Not in this part of Europe.

Even Atari UK's Bob Katz was saying the TT wouldn't be around until
Spring 1990, and he's usually on the optimistic side (to say the least).

Mind you, none of the Atari dealers where I live (Brighton, UK) will
stock it. 1040s are a bit 'high end' around here.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

834. Re: Floptical drive update -- What a bummer!

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 11:33:21 UTC
From: lphillips@lpami.wimsey.bc.ca
Message-ID: <1085@lpami.wimsey.bc.ca>
Source record: 244478
Cross-posted to: comp.sys.apple,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc

In <1551@wrgate.WR.TEK.COM>, brandonl@amadeus.WR.TEK.COM (Brandonius) writes:
>In article <7503@lindy.Stanford.EDU>, unknown@ucscb.UCSC.EDU (The Unknown User) writes:
>>
>> If you want info about a 20 meg "floptical" drive mail me.
>
>20 Meg?
>Isn't that extremely limited for flopticals,
>that range from 256 upto 660 Meg?
>
>I think so.

floptical - FLoppy OPTICAL

The 'floptical' is the magnetic read/write, optical positioning/clocking technology,
as opposed to the 'optical', which uses optical positioning/clocking and
optical read/write. Unless something has come along that I didn't notice,
(altogether possible) most 'flopticals' are 3.5" diskettes that look much like
the regular diskettes, but have optical positioning and clocking data written
onto one side, and hold anywhere from 10 to 30 megs or so.

-larry

--
This life is a test. It is only a test. If this had been a real life,
you would have been told where to go and what to do.
+---+
| // Larry Phillips |
| \X/ lphillips@lpami.wimsey.bc.ca -or- uunet!van-bc!lpami!lphillips |
| COMPUSERVE: 76703,4322 -or- 76703.4322@compuserve.com |
+---+

835. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 12:10:41 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1919@laura.UUCP>
Source record: 244479

In article <1439@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>I'm also curious why ARC 6.02 causes these shells to bomb. They have survied
>other ARC version changes.

Please lookup article <1913@laura.UUCP> again! There I
explained that Arc 6.02 supports the extended argument passing
scheme xArg which former versions of Arc did not.

Arcgsh 2.1 has code incorporated to call programs with xArg
but, sorry, that code did not work right. Thus the bombs. I
fixed it for me and it works. A preliminary corrected version
is available on request.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

836. Re: TT. More rumours?

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 13:36:31 UTC
From: bds@lzaz.ATT.COM
Message-ID: <916@lzaz.ATT.COM>
Source record: 244480

In article <9001240802.AA00950@ucbvax.Berkeley.EDU>, BALTUCH@BINAH.CC.BRANDEIS.EDU (Jacob Baltuch) writes:
> Besides the "under $2000" noun clause seems so ridiculous...
> Wouldn't such a price threaten Mega > sales? ...

Open Computer Shopper to almost any page you'll see adds like: 80386 - 20 MHz, 1MB RAM (up to 8MB), 200 Watt PS, Both 1.2 and 1.44 MB FDs, 68M HD (28ms), 14" SVGA Monitor with 512K-16 Bit VGA Card, MSDOS4.01 and GW BASIC, 1 Yr warranty (30 day money back guarantee) - $2495 (4MB system - $2740) (shipping extra) [Computer Shopper 2/90 - EPS Tech.]

My point is that whatever you think about MSDOS and Intel architectures, a TT product must be price competitive with these 386 systems. Besides, GEM was available for MSDOS systems even before the ST came out...

837. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 13:55:40 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570052@otter.hpl.hp.com>
Source record: 244481

Yes, STWorld seems to be the best of the bunch for "serious" ST coverage.

I logon to a BBS (CIX, U.K. "equivalent" of BIX) which is quite heavily frequented by some of the STWorld journos and the editor and they seem to be quite knowledgeable, articulate and approachable.

I wrote a short product review for them and only one minor (clarification) change to my text was made.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
---

838. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 13:55:56 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20165@watdragon.waterloo.edu>
Source record: 244482

In article <9001240806.AA01729@ucbvax.Berkeley.EDU>
WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK writes:

>Thus to those at the other side of the pond I request that if you judge
>British magazines by any one single publication then let it be ST World. This

I'll say it's not perfect. My roommates (also Computer Science Majors)
and I once had a good laugh at one of their articles. I believe the
article was talking about how C was becoming popular in the programming
world in spite of the "relentless advance of BASIC."

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

839. Re: Atari TT: Threat to IIcx?

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 14:06:13 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1920@laura.UUCP>
Source record: 244483

In article <1990Jan24.115700.7992@uwasa.fi> hv@uwasa.fi (Harri Valkama LAKE) writes:
>Hey you Germans! Is it true that you have TT shipping
>there?

I have not seen one yet.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

840. Re: Need Hard Disk Wisdom

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 14:14:50 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1237@lzsc.ATT.COM>
Source record: 244484

In article <9001240804.AA01575@ucbvax.Berkeley.EDU>, FNDDR@ALASKA.BITNET ("Don Rice, GI 708B, 474-7569", 907) writes:
> In <7500012@m.cs.uiuc.edu>, totty@cs.uiuc.edu writes:
> > hard disks fro the ST. Advice on interfacing, drive/controller
> I've built three 60 MB drives using the BMS-200 kits from E. Arthur Brown.
> EABCo sells the BMS host adapter, case, and power supply...you buy the

> 3. The BMS software is very basic, limited to 4 partitions @ 16 MB. The

I echo Don's happy words. I have both a BMS-100 (retired) and BMS-200.
The BMS-200 creates a real SCSI chain. I have 2 Adaptec 4000A and 1 SCSI
cartridge tape. All works well.

I previously mailed to those interested my own formatter and partitioner.
I wrote them to support simply my large drives. They support SUPRA partition-
ing (12/drive), large TOS of 32meg (tos 1.4 only).

I use my rewrite of the BMS driver which supports the SUPRA tools and adds
'mount' to allow changing the name of a drive. (That way the name stays the
same as partitioning is changed.)

I recommend BMS highly.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

841. STE memory upgrade.

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:01:51 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Jan25.150151.28362@newcastle.ac.uk>
Source record: 244485

I am desperate to upgarade an STE's memory and have some questions. This Is a repost as I am not sure if the first post reached the net.

Question 1.

Are the SIMM modules in the STE of a standard type, as I have seen an ad for SIMM modules for these machines ...

Amstrad,AST,DELL,EPSON,EVEREX,HP,INTEL,IBM,SUN... etc of the following types.

```
Memory X bits Speed
---------------------------------
256Kx8 100ns or 80ns
256Kx9 100ns or 80ns or 60ns
1Mx8 100ns or 80ns or 70ns
1Mx9 100ns or 80ns or 70ns
4Mx8 80ns
4Mx9 80ns
```

So which of these are of use and how can I mix them?0I know the STE has four SIMM slots. I think the 520STE (yes ATARI UK are shipping a 520 version) has boards in 2 slots (is this 256Kx8 ?).

Question 2.

I have heard that the STE can access more memory than the ST. 8mb was quoted by a person at Third Coast. Is this correct or can it go higher say with four boards of 4Mx8 to give 16M ? Is this memory still accessed as two banks? So how does TOS 1.6 access its memory?

Dave H.

(d.c.halliday@newcastle.ac.uk)

842. Re: Networking

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:06:14 UTC
From: steve@thelake.mn.org
Message-ID: <0025900906143026@thelake.mn.org>
Source record: 244486

[In article <9001250807.AA00801@ucbvax.Berkeley.EDU>,
K331672@AEARN.BITNET (Gerfried Klein) writes ...]

>
> Hi all |
>
> Please could somebody tell me how to reach the CI$ network from BITNET ?
> Or is there a better way to contact ANTIC via e mail ?
>
> Hey folks, it would be a wonderfull thing if someone could sommon the
> networking information (which networks are reachable, archive-hosts, ..)
> so that beginners in networking could fetch this info.
> But maybe there is one out there, would be fine |
>

Convert the CIS user ID from the form 7xxxx,yyy to 7xxxx.yyy (replace
the comma with a dot).

Then mail to the following address:

7xxxx.yyy%compuserve.com@saqqara.cis.ohio-state.edu

The appropriate newsgroup for questions of this sort is comp.mail.misc.
John Chew posts a (mostly monthly) guide to internetwork mailing; I
received the most recent copy about three days ago, so it should be
available on your system.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

843. SCREENSAVER LIKE STARS FOR MAC

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:07:57 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9001260805.AA27676@ucbvax.Berkeley.EDU>
Source record: 244487

Does anybody out there know about the existence of an ST screensaver
that is more or less like Stars for the Mac? and where I might be able
to locate it? Thanks,
Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu

844. Re: Megamax C questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:17:21 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20168@watdragon.waterloo.edu>
Source record: 244335

In article <9001230157.AA05784@ascsu1.SLCS.SLB.COM> wright@asc.SINet.SLB.COM writes:
>Here's my first attempt at a posting....
>
>For three years I've been using Megamax C and then Laser C. I've
>accumulated the bugs described below, several of which cost me many hours
>to track down. I sent a letter (U.S. Mail) last September 24 saying
>what I've said here, but haven't heard anything back from Megamax. My
>questions are:
>
>Does anyone know if or when Megamax intends to fix these or any other bugs?
>
>If I switch to MWC (or some other C) can I expect similar headaches?
>
I've never had a problem with MWC (yet) but then I've never actually
looked for the problems you mentioned. I have done a lot of stuff
with arrays (which involves pointer arithmetic) and have yet to find
a problem.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

845. Re: Where is AES entry point?!? (Please Help Me. :-)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:23:12 UTC
From: steve@thelake.mn.org
Message-ID: <0025900923123027@thelake.mn.org>
Source record: 244488

[In article <10489@saturn.ucsc.edu>,
rome@ucscb.UCSC.EDU writes ...]

> I was up all last night trying to call a file selector using
> assmebler code mixed with a C source file.
>
> I am trying to send the extended information to the AES file
> selector function that is picked up and utilized by LGF's File Selector.
>
> In the documentation for the LGF FS, there is in-line assembler
> code provided to type into a C program to get it to call the file selector.
>
> One of the instructions is "bsr AES" ... Well, Laser C does
> not seem to have any constant "AES" defined.
>
> Does anyone know the absolute memory entry point for the AES?
> Can anyone help? We'll see.
>

It doesn't work that way. AES is entered through a 68000 trap, not through
an address.

I think Charles Johnson has made some unwarranted assumptions about what
can be found in the C bindings for the AES. The label "aes" may or may not
be defined. I don't know how Laser does it.

The following information may help you determine what he is looking for.

The AES is invoked by:

* copying the arguments to the function (file selector call, for
example) into "mailboxes." There are arrays of mailboxes, typically
labeled control[], global[], int_in[], int_out[], addr_in[], and
addr_out[]. I don't recall their sizes. The args are copied from
left to right in a C binding. Integers go into int_in[];
addresses (such as pointers to strings) go into addr_in[], etc.

* the control[] mailbox array is stuffed with an AES opcode
number (control[0]). Three magic numbers are stuffed into
control[1] through [3]. These numbers tell the AES how many
integers and addresses to expect. The numbers are contained in
the dlibs crystal.s module, if you're interested.

* an array of 6 addresses is loaded with the addresses of
each of the mailbox arrays (control, global, etc., as above).
This array typically is called the AES parameter block.

* The address of the AES parameter block is loaded into d1.

* The magic number 200 is loaded into d0.

* trap #2 kicks AES into action.

I think I've got all this right, but no promises. :-) I wrote some AES bindings in C for Sozobon before GEMFAST came out, and this is the strategy that I figured out from various published (non-Atari) documents and code snippets.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can have that sinking feeling....

846. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:30:41 UTC
From: kbad@atari.UUCP
Message-ID: <1989@atari.UUCP>
Source record: 244489

ron.sharp@canremote.uucp (RON SHARP) writes:

| Phoowie! The only way I can get simple information on memory locations
| is to become a developer, because anyone else who has the info isn't
| allowed to tell me.

There are several good books on programming the ST (including the MWC manual recently mentioned by Mr. Glasser - and it comes with a decent compiler, too).

| So I can spend $300 U.S. on a giant stack of poorly organized ... stuff.

You can purchase developer documentation by itself for a significantly reduced price. The latest release of the developer documentation is professionally printed, indexed, and includes several new addenda.

I think you should ask some professional developers what kind of support they have been getting recently for their hard earned bucks. There have been a lot of changes in the past few months, and there is more coming. I'm not talking words, either, I am talking _action_. I am thoroughly impressed with the steps Antonio Salerno and crew have taken towards making the U.S. developer's job an easy one, and Antonio has promised that the stuff developers have already received in the mail is only the tip of the iceberg.

For information on developing for the Atari ST/Mega/STE/TT, please contact Gail Johnson at Atari U.S. Corp. Her address is:

Atari Corporation
Attn: Gail Johnson
1196 Borregas Ave.
Sunnyvale, CA 94086-3427

Phone: (408) 745-2568

I think you'll be surprised at what you discover. Atari U.S. isn't leaving its developers out in the cold any more.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

847. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:43:59 UTC
From: covertr@force.UUCP
Message-ID: <483f7298.14a1f@force.UUCP>
Source record: 244490

In article <720.25ada423@miavx1.acs.muohio.edu>, kacovert@miavx1.acs.muohio.edu writes:
> increase in sales projected for the new systems. I would say Atari will easily
> make this up with the sale of the new systems.
^^
> Kent Covert
^^^^^^
> Miami University
> Oxford, Ohio

What new systems?? The Mythical 1040STe?
The VaporWare TTs??

And what is this using my LAST name (which is Trademarked :-))
without paying me royalities!!!

.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

848. Re: High Sierra CD-ROM format

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:44:24 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan25.154424.10907@chinet.chi.il.us>
Source record: 244491

In article <17179@laurel.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:
>Is anybody familiar with the High Sierra CD-ROM format
>spec, and if so, how/where I can get information on it?
>
This is a pet peeve of mine. I spent a bunch of phone time long distance to people who should know CD-ROM. Apparently the High Sierra format 'bible' is a book 'published' by Sony. If you have an especially good story, they'll either sell or give you a copy. I didn't have a good enough story to get through at all. Besides that, the number of different things that can call themselves 'High Sierra format' is daunting. As far as I can tell, the standard covers finding arbitrary storage 'chunks', and finding the start of 'files', but nothing at all about file organization (like where are all the 'chunks' that belong to a file AFTER the first one). I could easily be wrong--after all, I couldn't get the information.
Steve J.

849. Re: Atari Lynx deserves to do well

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:45:01 UTC
From: econadm5@watserv1.waterloo.edu
Message-ID: <732@watserv1.waterloo.edu>
Source record: 244336

In article <6436@sdcc6.ucsd.edu> pa1323@sdcc13.ucsd.edu (Some call me...Tim) writes:
>In article <618@watserv1.waterloo.edu> econadm5@watserv1.waterloo.edu (BENTLEY BH - ECONOMICS) writes:
>>In article <1739.25b0f33b@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>> I Have a suggestion for Atari to consider. Remember how Pepsi supports
>> the Gameboy. How about Atari getting in contact with Coke marketing and
>> Show the world that a better product also supports a better tasting
>> beverage.
>...
>
>They already have a deal with HI-C. There's a sweepstakes where the
>first prize is an Atari Lynx, entry forms on HI-C boxed drinks.
>
>Isn't HI-C a Coke company?

Thats great to hear! Its about time anyways, new ideas are what we are lacking these days. Here are some ideas that Im working on. Maybe it will spur more people to be creative in their thinking. Im working on an all new AI (Artificial Intellegence) operating system for my ST. Im tired of clicking buttons and using old DOS style commands(so Passe) Anyways I call my Artifical Intellegence program EDGAR(from the Electric Dreams Movie). Edgar interacts will me! I talk to it, it reponds, Partition P: please. Edgar responds" whats so special about partition C:" Well edgar remember this is where I keep my programming tools. SO what says edgar. Ill let you figure it out Edgar.

So Edgar has its own ability to learn and grasp my input at the same time respond to my commands, so I can quickly bring up the destop etc. I will try to install voice recognition etc as soon as possible. Anyways, I think I have made my point! Lets all try to move to a new generation of computer power Interactive Artificial Intellegence Operating System. If you think this cant be done your sadly mistaken..and your vision of the computer is limited to keyboards and MessDos style programming. I hope someday Keyboards and mouses (even though I dont mind useing them) will be a thing of the past like the typerwritter.

Dave Tomesch, Super BBS (519) 749-1206, Kwest Co-Chairman, StarTrak Inc.
"Meet Edgar online haha several have and thinks its me!, ahaha"

850. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 15:56:32 UTC
From: kbad@atari.UUCP
Message-ID: <1990@atari.UUCP>
Source record: 244492

```
aimd@castle.ed.ac.uk (M Davidson) writes:
| why am I talking to myself when I know no
| one from Atari UK ever reads this newsgroup. Fourthly, why does no one
| from Atari UK ever read this newsgroup?

I don't know why Atari UK doesn't read netnews, but your comments
(and Neil's, and all the other reasonable gripes that I've seen
from U.K. users) are being forwarded to the Tramiels.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>
```

851. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 16:13:19 UTC
From: kbad@atari.UUCP
Message-ID: <1991@atari.UUCP>
Source record: 244493

dal@syntel.mn.org (Dale Schumacher) writes:

| The IS good news, however. By exploiting a "feature" of the Pexec()
| mechanism relating to the h-blank vector, we seem to have a robust
| work-around for most of the redirection problems.

gasp okay... I'm with you so far :)

| I'd be willing to post the technique to the net, but I would like to get
| confirmation from Allan or Ken that the "Pexec/H-blank trick" will continue
| to work in future TOS versions.

Yes. Applications are guaranteed to be launched at IPL 0. Amen.

| On a related point, there has been some movement to correct a long-standing
| inconvenience in TOS regarding stderr. Handle 2 is connected to the AUX
| port by default, but I support it's use as a redirectable stderr.

I agree. This is, unfortunately, something Atari can't officially
support, because it's possible that some drain bramaged software out
there acutally uses GEMDOS i/o for the serial port (even though it's
slow) instead of BIOS. Please drum up lots of support from lots of
developers on this issue, and test all of the supported software out
there that uses the serial port to make sure that it doesn't break,
and then Atari will support standard error standard handle 2.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

852. Re: TURBO-C Question!

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 16:18:33 UTC
From: kbad@atari.UUCP
Message-ID: <1992@atari.UUCP>
Source record: 244494

The switch you're looking for to avoid PC relative overflow errors in the link phase is "-P". BTW, if you're interested, I have a commented template TCC.CFG file (ascii, unlike the TC.CFG) that I'd be willing to put up on the net. It's relatively short, and includes a list of all the warning switches and their levels.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

853. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 16:25:59 UTC
From: kbad@atari.UUCP
Message-ID: <1993@atari.UUCP>
Source record: 244495

The original posting asks "Is the ST version of Turbo C for real?"

Yes, it's for real; it's from Borland. It's not sold by Borland in the US, however, for reasons I can't fathom. The package is a solid one, and its code generation beats any 68000 compiler available for the ST, with the possible exception of GCC (maybe a slight advantage there). It has some drawbacks: it is _very_ strict - ANSI compliant to a fault. Because of some implementation details, it is difficult to get some kinds of "older" style C code to compile without modification. The libraries are complete, and the online help facility is wonderfully hypertextish. (is that a word? :)

The assembler that comes with the package, although it has some minor problems in 68030 code generation, is also very good. Supports motorola syntax, with macros, include files, and other goodies. And, like the compiler, it's incredibly fast.

A new TC version with a source level debugger is being worked on too... I have no idea when they'll have it ready, tho.

--

||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

854. Re: uudecode "short file"

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 16:26:30 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1240@lzsc.ATT.COM>
Source record: 244496

In article <26645@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
> I realize this gets brought up every so often, and I used to
> know the answer (honest!), however...
>
> What is the "short file" error message during a uudecode a
> symptom of? I know that I line has to be either added or
> subtracted, but that's as far as my memory will let me recall.
>
I posted a bunch of stuff uuencoded on the ATARI. It had a <CR> and <LF>
at the end of each line. uudecode and uud could handle the data, but kept
complaining of no 'end'. Removing all the trailing <CR> solved th problem.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

855. Re: VDI commands recording

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 16:40:56 UTC
From: kbad@atari.UUCP
Message-ID: <1994@atari.UUCP>
Source record: 244497

cs163wed@sdcc10.ucsd.edu ( ) writes:

| Hello. I wonder if it is possible to add an overhead to the VDI
| such that calls to any VDI functions can be recorded automatically
| somewhere in memory in some sutiable format.

What you are describing is a GEM metafile. Using metafiles requires
GDOS and the meta.sys driver. The metafile format is documented
in the VDI manual in appendix C; the Mark Williams C manual also
has a good description in the "metafile" entry.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

856. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 17:21:08 UTC
From: roberth@tekig5.PEN.TEK.COM
Message-ID: <5461@tekig5.PEN.TEK.COM>
Source record: 244341

Expires:
References: <9001241926.AA09059@ucbvax.Berkeley.EDU>
Sender:
Reply-To: roberth@tekig5.PEN.TEK.COM (Robert A Hall)
Followup-To:
Distribution:
Organization: Tektronix, Inc., Beaverton, OR.
Keywords:

In article <9001241926.AA09059@ucbvax.Berkeley.EDU> MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:

[a few lines deleted]
>I was able to get icone.acc, icone.rsc,
>and icones.rsc, but I would only get bombs when the acc would try to
>load.
>--Gerry
>maxg@suvm (bitnet)
>ggreenbe@rodan.acs.syr.edu (internet)

The same thing happened to me. I also got icone2 from panarthea 1/23/90.
I'm using a 1040ST, color, no other DA's or TSR's.
Bob

857. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 17:43:43 UTC
From: rjd@cs.brown.edu
Message-ID: <26715@brunix.UUCP>
Source record: 244498

In article <20165@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>In article <9001240806.AA01729@ucbvax.Berkeley.EDU>
WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK writes:
>
>>Thus to those at the other side of the pond I request that if you judge
>>British magazines by any one single publication then let it be ST World. This
>
>I'll say it's not perfect. My roommates (also Computer Science Majors)
>and I once had a good laugh at one of their articles. I believe the
>article was talking about how C was becoming popular in the programming
>world in spite of the "relentless advance of BASIC."
>

Steve ---

This is what still being a CS major in school and having no exposure
to the "real world" (tm) yet will do for you.

The article was probably right. C is still low down on the list of
most widely used languages. Most engineers and scientists still use
either ForTran or BASIC (or some derivative form of basic), most
economists and social scientists use either ForTran, and COBOL is
still number one with the banking and accounting crowd.

As far as most used language on a PC? MicroSoft and DOS saw to it
that BASIC clearly wins in that category. As a matter of fact,
when I first bought my ST, it came with BASIC and LOGO...for people
who don't want to do any serious programming, they probably wouldn't
buy a language, just use the interpreters that came with their machine.

So, don't laugh too hard...I did, but after getting my Masters, and
contracting around for about 5 years, and reading the trade journals,
and talking with other computer professionals....C still has a way
to go outside the computer science field.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

858. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 18:12:00 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001260807.AA27790@ucbvax.Berkeley.EDU>
Source record: 244499

```
UNSUBSCRIBE Chris Hamman
```

859. MWC (was Re: dissassembly)

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 18:32:50 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Jan25.183250.20884@sj.ate.slb.com>
Source record: 244500

Opinions expressed are the responsibility of the author.

In article <893@per2.UUCP> dag@per2.UUCP (Daniel A. Glasser) writes:

>> >If you're writing code that you eventually hope for
>> >other people to use, don't hard-code magic numbers like 32K into your
>> >screen manipulation routines. [In fact, don't even use 32K. You only
>> >need, at most, 32256, to get 32000 bytes on a 256 byte boundary, eh?]
>
>Well -- I had to use some value when I wrote the example. I could have
>used a #define, but at the time it seemed like this would remain unchanged
>for the immediate future, and we didn't want to go through all the extra
>trouble (in the example) to calculate the memory needs of the new display.
>(It was not a GEM example, and S.A.L.A.D. was not yet written, and even when
>these two conditions are met, it is still more than a few lines of code
>to figure this out in the general case for all possible future display
>modes, if its possible at all. I don't know what happens when you use
>a Moniterm.) These examples were supposed to be short and illustrate
>proper use of the documented routine/function/feature, without adding
>lots of extra stuff that might confuse or intimidate the novice ST programmer.

Since TOS fails to provide a system call to return you a
correctly-aligned, properly-sized chunk of memory useable as display
memory, it is *impossible* not to hard-code certain assumptions into
the code to do this. MWC needs no defending on this point.

>In my honest opinion, biased as it may be, the MWC manual is the single
>best volume for programming the ST published to date. It needs revision,
>bugfixing, and maybe some other tweeking (new GEM examples, etc.) and
>the compiler should be updated, but it is still a very good package at a
>good price.

There are some occasions where it leads to more frustration than
useful results, but care in marking corrections discovered through
trial-and-error will eventually produce a very comprehensive manual.
I consult my MWC manual first (since it's only one volume and fits
comfortably in my hand), and only when something doesn't work as
advertised do I break out the backup, the dreaded Developer's Docs.
Since the MWC manual seems to have been written from experience rather
than specs, it tends, when there is a disagreement, to be the
more-frequently-correct one.

In many cases the MWC examples demonstrate important points that
aren't mentioned elsewhere. On the other hand, at least one of the
examples doesn't work at all (I think it was the one that demonstrated
the use of fsel_input()). A new versions was published in the

errata with version 3.0.6 of the compiler, but *it* didn't quite work, either. These are the sorts of problems that extend the development time of what should otherwise be a quick and easy program.

However, since the wise programmer writes routines that are as general as possible, and reuses them as frequently as possible in new code, (or at least reuses code fragments) one should find the learning curve getting steeper with each project, as one discovers how to use more and more pieces of TOS properly. This has certainly been my experience.

Copyright 1990 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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860. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 18:44:00 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Jan25.184400.21273@sj.ate.slb.com>
Source record: 244301

Opinions expressed are the responsibility of the author.

In article <1990Jan24.000300.17229@gpu.utcs.utoronto.ca> barry@gpu.utcs.utoronto.ca (Barry Lay) writes:
>Regarding the machine dependence of code written for the Atari, I have noticed
>with some delight that the graphical calls for OS/2 resemble those for the GEM,
>probably because they came from same place. The concern I have with getting
>along without the developers toolkit is twofold, however. Firstly, how do you
>know that you can trust the information in those generally available books to
>be correct and applicable to all releases of the TOS? Secondly, how do you
>build resource files without the RCS? I managed to create object trees in a
>program from the PROGEM notes, but that is a very time-consuming way to do it
>compared to the program in the toolkit.

You can't trust third-party docs any more than you can trust the Developer's Docs themselves. Remember, the developer's docs describe how the system was *supposed* to work. The Mark Williams C manual in many cases describes how the system *really* works, which can be a great blessing. Your best bet is to have at least two different sources, and cross-reference them. I have three: developer's docs, MWC, and the Abacus Internals book. I've given up on the Abacus book (mainly because it's a rather poor translation and too hard to read). Between MWC, DevDocs, and trial-and-error, I've managed to figure out most of what I needed. Oh, yeah, and Usenet helps too. :-)

As for building object trees without an RCS, if you manage to do it with anything complex, you're a better man than I. The simplest menu bar took me forever to build by hand, and I never did get it quite right. I tried to get Kuma's RCS, but The Catalog stopped carrying it just as I developed the need. Fortunately, Mark Williams released theirs with 3.0 of their compiler. I've been using it regularly and with great rejoicing.

You might be able to find Kuma's mouldering on some Atari dealer's shelf somewhere, if you're lucky; but Mark Williams supports theirs (and sells a good compiler/debugger to boot).

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Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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861. Subscription

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 18:58:51 UTC
From: krieg@jupiter.uucp
Message-ID: <1953@mrsvr.UUCP>
Source record: 244302

```
SUBSCRIBE INFO-A16
--
==========================================================================
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==========================================================================
= "Holy one track Batcomputer mind!" - Robin =
==========================================================================
```

862. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 19:02:09 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2713@cunixc.cc.columbia.edu>
Source record: 244303

In article <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <418@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>>In article <26232@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
>>
>>> My accepting that fact from you is a *far* cry from condoning a
>>> place taht "rents" software. For every "great guy" like you, I
>
>Several of you (Phil, Greg) are missing my point. I am willing to

>>I can rent a Ford to see if that is the kind of car that I want to drive.
>
>Again, these analogies do not hold! A car is a unique item that you
>cannot instantly duplicate for pennies. Ford Motor Company is not putting
>
>I *can't* think of an analogous example because there *isn't* one.
>The only one that comes close is in the record industry. When I was

I think piracy is an issue that threatens the movie/video industry also. Yet
there are video rental places all over the place.

>My point is that piracy continues. Software rental places would
>"legitimize" piracy in the minds of people who already think its
>ok.

Same logic applies to video rentals I think.

Imran

863. Words of wisdom on MWC behaviour needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 19:09:37 UTC
From: mj@myrias.com
Message-ID: <633294579.26980@myrias.com>
Source record: 244304

Does anybody has a sage advice what to do with the following
problem (short of replacing a compiler with something else)?

Setting: Mega ST with TOS 1.4, gulam shell and MWC 3.0.6 compiler.
Any program compiled with supplied MWC libraries which reads stdin.

An attempt to redirect on a command line stdin to come from a file
causes an 'exit()' routine to bomb out in the most interesting and
unusual manner. On my screen appears a messege "*** SYSTEM HALTED ***"
in a company of some other nonsense which informs me that the system
memeory is exhausted and advise me to use FOLDRXXX.PRG to avoid that.
Which is obviously bogus.

I hoped that maybe an istallation of poolfix3 (yes, version 3) will
improve the situation. Unfortunately it does not have a slightest
influence - at least on this.

All test programs work beautifuly, echoing nicely input, until they
hit exit(). THE CRASH does not happen when there are run under msh, OR
when run under msh or gulam but were compiled with MWC-zed dLibs
libraries. But I need a floating point, which dLibs does not support.
An attempt to use MWC printf with dLibs was partially successful in
that the the program behaves nicely and exits in a clean manner but it
does not print anything at all (probalby due to incompatible internal
structures).

Part of a problem obviously is caused by a fact that MWC thinks that
there is only one shell in a world and is called msh. Still I am
not very eager to pay good money for sources for their libraries
in order to fix their bugs. I feel that I already paid for a compiler.
BTW - MWC libraries contain, indeed, an undocumented function isatty(),
which, once again, works with msh only. Fortunately this is easy to
remedy.

In hope that somebody may come with a good solution,
Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet,alberta}!myrias!mj

864. AES function appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 19:53:19 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9001260808.AA27838@ucbvax.Berkeley.EDU>
Source record: 244305

I'd like to use the functions appl_tplay()| & appl_trecord(). Unfortunately, I still have old ROMs of 1985 (don't ask me the TOS version). As far as I could understand, these functions only work with newer TOS versions.

Does anybody know what is the bug in the old ROMs ? Is it reasonably possible to implement these functions by soft ? Where could I get the listings (in C, ev. in ASM) ?

N.B.: These functions allow to record every event. You can store these events, and play them back when you want. I think there was a question about it recently...

Michael Mueller, Brain Research Institute, Zuerich, Switzerland

865. Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 19:56:27 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21945@uflorida.cis.ufl.EDU>
Source record: 244306

Hi world...

A few questions. First, It seems to me that it should be an easy matter to put a detachable keyboard on the 1040 ST. Does any company sell such a product or is there a simple way of doing it that does NOT involve a saw?

Also, I have heard that there are alternate cases out there for the ST (Designer cases?). Does anyone have any info on this? If so, who makes them, how can I reach them?

--
=-=-=-

866. Velocity sensitive mouse

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 20:15:00 UTC
From: BERLIN@DGACHEM5.BITNET
Message-ID: <9001260805.AA27650@ucbvax.Berkeley.EDU>
Source record: 244307

In one of the last INFO-A16 issues there was a mail to the velocity sensitve mouse saying that there was an archive on BITNET called RAINBOW.ARC containing a program MACCEL.PRG which is just doing this. I did miss this archive. Can someone send me this archive or tell me from where I can get it ?

Adress: BERLIN@DGACHEM.BITNET

Time of message sent: 25-JAN-1990 12:08:25 MEZ

Hermann Baiter
Institut fuer Physikalische Chemie der TU Muenchen, Garching, West-Germany

867. MAC Emulator on ATARI

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 20:36:35 UTC
From: demosxs@iitmax.IIT.EDU
Message-ID: <3280@iitmax.IIT.EDU>
Source record: 244308

I would like to buy an Atari machine that capable of doing a Macintosh
Emulation using add-on card. Couple years ago I heard there is such a product.
i wonder if they still have it. Do anybody know where can i get this product
and have anyone experienced using it? How much does it cost? (the whole system)
Thanks for your reply....I'm appreciated.

868. Re: Floptical drive update -- What a bummer!

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 20:41:16 UTC
From: brandonl@amadeus.WR.TEK.COM
Message-ID: <1551@wrgate.WR.TEK.COM>
Source record: 244309
Cross-posted to: comp.sys.apple,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc

In article <7503@lindy.Stanford.EDU>, unknown@ucscb.UCSC.EDU (The Unknown User) writes:
>
> If you want info about a 20 meg "floptical" drive mail me.

20 Meg?
Isn't that extremely limited for flopticals,
that range from 256 upto 660 Meg?

I think so.

+ * +
*
+ *
- - - - -------======<<<<<{{{{{{{[[[[[[BRANDONIUS brandonl@amadeus.WR.TEK.COM
+ +
* * *

869. Re: How to Fix a Dead ST???

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 21:10:09 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1245@lzsc.ATT.COM>
Source record: 244310

In article <370005@col.hp.com>, don@col.hp.com (Don Allison) writes:
> How do you go about maintaining your Atari ST? I managed to kill mine in the
> process of upgrading the memory (it was flakey anyway, but it is really dead

Don't panic:
1. Atari does have its exchange.

If the product is out of warranty, you can send it directly to
Atari at this address:

Atari Corp.
390 Caribbean Dr.
Sunnyvale, CA 94089
ATTN: Door 17

It will be repaired or replaced at their discretion. If the unit
is no longer manufactured or kept in stock by Atari, they will
replace it with an equivalent or enhanced version at their discretion.

Repair/Replacement prices for ST equipment are as follows:

520ST $95.00

2. you may have slightly munged the socked for the mmu.

Standard fix: remove mmu, GENTLY flex the socket pins toward the center to
tighten them, reinsert mmu. This fixes lots of MMU problems.

3. check the power supply: if +5 +12 are there, there's hope.

4. for $100 you can become a developer, and get the schematics. I've seen
ref. to H. Sams having schematics for a 512.

good luck

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

870. Re: POOLFIX3.ARC - fix program for TOS 1.4, TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 21:29:21 UTC
From: apratt@atari.UUCP
Message-ID: <2000@atari.UUCP>
Source record: 244311

klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>POOLFIX3 was not complete when it arrived at our site. Only the
>following lines of uuencoded stuff came through:

>|begin 644 poolfix3.arc
>[Stuff deleted]

If you got a truncated version of POOLFIX3.PRG, please send me MAIL.
If you got a good version, don't send anything. I will mail it
to people who got the bad copy, unless it's a LOT of people.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

871. Re: Question on use of Interleaves

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 21:31:11 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1246@lzsc.ATT.COM>
Source record: 244312

From: dlm@druwy.ATT.COM (Dan Moore)
in article <1230@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) says:
> The information with the Adaptec 4000 controller that most MFM systems
> use is to use interleave=1. There are 17 sectors on each track. With

I will write 16 != 18 100 times.

Straight from the book.
"The ACB-4000 series controllers are capable of reading one track of data
from the disk in one revolution of the disk. This is called noninterleaved,
or 1-to-1 interleaved operation."

"SECTOR SIZE BYTES/SECTOR INTERLEAVE SECTORS/TRACK
512 576 1 17
512 566 >1 18"

So the deal is with Interleave=1, Adaptec will deliver all the sectors on
one turn. Since TOS usually asks for 2 at a time, this is somewhat efficient.
The key question is how soon TOS will come back with the next request. I
think not too soon -- this is a ms/dos clone; no read ahead.
The result will probably be close to 2 sectors per turn.

Likewise, if Interleave >1, then it will take a little longer to get the 2
sectors for TOS (3 sector times instead of 2 for I=2) but it still is close
to 2 sectors per turn.

Since the Adaptec doesn't have to process on the fly, it can pack the sectors
tighter; leaving 18 to the track, which increases capacity.

Since I do cartridge tape backup and read a track at a time, it pays me to use
interleave=1. your mileage may differ.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

872. Joystick button

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 21:47:54 UTC
From: 440488@UOTTAWA.BITNET
Message-ID: <9001260808.AA27873@ucbvax.Berkeley.EDU>
Source record: 244313

Hi all,
I got a small problem here. I'm trying to get the keyboard to tell me that the joystick button for port 1 has been pressed. I've written my own joyvec handler and do the $16 keyboard instruction to read the joysticks. I get the proper numbers for movements but no high bit set when I press the button. Do I have to set up some kind of initialization for this to occur?? I am doing this in assembler.

Doctor Who

873. Ethernet

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 22:02:45 UTC
From: qralph@dna.lth.se
Message-ID: <1990Jan25.220245.29940@lth.se>
Source record: 244314

A simple question - I have heard rumors about Ethernet for the Atari ST.
Anyone who can give me some more substantial info? Thanx!

```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

874. Re: ST with an Amiga Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 22:09:49 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <33967@iuvax.cs.indiana.edu>
Source record: 244315

In article <1892@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:

>It is possible to connect a 1084 to a 1040. The only thing you need is a
>cable with a Scart connector for the 1084 and a monitor plug for the ST.

But what pins go with what? I also know of someone who wants to do this...

Details, please... Thanks!

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

875. Re: METAFOUR hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 22:23:31 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1608@atha.AthabascaU.CA>
Source record: 244316

870086t@aucs.uucp (Shannon Tremblay) writes:
> Has anyone ever heard of or delt with METAFOUR MARKETING out of
>Edmonton, Alberta, Canada. They sell custom harddrives. I just bought
[a long tale of woe re damaged-in-shipment and slow delivery]
> METAFOUR tells me they have a good track record shipping all over
>the country, but what do you expect.

I've got one of these too; Quantum Pro-80 (with the ROM fix), BMS adaptor, room for another drive, et c. et c. I don't think that power supply is 200w :-), maybe 125 or so. Agreed it's total overkill. For the price, given that you can't/don't want to roll your own, they are fine.

I have to admit that Maurice Hilarius (that's his real name, folks) seems to have a bad time with the shippers. My disk wandered to Portsmouth, Oregon before it got the 150 km north from Edmonton to here. Sure was a loooong time a'coming. There was a similar long wait for an order of printer ribbons.

I don't think he's a scam artist, though; just a very small businessman with thin margins. It seems to come with the Atari territory :-(. I'm still dealing with him in complete confidence. I've just switched to going down and picking stuff up in person; that's always worked beautifully. Obviously your mileage may vary ;-).
--
--
Ross Alexander (403) 675 6311 rwa@aungbad.AthabascaU.CA VE6PDQ

876. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 22:25:32 UTC
From: rjd@cs.brown.edu
Message-ID: <26747@brunix.UUCP>
Source record: 244317

In article <2713@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>In article <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>>I *can't* think of an analogous example because there *isn't* one.
>>The only one that comes close is in the record industry. When I was
>
>I think piracy is an issue that threatens the movie/video industry also. Yet
>there are video rental places all over the place.
>
>>My point is that piracy continues. Software rental places would
>>"legitimize" piracy in the minds of people who already think its
>>ok.
>
>Same logic applies to video rentals I think.
>

I still maintain that it does not. It takes time (2-3 hours) and great
expense (a second VCR) to record movies. Most movies also have copy
protection schemes that do not interfer with the viewing, but produce
non-perfect copies contain image wavering and sound dropout.
(As opposed to software copy protection, which
is a hassle for computer users to deal with.)

Movie theft continues, but not to the same degree. A video pirate cannot
easily mass produce or copy films without a great deal of equipment or
time. A software pirate can literally mass produce 100's of copies
of software an hour.

Furthermore, legislation in the video industry is *also* taking place.
Two years ago, JVC tried marketing a two cassette (one play one play and
record) VCR...they were "asked" to remove the model from their VCR
line.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

877. DUCK31.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 22:41:31 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900125.16412988.013314@SFA.CP6>
Source record: 244318

Hello all,

A few weeks back, I wrote a simple program called DUCK31.PRG and it
is an upgrade to an earlier program written during the early part of
1989. It is a hard drive bootup program similar to other programs on
circulation in which the computer is reset after a time delay during
bootup. The reset allows the computer to boot from the hard drive.
Duck is similar to the other programs but differs in that it
has a delay change feature from within the program rather than via a
text processor. It seems to be fairly solid and has been used by several
STers who are quite happy with it.
I have received reports that it is not working with some STs and for
the life of me, I can't figure out why. Problems are that the program
simply stops its reset process and bumps to the desktop. The user is
unable to use drive A or B icons. The problem shows when
a startup disk with DUCK31.PRG inside of A:\AUTO\ is in the computer and
when power is applied to both hard drive and computer. That is when
Duck is supposed to work, i.e., DELAY then RESET.
On most other STs, everthing works fine. There is a delay, the
computer is then reset, and then the hard drive comes up. The present
ST that doesn't like this program is a 1040ST with a BMS host adaptor.
Duck's pseudocode is simple:

```
READ DELAY VALUE
DELAY
RESET COMPUTER
```

Duck has been tested on a Mega2 ST and Mega4, a 520ST and 1040ST.
Hard drive host adaptors include the unit inside of the SH204, and
the ICD adaptor. I don't have access to Supra or BMS adaptors. Because
Duck worked with the Atari and ICD units, I assumed that the program
would work and was ready for release.
'Nuther clue. All of the STs which have been successful with
DUCK31.PRG use TOS versions 1.2 and 1.4. I don't have access to earlier
TOS versions.
If anyone can provide clues on how programs behave when booted
from powerup from within A:/AUTO/ and when the hard drive is also
given power at the same time, I sure would be appreciative.
...just another reason why I wish we had some documentation. SIGH
Note that DUCK31.PRG is available at Panarthea and on GEnie.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

878. Can I program a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1990-01-25 23:21:10 UTC
From: ckp@grebyn.com
Message-ID: <14160@grebyn.com>
Source record: 244319

[What's all this I hear about a line-eater?]

OK, the Portfolio seems like a nifty, useful machine. MS-DOS compatible, it says (2.11), and a few built-in applications, and RAM carts. Good price. But, see, I'm a programmer, and I'll be wanting to write my own programs for it, or else I'd just get a Wizard or BOSS or some such.

So how does one go about programming a Portfolio?
Do I need to buy an expensive development environment and sign up for developer support programs? Or can I downloads into it using the serial port, from a regular MS-DOS machine? And does it *really* run MS-DOS 2.11?

I don't really think this is the "proper" place to post this, but this is about the only active Atari group I can find.

879. Re: The real world

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 01:00:35 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20189@watdragon.waterloo.edu>
Source record: 244320

In article <26715@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>
>So, don't laugh too hard...I did, but after getting my Masters, and
>contracting around for about 5 years, and reading the trade journals,
>and talking with other computer professionals....C still has a way
>to go outside the computer science field.

Hmmm, so far my work terms have included:

Ministry of Transporation - dBase III+, Clipper, Lotus 1-2-3, Pascal on PCs
GE Plastics - Oracle (SQL) on a VAX 8350 (yes that says 8350!)
EDS (part of General Motors) - Fortran on a PDP-11/70 and a 4GL on a HP3000

All the jobs (except one) I have applied for this term are programming
in C on a Unix (or Unix-like) environment.

I have yet to touch BASIC while programming in the "real" world. Guess
I'm just lucky!

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

880. Need dumped GNUEmacs 18.55

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 01:31:10 UTC
From: cs121ta1@ux1.cso.uiuc.edu
Message-ID: <16000002@ux1.cso.uiuc.edu>
Source record: 244321

I want to use GNU Emacs 18.55, but there's just no way that I can manage the dumping process on my one-drive, 1040ST. Is there any reason why I could not use the dumped "xemacs" from somebody else's system? If so, could some kind soul make one available via FTP?

==========

Scott Renner INTERNET: renner@cs.uiuc.edu
University of Illinois at Urbana-Champaign UUCP: pur-ee!uiucdcs!renner

881. Re: MAC SHAREWARE

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 04:26:15 UTC
From: CS31217@UTCVM.BITNET
Message-ID: <9001260809.AA27905@ucbvax.Berkeley.EDU>
Source record: 244322

I've got the 512K blues. I'm using a 520STfm with a double-sided drive
and the RAM mounted under the power supply. A friend and I installed
sixteen 256K chips in the second bank. At first, the ST wouldn't even
boot with the chips installed, but after looking at a similar 1040ST,
we put in a few resistors and that problem was stopped. To the best
of our testing ability, all the chips work, but the MMU ignores the
second bank by sending the CAS line to HIGH. Does anyone have any
suggestions?
Thanks in advance,
Robert McCoy (Chattanooga Atari Owners Symposium)
CS31217@UTCVM.bitnet

882. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 04:48:05 UTC
From: kudla@pawl.rpi.edu
Message-ID: <JVX+Z^@rpi.edu>
Source record: 244323

In <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:

-> Several of you (Phil, Greg) are missing my point. I am willing to
-> accept the premise that you two are honest. *No one* is accusing
-> you of being otherwise. If you borrow a friends software to test it
-> out fine. If you can talk a dealer into giving you a demo, fine. If
-> you can get a demo from the publisher, fine. I have done all three
-> of these things, either returning my copy if I didn't want it, or
-> buying it if I did. However: software rental places are open
-> inventations for all the non-Gregs and non-Phils to easily copy
-> (i.e. STEAL) software.

I'm only going to dispute this one point, as you have consistently glossed it over every single time you've rebutted other peoples' arguments.

What you refuse to concede is that *most dealers and publishers do not demo software*. Period. Perhaps 5-20% of the high-end commercial programs out there have demo versions (the number is even smaller for inexpensive programs), and maybe 2-5% of dealers (and then only the ones who sell hardware to begin with) will do an in-store demo.

Further, most dealers have no-return policies because they think too much like you- that nearly everyone who returns a product that sucks has in fact copied it and will distribute it. Presumably the existence of copy-protection on many programs should give the dealers a reason to accept returns, yes? No? Then why have the protection on there in the first place?

Please, if you're going to flame me about economic infeasibility and how the market would simply shrivel up if dealers accepted returns in lieu of doing demos, at least concede that one point- that most programs in most places cannot be demoed and the buyer is, in effect, buying blind.
--
Robert Jude Kudla <kudla@pawl.rpi.edu>

"Famous? I'm not famous. People come up to me after a show and say 'Hey, Steve!'"
-Jon Anderson

883. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 04:52:20 UTC
From: kudla@pawl.rpi.edu
Message-ID: <NVXS1^@rpi.edu>
Source record: 244324

In <26747@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:

-> Movie theft continues, but not to the same degree. A video pirate cannot
-> easily mass produce or copy films without a great deal of equipment or
-> time. A software pirate can literally mass produce 100's of copies
-> of software an hour.

Oh, please. Now you're becoming sensationalistic. Even with four
floppies, it takes a good couple minutes to set everything up, copy
the disk, etc. Most swap meets I went to in my C64 days were barely
organized and you'd be lucky if each person came away with ten new
programs after a few hours of copying (and this was int he days of the
15-second copy). With protection, it might be necessary to tweak
things till they come out right, reducing efficiency further. I can
see perhaps even 50 copies in an hour, but "100's"? Baloney.
--
Robert Jude Kudla <kudla@pawl.rpi.edu>

"Famous? I'm not famous. People come up to me after a show and say
'Hey, Steve!'"
-Jon Anderson

884. Re: Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 05:15:44 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001260516.AA01809@fsucs.cs.fsu.edu>
Source record: 244325

In article <21945@uflorida.cis.ufl.EDU>, cr1@beach.cis.ufl.edu (Chris Roth) writes:
>Hi world...
>
>A few questions. First, It seems to me that it should be an easy
>matter to put a detachable keyboard on the 1040 ST. Does any company
>sell such a product or is there a simple way of doing it that does NOT
>involve a saw?
>
>Also, I have heard that there are alternate cases out there for the
>ST (Designer cases?). Does anyone have any info on this? If so, who
>makes them, how can I reach them?
>

Tech Specialities makes some cases. They use the existing keyboard, but
in a detachable-type enclosure (part of which is the old cover). I posted
this info before to an inquiry, and several netters spoke of bad experiences
with this company. I do not know, because I have never bought anything from
them. I do like their catalog though, lots of good info in there. Their
address and phone are:

Tech Specialities
909 Crosstimbers St.
Houston, TX 77022
(713) 691-4527/8

I suggest you request a catalog, they gave me one with a phone call.

>=-=-=-

885. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 06:44:54 UTC
From: tomas@m2cs.uu.no
Message-ID: <1990Jan26.064454.12622@m2cs.uu.no>
Source record: 244326

MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>I got icone2 from the panarthea archives yesterday, but was unable to
>unarc it so that it would work. I was able to get icone.acc, icone.rsc,
>and icones.rsc, but I would only get bombs when the acc would try to
>load. Has anyone ever used this acc? Thanks.
>--Gerry
>maxg@suvm (bitnet)
>ggreenbe@rodan.acs.syr.edu (internet)

Yes, I have been using it for a long time (ca. 1.5 years or more). It's a little program that replaces the desktop icons (the ones for files and folders) by much nicer ones. You can set wildcards for the various icons and you can even create your own ones. It's really neat and I love it. However, if you have one of those alternate desktops, you won't need it since those desktops have icons on their own.

As far as I know the accessory is written in a non portable way. It assumes TOS 1.2 (Blitter-TOS), and patches the TOS directly (I don't know this for sure, it's just a rumour). Because of this I don't expect it to run under TOS 1.4 :-((No, I don't have TOS 1.4 yet :-(()
--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

886. More Turbo C info

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 08:04:47 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9001260804.AA27605@ucbvax.Berkeley.EDU>
Source record: 244327

Hello all,

This is in response to several messages I received after my posting about Turbo C/ST.

First off, here's what you can do if you're in the USA or Canada and would like to be able to buy an officially Borland-USA-supported Turbo C/ST, with all-english documentation.

Write a letter to

Mr. Philippe Kahn
Borland International, Inc.
P.O. Box
Scotts Valley, CA 95066-0001
U.S.A.

asking him why you can't buy this fine Borland program in the US or Canada even though it's sold succcessfully throughout Europe. (I hope I got the address right, and I don't have the correct PO box, it's 60001 but for orders only, I think).

Next, some people asked me about the address of the German Borland, and details on the current TC/ST version.

The address is:

Borland GmbH
Lindwurmstrasse 88
D-8000 Muenchen 2
West Germany Telephone (89) 720 10-123 (customer service)

The current Turbo C version is 1.1. It costs DM 228 or DM 342 with assembler and symbolic debugger (I think 1$ is a little less than DM 1.80).

Borland plans to release the new V 2.0 in March. Included will be a source-level debugger, a PC-compatible BGI implementation and more goodies.

I had offered to organize a bulk order tp ship to the US, and my offer still stands. I still have a list of the people who were interested. The general consensus seemed to be that we should wait for V 2.0.

Although Borland Germany is working on it, there is no clear word on when/if there will be an english version of the docs.

Note that there is no version of Turbo Pascal, nor will there ever be one (unless Mr. Kahn changes his mind).

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

887. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 08:32:30 UTC
From: decouty@irisa.fr
Message-ID: <1979@irisa.irisa.fr>
Source record: 244328

In article <5461@tekig5.PEN.TEK.COM> roberth@tekig5.PEN.TEK.COM (Robert W Hall) writes:
[...]
|
| The same thing happened to me. I also got icone2 from panarthea 1/23/90.
| I'm using a 1040ST, color, no other DA's or TSR's.
| Bob

I feel that icone.acc does not work under tos1.4, at least under french
tos1.4 :-).
It is our observation, from two different users.

$ Bertrand DECOUTY | EMAIL : decouty@irisa.fr, decouty@irisa.uucp $
$ IRISA - INRIA (Atelier) | {uunet,mcvax,inria}!irisa!decouty $
$ Campus de Beaulieu | PHONE : +33 99 36 20 00 $
$ F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA$

888. Re: KNEBWORTH

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 09:07:00 UTC
From: steve.sonne@canremote.uucp
Message-ID: <90012700003048@masnet.uucp>
Source record: 244329

To:sie@fulcrum.bt.co.uk
From:stevesonne@canremote.uucp

I cant answer your question but your message did make it to Toronto.
Actually I wanted to ask you if you had any details about the concert at
Knebworth on June 30. I'll be flying over to London a week before and
would like to attend.

~ Via ProDoor 3.2aR

889. Re: ST with an Amiga Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 09:53:00 UTC
From: J.M.Spencer@newcastle.ac.uk
Message-ID: <1990Jan26.095300.751@newcastle.ac.uk>
Source record: 244330

In article <33967@iuvax.cs.indiana.edu> stowe@silver.ucs.indiana.edu (stowe) writes:
>In article <1892@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:
>
>>It is possible to connect a 1084 to a 1040. The only thing you need is a
>>cable with a Scart connector for the 1084 and a monitor plug for the ST.
>
>But what pins go with what? I also know of someone who wants to do this...
>
>Details, please... Thanks!
>
On the same lines.

Can the ST drive a Philips 7502 monochrome monitor (European) ?

890. More info on Turbo C/ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 10:04:25 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9001261004.aa00893@benjamin.Cs.Bham.AC.UK>
Source record: 244331

When I looked at the MACCEL2.PRG recently posted in RAINBOW.ARC, there was a message like 'Turbo C 1.1beta Borland International'. MACCEL2 was written by KenB, no? ie Atari seem to have a copy (or copies) of Turbo. Lattice 5 is supposed to blow away Turbo on executable speed, incidentally, so Turbo might *not* be worth the wait. I still haven't seen either (being the right side of the pond doesn't help), so... :-)

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

891. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 12:31:21 UTC
From: etelree@dutrun.UUCP
Message-ID: <1098@dutrun.UUCP>
Source record: 244332

In article <483f7298.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>What new systems?? The Mythical 1040STe?
Believe it or not, but this message was typed using a 1040STe!! At least
in Holland, they are not at all mythical, but widely available for
a price only f 300.= (about $150.=) above the normal 1040STf price.

Kees van Reeuwijk

892. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 14:22:26 UTC
From: ripley@tubopal.UUCP
Message-ID: <869@dalarna.tubopal.UUCP>
Source record: 244333

In article <882@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
]In article <12117@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
]>Has this been tested under TOS 1.4? The announcement didn't say.
]Yes RTX runs under TOS 1.4. This shareware version version won't
]run on a non-68000 CPU (as in the TT, if we ever see one). I'll
]cross that bridge when I come to it (anyone want to donate a TT
]for the project? -- Atari?)
As I own MT C-Shell and found no differences between the recently
posted RTX and the one I already had, I wonder why you write
"This shareware version"...

Anyway, what I want to know is how the shareware regristration
affects users of the MT C-Shell (or vice versa). That is (e.g.)
Do I have to register if I already owned it before (though I didn't
register my copy of MT C-Shell) ?

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

893. GFA BASIC 3.0 problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 14:45:05 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <726.25c01c22@miavx1.acs.muohio.edu>
Source record: 244334

In August 1989, I bought GFA BASIC 3.0 (Version 3.05) because I had heard so many good comments about GFA BASIC 2.0. But to this date, I still have not received the final manual (I just have a unedited version that was sold with the package) and I have found that the program is so full of bugs it is unusable. I have since resorted back to using version 2.0.

My questions:
1. Has anyone else received the final maunal?
2. Is version 3.05 exceptionally buggy or just my copy.
3. Is version 3.07 any better?

Thanks in advance,
Kent Covert
Miami University
Oxford, Ohio

BTW, I got my version through Antic Corporation.

894. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 14:54:39 UTC
From: ripley@tubopal.UUCP
Message-ID: <870@dalarna.tubopal.UUCP>
Source record: 244337

In article <1439@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
]I'm also curious why ARC 6.02 causes these shells to bomb. They have survied
]other ARC version changes.
As Rainer Klute (author of Arcgsh) posted in an article local to germany,
Arcgsh doesn't work together with the new arc due to some failure in his
xArg-code (which didn't pop up before 'cause zoo doesn't use xArgs though
said to use it).

I beleive that's true for the other user interfaces, too.

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

895. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 15:15:32 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Jan26.151532.8699@gumby.cc.wmich.edu>
Source record: 244338

Speaking of character sets, does anyone have a font equivalent to
that on the IBM PC that can be loaded with any of the standard font
loaders?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

896. Re: Words of wisdom on MWC behaviour needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 15:25:39 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1247@lzsc.ATT.COM>
Source record: 244339

In article <633294579.26980@myrias.com>, mj@myrias.com (Michal Jaegermann) writes:
> Does anybody has a sage advice what to do with the following
> problem (short of replacing a compiler with something else)?
>
> An attempt to redirect on a command line stdin to come from a file
> causes an 'exit()' routine to bomb out in the most interesting and
> unusual manner. On my screen appears a messege "*** SYSTEM HALTED ***"
> in a company of some other nonsense which informs me that the system
> memeory is exhausted and advise me to use FOLDRXXX.PRG to avoid that.
> Which is obviously bogus.

I don't think its bogus.
It sounds as if you have not release some memory from one program to
leave enough for fsel(). AND OR
you have created recursive calls to the system to use up all the system
memory.

Give TOS a chance; use foldrxxx.prg to up the space avail to the system.

Just an opinion.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

897. Re: ST with an Amiga Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 15:32:46 UTC
From: ripley@tubopal.UUCP
Message-ID: <871@dalarna.tubopal.UUCP>
Source record: 244340

In article <1892@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:
]> A friend of mine and I are going to develop a graphic adventure game for the
]> ST. I have an 'old' 520 and a Mega 2. He has an old Amiga 1000. I am going to
]> lend him my 520 system, but I don't have a monitor for him. I know that the ST
]> monitor has been used with Amigas but I need to know if his Amiga monitor can
]> work with the 520. Has anyone used this setup?
]>
]> Randy Schirmer
]> West Chester, PA
]
]It is possible to connect a 1084 to a 1040. The only thing you need is a
]cable with a Scart connector for the 1084 and a monitor plug for the ST.

An important note:
A friend of mine has an Amiga-monitor for his ST (using a scart
cable) and therefore I bought such a cable, too, when I got my colour
monitor. But when buying the Comodore-monitor, I was told by the dealer
that newer ones don't have the Scart-connector anymore !!!

(This surely will not affect you, Randy, but might be quite important
to others...)
I got the right cable by Voelkner Elektronik, but it had swapped red and
blue first... This might be due to the differences between STM and other
STs.

Despite this little problem an me running a hole afternoon between
several stores, my monitor works really good. And it was about $100 cheaper
than the SCM 1224 from Atari !

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

898. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 15:47:41 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <727.25c02ad0@miavx1.acs.muohio.edu>
Source record: 244342

In article <26640@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
> In article <418@ssc.UUCP> fyl@ssc.UUCP (Phil Hughes) writes:
>>In article <26232@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
Stuff deleted...
>>I can rent a Ford to see if that is the kind of car that I want to drive.
>>I can "try out" a job before I agree to work somewhere for the next 5
>>years and/or the rest of my life. I expect the same with regard to my
>>purchase of software.
>
> Again, these analogies do not hold! A car is a unique item that you
> cannot instantly duplicate for pennies. Ford Motor Company is not putting
> its neck out on a line by letting you test drive the car. Hell, if you
> destroy it, the damn thing is insured. Lotus 1-2-3 does not have that
> luxury.
>
> I *can't* think of an analogous example because there *isn't* one.
^^
What about renting video cassettes?

> The only one that comes close is in the record industry. When I was
> going to college in the early 80's, there were several record rental
> places within walking distance...over the years, I watched them
> "mysteriously" disappear...finding out later that they were closed down
> by the trade commission and the FBI for copyright infringements.
I can go to the local library and check out records for free!! The FBI
hasn't yet closed THEM down...
>
> The same thing is happening to software rental places...there are several
> rulings in court and for all I know they may already be illegal.
>
More stuff deleted...
>
> - Rob DeMillo | Internet: rjd@brown.cs.edu
> Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
> Planetary Science Group | Reality: 401-273-0804 (home)
> "I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

Todd Whitehead
Miami University

If it looks like I said it, then I probably did...

899. Re: DUCK31.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 16:26:08 UTC
From: matthews@umd5.umd.edu
Message-ID: <6011@umd5.umd.edu>
Source record: 244343

In article <900125.16412988.013314@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Hello all,
>
[stuff deleted]
> If anyone can provide clues on how programs behave when booted
>from powerup from within A:/AUTO/ and when the hard drive is also
>given power at the same time, I sure would be appreciative.
> ...just another reason why I wish we had some documentation. SIGH
> Note that DUCK31.PRG is available at Panarthea and on GEnie.
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

It could be that some hard drives, when queried, will lock the bus if they aren't ready yet. I had bus-locking problems (conflict between a Conner CP340 and just about the rest of my hard drive system...), and the no-floppy-icons symptom sounds reeeeal familiar.

Mike

900. HELP!! Recovering Hard Disk Using Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 16:47:00 UTC
From: S6473HEH@SEMASSU.BITNET
Message-ID: <9001270808.AA23426@ucbvax.Berkeley.EDU>
Source record: 244344

Is there anyone out there (DAVE!!?!!) who can help me recover my partition back back to GEMDOS form SPECTRE format. I formatted Partition 1 by mistake, and I would like to restore it to its original form(hopefully without losing all the programs that used to be on that partition. I haven't done a physical write to the partition since I used your SPECTRE.PRG.

Thanx, in advance
Hudson E. Hardy III

/PJ SofPJF@VM.UoGuelph.Ca

If you try to please everyone, somebody is not going to like it.

901. Chaos Strikes Back (Sort of Spoilers)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 16:54:45 UTC
From: SML108@PSUVM.BITNET
Message-ID: <90026.115445SML108@PSUVM.BITNET>
Source record: 244345

Hi, having just finished Chaos Strikes Back, I have a few questions for anyone else who has completed it or is near completion...

For the task that you need the green gem for, I seemed unable to achieve the objective despite having the green gem. Any ideas?

Also, has anyone figured out what the orange gems are good for?

Did anyone find the armor of sar? I only found the shield...

Also, where were the RA keys located? I got one from a knight I believe but I never found a second one.

All in all, I was surprised how fresh the game was and although it used invisible doors a little too much (annoyingly so at times), I really enjoyed it and now want to go back through and trash monsters for the hell of it....

Anyone else done yet?

Scott Le Grand aka sml1082psuvm.psu.edu

902. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 16:55:09 UTC
From: roberth@tekig5.PEN.TEK.COM
Message-ID: <5469@tekig5.PEN.TEK.COM>
Source record: 244346

In article <1979@irisa.irisa.fr> decouty@irisa.fr (Bertrand Decouty) writes:
>I feel that icone.acc does not work under tos1.4, at least under french
>tos1.4 :-).
>It is our observation, from two different users.
It doesn't work for me, either, and I'm using TOS 1.2.
-Bob

roberth@tekig5.PEN.TEK.COM (Robert A (not W) Hall)

Opinions expressed here are mine (Robert A Hall), not Tektronix',
and not Robert W Hall's. (I'll have to get that straightened out.) :-)

903. Re: FTP sites ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 17:07:34 UTC
From: sanchez@irisa.irisa.fr
Message-ID: <1983@irisa.irisa.fr>
Source record: 244347

From article <9001260802.AA27507@ucbvax.Berkeley.EDU>, by K298027@CZHRZU1A.BITNET (Michael Mueller):
> Just two days ago, Joachim Vance gave a list of available anonymous ftp sites.
> Most of these sites were situated in the US. What about Europe ?
>
> P.S.: What does I.P. Address mean ? Are there interesting subdirecories at the
> simtel20.army.mil milnet node ?
>
> Please reply via EARN/BITNET: K298027@CZHRZU1A or in this conference.
try our ftp site

131.254.2.3 irisa.fr

We've got the last four volumes of comp.binaries.atari.st and
some other stuff

Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 492 EMAIL : sanchez@irisa.fr

904. Re: Words of wisdom on MWC behaviour needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:10:26 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20216@watdragon.waterloo.edu>
Source record: 244348

In article <633294579.26980@myrias.com> mj@myrias.com (Michal Jaegermann) writes:
>
>All test programs work beautifuly, echoing nicely input, until they
>hit exit(). THE CRASH does not happen when there are run under msh, OR
>when run under msh or gulam but were compiled with MWC-zed dLibs
>libraries. But I need a floating point, which dLibs does not support.
>An attempt to use MWC printf with dLibs was partially successful in
>that the the program behaves nicely and exits in a clean manner but it
>does not print anything at all (probalby due to incompatible internal
>structures).

To be honest I had a hard time understanding your post. Perhaps you
could repost, rewording things so it is a bit clearer.

One thing that I did understand is that you are having a problem
printing floating point from MWC. Since printing floating point
can take a fair bit of code and since most programs don't bother
with floating point, the printf function in MWC does not normally
support floating point. If you want to print floating point variables
you use printf as you would normally but you have to specify an
extra flag in the 'cc' statement to tell MWC to include the floating
point stuff.

This should all be explained in the MWC manual (probably under 'printf'
or under 'cc') and I suggest you look there since I have not used
floating point with MWC for quite some time (ie. I may not be
entirely correct).

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

905. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:16:57 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20217@watdragon.waterloo.edu>
Source record: 244349
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <9001260803.AA27568@ucbvax.Berkeley.EDU>
<FTJLH%ALASKA.BITNET@Forsythe.Stanford.EDU> writes:
>RE: any Minix packages for sale out there?
> this seems like a good idea, since Mr Tanenbaum wrote the text I'm
>about to start reading one of these nights. thanks j harris\fairbanks

You can order Minix-ST from Prentice-Hall. The people
on comp.os.minix should be able to help you out more (my book was
an old one which only had offers for the PC version of Minix - I
got my copy of Minix-ST from a guy who ordered it but decided he
didn't want it). I'm cross-posting this message there.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

906. Re: SLM804 / HP LJIIp

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:24:53 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <76233@tut.cis.ohio-state.edu>
Source record: 244350

Global Computer Supplies, February 1990 catalog:

Pacific Page - a cartridge-based (that is, the size of an HP font cart)
Postscript language interpreter for "your existing HP LaserJet II or
Canon LBP8-II". Includes 35 scalable fonts (I assume these are of the
Apple LaserWriter II variety, namely Helv, Times, Courier, NC SchBk, etc.)
One year warranty. -- list $699 discount $599.

Global Computer Supplies
2249 Windsor Court, Dept. 11
Addison, IL 60101
1 800 8GLOBAL
(Fax) (708) 627 1742

(standard disclaimers apply.)

907. Beckemeyer multitasking thingamajiggy

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:36:06 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <2718@cunixc.cc.columbia.edu>
Source record: 244251

Did anyone manage to get a complete version of Beckemeyer's shareware RTX?
I've heard good things about it. However, the copy that we received
at our site (good ol' Columbia U) had some sort of error in the uuencoded
file and produced a bad archive. Could some kind soul email it to me? I
would be VERY grateful.

I am going to use my ST to drive a multiline BBS and I wanted to see if
the RTX would make my life much easier or not.

Thanks.

Chris Mauritz

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

908. Re: Need dumped GNUEmacs 18.55

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:39:39 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1446@engage.enet.dec.com>
Source record: 244252

In article <16000002@ux1.cso.uiuc.edu>, cs121ta1@ux1.cso.uiuc.edu writes...
>I want to use GNU Emacs 18.55, but there's just no way that I can manage
>the dumping process on my one-drive, 1040ST. Is there any reason why I

This is a new one for me, what to you mean by "the dumping process" and
"dumped xemacs"?

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

909. Spectre-GCR (was Re: MAC Emulator on ATARI)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:45:18 UTC
From: merlyn@iwarp.intel.com
Message-ID: <1990Jan26.184518.7091@iwarp.intel.com>
Source record: 244253

In article <3280@iitmax.IIT.EDU>, demosxs@iitmax (Sisanouk Sopha) writes:
|
| I would like to buy an Atari machine that capable of doing a Macintosh
| Emulation using add-on card. Couple years ago I heard there is such a product.
| i wonder if they still have it. Do anybody know where can i get this product
| and have anyone experienced using it? How much does it cost? (the whole system)
| Thanks for your reply....I'm appreciated.

Where's this person been?

Spectre GCR allows Mac emulation at slightly-faster-than-mac speeds
(unless you have the 16MHz upgrade like I do, in which case it is a
lot faster), including reading and writing Mac-formatted disks. Its
little brother (still called Magic SAC? I dunno) reads a certain kind
of Mac disk, but not just any kind. It's available at most fine ST
stores, or by mail order, I imagine.

The emulation is so complete that it is even susceptible to Mac
viruses!

Just another ST owner (with an occasional Mac screen popping up),
--
/=Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ==========\
| on contract to Intel's iWarp project, Beaverton, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!any-MX-mailer-like-uunet!iwarp.intel.com!merlyn |
\=Cute Quote: "Welcome to Portland, Oregon, home of the California Raisins!"=/

910. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 18:52:07 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1447@engage.enet.dec.com>
Source record: 244254

In article <1919@laura.UUCP>, klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes...
>In article <1439@engage.enet.dec.com> wallace@oldtmr.dec.com (Ray Wallace) writes:
>>I'm also curious why ARC 6.02 causes these shells to bomb. They have survied
>Please lookup article <1913@laura.UUCP> again! There I
>explained that Arc 6.02 supports the extended argument passing

Rainer, I wrote that before your explanation arrived at our site. Remember USENET articles do not arrive at all sites at the same time (not neccesarily even in a timely manner :-).

Thanks for the explanation of the problem. I had not realised there were programs that used the extended argument passing "mechanism".

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com
---

911. Re: How to Fix a Dead ST???

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 19:01:42 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <34060@iuvax.cs.indiana.edu>
Source record: 244255

The Sams schematics for the 520 SR are fairly good. If I remember they cost about $20.

912. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 19:25:11 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan26.192511.1350@murdoch.acc.Virginia.EDU>
Source record: 244256

In article <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
[...]
>
>However: software rental places are open inventations for all the
>non-Gregs and non-Phils to easily copy (i.e. STEAL) software. If there
>was a proliferation of software rental places, how long do you think
>software manufactures would stay in business?

Software rental places can make the symptoms of software piracy worse.
But attacking them is attacking a symptom, not a cause. So educate the
users, don't put legitimate businesses serving a legitimate need out
of business. (We have already show you several situations in which
renting serves a real need: extended demos of expensive packages and
dealers who refuse to demo software.)

[...]
>I *can't* think of an analogous example because there *isn't* one.

How about this: You can't rent a hotel room in North Carolina (for you
non-USA people, that's a state in the USA) unless you are 21. It
seems that the legislators are scared that younger *adults* might be
fornicating in these hotel rooms, which is illegal. Instead of
dealing with the cause, they treat the symptoms by taking away the
rights of everyone between age 18 and 21. I admit it, I have violated
this law, although I didn't even fornicate. But, I must admit, it
would have been quick and easy to fornicate in that hotel room.

Finally, can we take this discussion somewhere else? It doesn't have
anything to do with the ST anymore.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

913. Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 19:56:18 UTC
From: markez@csd4.csd.uwm.edu
Message-ID: <2101@uwm.edu>
Source record: 244257

There is a program on my local system call UW, which is a multiple-window Macintosh interface to UNIX. Is there any way to use this as an interface to my ST? Is it like X-windows? If not, what is X-windows?

Thanx in advance.

Mark Zbikowski
(markez@csd4.csd.uwm.edu)

914. MICRO RTX vs. MT C-Shell and VSH

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 20:06:45 UTC
From: david@bdt.UUCP
Message-ID: <1021@bdt.UUCP>
Source record: 244258

Shortly after the the release of MICRO RTX as shareware, my mailbox became flooded with "What does it do?" "What is it?" "How do I start two windows at the same time?" questions. Many people have asked for more information.

There seems to be a great deal of confusion on this, so I have prepared this brief posting.

========
Beckemeyer Development Tools Multitasking -- MICRO RTX vs. MT C-Shell

Micro RTX is a Real-Time Multitasking Executive. Micro RTX is a general purpose operating system kernel. It is the kernel used in the MT C-Shell system.

Micro RTX also implements multitasking TOS compatibility. It implements all the GEMDOS and BIOS calls and adds some new TOS-level calls as well.

Micro RTX is not an end-user application and includes no intrinsic interactive programs. It is more like a subroutine library; RTX by itself doesn't do anything. Micro RTX is a tool for developing stand-alone multitasking applications. MT C-Shell is an RTX application that emulates a UNIX environment. Micro RTX is very simple and general purpose. It has very few fundmendal limitations and is easy to customize via program extensions and "hooks". MT C-Shell installs hooks into RTX that support a UNIX-like multitasking multiuser environment. MT C-Shell actually extends the RTX kernel, just as any other RTX program could.

The standard (non RTX) TOS system breaks down roughly as follows:

Application Program and its Libraries
|
v Application Layer
============
| System Services Layer
v
GEM AES services
|
v
GEM VDI services
|
v
GEMDOS services
|

v
BIOS services
|
v
XBIOS services
|
v
Line A services

The system services are not perfectly layered. An application may actually use a set of services at various layers in a number of acceptable combinations (e.g. GEMDOS only, AES/VDI only, AES/VDI and BIOS etc.) Non graphics applications (e.g. .TOS or .TTP) typically won't use the GEM services. Some graphics applictions may bypass the VDI and use Line A directly.

MICRO RTX installs replacement GEMDOS and BIOS system services and installs a new set of "MICRO RTX" services. Applications that use the normal system services won't be affected. However, applications that "know" about the new services can take advantage of advanced system features for multitasking, interprocess communication etc.

MICRO RTX provides the low-level building blocks for building a higher-level OS interface. Such an interface is demonstrated in MT C-Shell and the VSH Visual Shell. RTX could also be the basis of a stand-alone application which could benefit from multitasking, such as TurboPOS, where multitasking and interprocess communications services of MICRO RTX are used in a sophisticated multi-user distributed data-base system, based on the client-server model.

VSH is an "outer-layer" to the basic MT C-Shell which provides a GEM windowing interface. It sets up device drivers and a GEM application/accessory to manage "virtual terminals", running commands inside GEM windows, even while another GEM application is running at the same time.

Networking is another application benefiting from multitasking, where server tasks can run "in the background". This is used in our Point-of-Sale cash register network and several other BDT internal applications.

SUMMARY

MICRO RTX loads into the AUTO folder and just sits in memory until some program uses it. It provides a bunch of new system services for applications. It just does what it's told by programs -- IT HAS NO INTRINSIC USER INTERFACE!

MT C-Shell and VSH are examples of programs that use the extended services offered by MICRO RTX, to implement a multitasking/multiuser Unix-like system with GEM windowing.

TurboPOS is an example of a program that uses the extended
services of MICRO RTX to implement a multiuser point-of-sale
distributed database system with an optional cash register
network.

I guess I just don't know how to say it any clearer. If
it still doesn't make sense, please don't ask me "What is RTX?".
If it isn't clear from the above, then there's no way you'll
ever be able to use MICOR RTX for anything anyway, so just
pass over it and wait for somebody to develop a nice friendly
front-end to it.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

915. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 20:22:58 UTC
From: bills@mcrware.UUCP
Message-ID: <1490@mcrware.UUCP>
Source record: 244259

In article <2706@cunixc.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>In article <720.25ada423@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>>In article <1990Jan7.084927.19588@csusac.csus.edu>, rohwerwd@csusac.csus.edu (W. David Rohwer) writes:
>>> "Atari Corp. of Sunnyvale suffered a third-quarter
>>> net loss of $5.4 million, or 9 cents per share, on net sales
>had lying around. For a company as highly leveraged as Atari, these kinds
>...
>Chris Mauritz |Where there's a BEER,
>cmm1@cunixa.cc.columbia.edu |there's a plan.

Last I heard, Atari was debt-free...
This was sometime last year.

Bill Sheppard

--
Bill Sheppard
Technical Sales/Marketing
Microware Systems Corporation
Opinions be mine, not MSC's!

916. Re: Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 21:39:32 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <728.25c07d46@miavx1.acs.muohio.edu>
Source record: 244260

In article <21945@uflorida.cis.ufl.EDU>, cr1@beach.cis.ufl.edu (Christopher Roth) writes:
> Hi world...
>
> A few questions. First, It seems to me that it should be an easy
> matter to put a detachable keyboard on the 1040 ST. Does any company
> sell such a product or is there a simple way of doing it that does NOT
> involve a saw?
>
> Also, I have heard that there are alternate cases out there for the
> ST (Designer cases?). Does anyone have any info on this? If so, who
> makes them, how can I reach them?
>

I too am interested in the designer case idea. I thought about making a
detachable keyboard, but I couldn't figure out how to do it and keep my
internal drive still accessable. Any info on how to mount the mother board and
drive in some sort of alternate case would be helpful. preferably something
that allows it to fit in a smaller case, with the drive slot in front...

>
>
>
> --
> =-=-=-=

917. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 21:46:25 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1844@castle.ed.ac.uk>
Source record: 244261

In article <9001240806.AA01729@ucbvax.Berkeley.EDU>
WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK writes:
[stuff deleted]
>Thus to those at the other side of the pond I request that if you judge
>British magazines by any one single publication then let it be ST World. This
>is a fine (but not totally flawless mag) but in comparison with the other
>"comics" it is unbeatable.
>
>p.s. dont bother buying it for games coverage though as there isn't any!

Too true, ST World is a great mag, full of in-depth reviews of hardware and software (recently it has shown a lot of interest in American proggies from the likes of Codehead). It's got some programming stuff, PD bit, comms area, a page on emulation stuff, oooh and lot's of other juicy info.

I don't entirely agree with the comments on how badly the ST market over here is. A lot of the general *down* feeling has been generated by these mags (ST World excluded), although I must admit the Atari UK deserved to do badly this Christmas. I saw one telly advert about the Atari 800 games console! None at all about the ST, while I saw the Amiga ad at least twenty times....which would you buy?

It's about time someone at Atari UK got their finger out. All they've done since Christmas is accuse Commodore UK of lying about sales figures in a pathetic attempt to cover up their own abysmal results.

Mark (still rather pissed off) Davidson
PS. Has anyone *ever* received *anything* from Power Computing?????

918. Re: POOLFIX3.ARC and FOLDR100.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 23:17:59 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6021@eagle.wesleyan.edu>
Source record: 244262

In article <1912@laura.UUCP>, klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
> In article <1983@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>This posting contains a uuencoded archive called POOLFIX3.ARC. In it
>>there is a program, POOLFIX3.PRG. If you have Rainbow TOS (TOS 1.4)
>>or STe TOS (TOS 1.6), please put this program in your AUTO folder.
>
> POOLFIX3 was not complete when it arrived at our site. Only the
> following lines of uuencoded stuff came through:
> [stuff deleted]

What exactly is poolfix? what versions of Tos need it?
Another question: I have the program FOLDR100.prg which came with my hard drive. I understand that there is a bug in Tos which causes problems when you have more than 40 folders. Does this mean open folders, or just total number of folders? I haven't noticed any difference in my system's operation between when I use this in my auto folder and when I don't. What _exactly_ is the 40 folder bug, how do I find out if I've got it, and what will happen if I don't use foldr100.prg? My system is a 1040 with 1 meg, 2 DS drives and 1 Megafile 30. (I don't know what Tos version. I bought my ST in 1987.

--
_=_-_=_-_=_-

919. MT-C Shell

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 23:18:26 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1846@castle.ed.ac.uk>
Source record: 244263

>[blah, the STe is] widely available for
>a price only f 300.= (about $150.=) above the normal 1040STf price.
>Kees van Reeuwijk

Eh? It's meant to be sold for the same price as the 1040ST! The STe was supposed to justify the price difference between 520 and 1040 models.

On a different subject, can anyone tell me about David Beckemeyer's MT-C shell? I wrote to the man himself but he never replied (I guess he's to busy).

Does this shell allow GEM/TOS programs to multitask? How does it handle displaying two GEM programs? Is the program Shareware - if so where can I obtain a copy to try out? If it is a commercial product can anyone supply the address of a dealer that sells it?

Thanx,
Mark Davidson.

920. Re: High Sierra CD-ROM format

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 23:49:29 UTC
From: FNDDR@ALASKA.BITNET
Message-ID: <9001270809.AA23530@ucbvax.Berkeley.EDU>
Source record: 244264

In message <17179@laurel.athertn.Atherton.COM>, Alex Leavens asks:
>Is anybody familiar with the High Sierra CD-ROM format
>spec, and if so, how/where I can get information on it?
A CD-ROM VAR told me last fall that High Sierra was being phased out in favor of ISO 9660 formatting, which is supposedly upward compatible. I've been using their ISO-compatible software with High Sierra disks on a PC with no problem. The ISO standard might be easier to obtain...I think that our library has it on fiche along with the rest of the ISO and ANSI standards.

I'm beginning to think that CD-ROM is a passing fad like 8-track audio tapes. They will probably be popular for another 4-5 years until R/W optical disks come down in price and increase in speed. Oh well, 4-5 years is almost forever in the computer industry.

Good luck,
Don Rice FNDDR@ALASKA.bitnet

921. Re: appl_tplay() & appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 1990-01-26 23:51:11 UTC
From: kbad@atari.UUCP
Message-ID: <2003@atari.UUCP>
Source record: 244265

There was an auto folder program distributed once upon a time which
fixed the specific bugs with appl_tplay() and appl_trecord(). It
was distributed with an ST demo program that went out to many dealers.
It is possible that the Atari customer support people in your country
have a copy of this program. Check with customer support at your
subsidiary.

Better yet, get Rainbow TOS (1.4)!
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

922. Where's poolfix3?

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 02:14:00 UTC
From: terry@saxon.HAC.COM
Message-ID: <323@tcville.HAC.COM>
Source record: 244266

```
>1. use poolfix3
>2. put it in the auto folder as the FIRST one.
>
>This works for me.
>
>Howard C. Johnson

How did in the world the poolfix3 patch managed to get past me? :-(
Could someone out there please send me the poolfix3 patch file?

Many thanks!!

Robert

Hughes Aircraft Company email:terry@tcville.hac.com
Software Applications Section
PO Box 902, E1/D128
El Segundo, CA 90245
```

923. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 04:44:54 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <21964@uflorida.cis.ufl.EDU>
Source record: 244267

Piracy is not going to be prevented by educating the users for the ST or any other computer. What will put a damper on piracy is if the users can respect the software company. Companies need to support their products instead of making it hard for someone to get an upgrade or a working copy of the product should it prove to be defective. And copy protection! Let's discuss THAT! How many people here have had programs that they have purchased eventually stop working because of COPY PROTECTION? There are some programs out there that are a true test of drive alignment.

I also would like to say that anyone who is under the impression that there is more piracy on the ST then other computers OR that ST pirates are more organized is truly suffering from major delusions.

FLAME OFF

--
=-=-=-

924. Re: v09INF4: LHARC is okay now.

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 06:31:50 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.633421910.larserio@kvart.uio.no>
Source record: 244268

Could you make an Atari version of LHARC that follows the rules :-)
On my BBS I need to redirect LHARC's output to a file, but since LHARC
does not support >FILE.EXT and since it doesn't support fforce either
(it uses BIOS, NOT GEMDOS) I have a HUGE problem. The source posted did
not compile at all with Lattice, and I am NO C-freak.... HELP ME !!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

925. Need IBM Format Program for my ST SF314

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 06:32:49 UTC
From: seattle@hydra.unm.edu
Message-ID: <1405@ariel.unm.edu>
Source record: 244269

Subject just about says it all. I need to format some disks in IBM format, so they'll read on a friend's PC. I know, the simple solution is to use his PC, but he lives 3 states over... I know TOS 1.4 has this feature built in, but I don't have 1.4. I have an '86 model 520ST.

Thanks in advance.

Dave

/|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /

926. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 06:43:40 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2720@cunixc.cc.columbia.edu>
Source record: 244270

In article <26747@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <2713@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>>In article <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:

LOTS of stuff deleted
>
>Movie theft continues, but not to the same degree. A video pirate cannot
>easily mass produce or copy films without a great deal of equipment or
>time. A software pirate can literally mass produce 100's of copies
>of software an hour.

1- The video pirates, say in a 3rd country. CAN easily produce many copies and
DO so.... unfortunately for the movie industry

2- If a s/ware pirate wanted to "mass produce 100s of copies" he (or she :-)
must be doing it for financial benefit....and in that case would STILL do it
by buying an original and copying that......such a person could then even sell
the original......

So should we also ban the resale of s/ware under the assumption made above?

Please note that I do not necessarily disagree with the points made against
s/ware rentals but just feel these points should clear some of the analogies
that do not really fit .

Regards

Imran

927. Re: Mac ROMS

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 07:16:09 UTC
From: dsmall@well.UUCP
Message-ID: <15754@well.UUCP>
Source record: 244271

The base message concerns mentioning that the TT runs Mac software with the aid of Mac ROMs, and presumably, Spectre software (since 64K ROMs cannot handle the differences in the 68030.)

Unfortunately, someone at Atari saw fit to say that the TT ran Spectre. It doesn't today.

We at Gadgets don't *have* a TT. We can't get one, and we have tried every possible way we can to get one. The technical data is ... well, conflicting (not surprising, given its source).

Hence the rumour that the TT runs Mac software, say, from Atari's press release in Comdex and from Macintosh News, is *completely false*.
While there are a few machines out there to developers, Atari hasn't seen fit to grace us with one.

(I'm sorry if I come off as irritated. It hacks me off to be promised a machine, eternally 2-weeks-mored, never get one, then have Atari announce that gee, I've already done the software port -- having never seen the machine! Sheesh!)

I simply don't understand the policy of not getting us a TT; the Spectre GCR would be a natural to help sell TT's as high powered, low cost Mac workstations.

While it's not definite, it is very possible that with our current schedules, Atari's missed the timeframe within which we could have "ramped up" on the TT -- even one in an IBM clone case, such as exist, I wouldn't mind. That'll set the TT/Spectre GCR back even farther.

If you want to do me a favor, and possibly yourself a favor, drop a letter (papermail) to Atari asking why they won't help us bring up a TT version? Every other manufacturer "seeds" software sites for a machine's rollout and release, and we can sell a *number* of TT's.

Anyway, <mild flame off>. Thanks --

Dave Small / Gadgets by Small / ST, not TT, programmer.

928. Re: Specter GCR questions

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 07:25:29 UTC
From: dsmall@well.UUCP
Message-ID: <15756@well.UUCP>
Source record: 244272

The basenote asks some Spectre GCR questions. (Hmmm..
comp.sys.atari.st.spectre
would sure save non-interested readers some time .. *grin*)

On a 1 meg ST, you end up with an 832K Mac. This will run Hypercard
pretty well, as well as nearly all software but extreme memory hogs
(say, FullWrite Professional).

Retail is $299. Discounters discount, but make *sure* they have
stock before sending money, *especially* since the big distributor CSS
folded up -- that's still making waves!

The ROMs that are required with it go for around $125, I've been told
many times.

Address: Gadgets by Small / 40 W Littleton Blvd #210-220
Littleton, COLO 80120. Tele: (303) 791-6098 MWF.
FAX: (303)791-0253.

I don't feel comfortable "advertising" on USENET, but these *are*
the exact answers he asked for...

-- thanks, Dave / Gadgets / I wrote the darn thing.

929. Re: INFO-ATARI16 Digest V90 #102

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 08:04:54 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9001270804.AA22868@ucbvax.Berkeley.EDU>
Source record: 244273

Ref: Mac Shareware
Could some kind soul enlighten me on the following?
1. What happen to the Mac Shareware 'Aladin' which discussed here few months ago? Has 'Capitain' made up his mind about releaseing it yet?

2. What is the lastest version of the Discovery Cartridge software? I own the cartridge with V2.7 software and wrote to the Happy Computers since June 89 asking for upgrading to the newer version which would allowing me to convert Macintosh disk to Aladin disk but still not receive the reply from them.
Is they still exist? I noticed that they are no loger advertise in the START magazine.

3. What happen to the Mac ROM source code released by the NuPrometheous group? I heard that it was sent to Taiwan!! Suthipuntha, School of Architecture
Nat.Univ.of Singapore

930. How to inquire GDOS status ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 08:09:24 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.DE
Message-ID: <6
Source record: 244274

Hallo all,

does anybody know how to inquire if GDOS is loaded or not ? Oh yes, I know
that Turbo C comes along with this nice function vq_gdos(), but this appears
not to be a genuine VDI-function.
Furthermore, I need it for inclusion into Prospero Pascal, which uses GST
object format, not GST format.
Are there any assembler codings available ? Any undocumented VDI Escapes ?

Thanks.

Thomas-Martin Kruel
Inst.f.Physikal.Chemie d.Univ.Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg

BITNET: phch020@dwuuni21.bitnet
EAN: kruel@vax.rz.uni-wuerzburg.dbp.de

931. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 08:50:51 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <2723@cunixc.cc.columbia.edu>
Source record: 244275

re: Atari being debt free???

Hahaha! Not by a longshot. I have a nice fat, juicy Dunn&Bradstreet report (just downloaded it from the D&B database this morning) that pretty much rips Atari's finances apart. Just for openers, they rate Atari as #8 in riskiness (out of a 1-10 scale...10 being the highest risk). They also have trouble paying their bills on time. I'll try to summarize the report here in a few days. I'm a bit too busy to type it in now.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

932. RAM problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 09:14:00 UTC
From: JOHNMAR@IITVAX.BITNET
Message-ID: <9001281531.AA01380@ucbvax.Berkeley.EDU>
Source record: 244276

I tried to upgrade my computer to 1 meg. It did not regester and by the advice of some of you out there I got the March-B memory tester. I ran it and found that the mmu only showed 128k in the bank 1: I changed the higher address to 100 000 and it printed out error 'expected 0000, got 0001' and other times 'expected 0000, got B243.' Then I ran the program again and the program found that there were no errors and the mmu showed 512 in 1

1:. I ran it again and again and the program now said it had found no error. I rebooted and the 512 still showed up in bank 1. So I tried falcon to see if the two player option (available on with 1 meg) worked. The computer bombed with vertical lines runibombed with vertical lines runi
ng down the screen. <The computer bombed with vertical lines running down the screen. I then checked once again what the mmu said I had in bank 1: Now it was back to 128k. Again after the error messages the mmu message changed to 512k and there were no more error messages. I tried out Degas Elite and again the computer bombed. There were three bombs and then there were the vertical lines. Everything that doesn't take advantage of extra memory works fine. The error messages start at 80 000 and continued at all addresses. What sort of error am I looking at? Are the new ram chips bad or is my mmu broke or have I hooked something up wrong? I haven't checked all the addresses > 80000 but what I did check gave an error message (except for the times when all the memory tested fine). Could anyone help me find my problem?

Thank you

Mark Johnson
johnmar@iitvax

933. Re: How to inquire GDOS status ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 11:37:58 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <31307@shemp.CS.UCLA.EDU>
Source record: 244277

In article <6:kruel@vax.rz.uni-wuerzburg.dbp.de> kruel@vax.rz.uni-wuerzburg.dbp.DE (Thomas-Martin Kruel) writes:
>Hallo all,
>
> does anybody know how to inquire if GDOS is loaded or not ? Oh yes, I know
>that Turbo C comes along with this nice function vq_gdos(), but this appears
>not to be a genuine VDI-function.
> Furthermore, I need it for inclusion into Prospero Pascal, which uses GST
>object format, not GST format.
> Are there any assembler codings available ? Any undocumented VDI Escapes ?
>

The following is what I use in Mark Williams C to see if GDOS is installed:

```
.shri

.globl gdos_installed_
gdos_installed_:
link a6, $0
move.w $-2,d0 / set d0 = -2
trap $2 / call system
cmp.w $-2,d0
bne.s L2
clr d0
bra.s L1
L2:
moveq $1, d0
L1:
unlk a6
rts
```

What it does, basically, is sets D0 to -2, calls GEM (trap #2), and sees if the -2 in D0 was changed by GEM or not. If it _was_ changed, GDOS is installed, otherwise, GDOS is not installed. This assembler routine returns a 1 if GDOS is, in fact, installed.

>Thanks.
>
>
> Thomas-Martin Kruel
> Inst.f.Physikal.Chemie d.Univ.Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg

Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }

```
GEnie: S.WHITNEY `-----'
```

934. Diablo 630 Emulator for Atari SLM 804

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 14:57:54 UTC
From: stabl@unipas.fmi.uni-passau.de
Message-ID: <877@unipas.fmi.uni-passau.de>
Source record: 244278

```
The following C code refers to the printing of a bitmap on the
Atari laserprinter SLM 804 (via the Diablo 630 emulator).

My questions:
??? Is my interpretation of the fields correct ???

??? What do the fields
d_xmin and d_ymin
stand for ???

Robert.

------------------------------------------------------------------------

typedef struct
{
int *s_form; /* Pointer to bitmap to be printed, has to be even (int *) */
int s_xmin, /* x coordinate of upper left corner in bitmap to be printed */
s_ymin, /* y -"- */
s_nxln, /* width of the bitmap in *bytes* */
b_width, /* width of the bitmap in *pixels* */
b_height,/* height of the bitmap in "scan lines" (pixels) */
d_xmin, /* x coordinate of the destination ??????? */
d_ymin, /* y -"- */
scalefac; /* resolution of the output */
/* 1 = 300x300 dpi
2 = 150x150 dpi
3 = 75x 75 dpi */
} LASER;

LASER o;

struct bitmap
{
int width, /* width of bitmap to be printed in pixels */
height; /* height of the bitmap */
long *pixptr; /* our bitmap is organized in long words,
this is the pointer to it */
};

void Hardcopy(struct bitmap *bmap)
{
fp=fopen("PRN:","w");

o.s_form = (int *)bmap->pixptr;
o.s_xmin = 0;
o.s_ymin = 0;
```

```
o.s_nxln = bmap->width/8;
o.b_width = bmap->width;
o.b_height = bmap->height;
o.d_xmin = 0; /* what are the fields for ??? */
o.d_ymin = 0;
o.scalefac = 1;

fprintf(fp,"\033\022G%08lx \n\f",&o);
/*
* the print command has the following structure:
* ASCII : ESC DC2 G $hhhhhhhh SP
* Decimal: 27 18 71 $hhhhhhhh 32
* Hex : 1B 12 47 $hhhhhhhh 20
*
* hhhhhhhh is the hex representation of the pointer to the above
* defined structure
*/

fclose(fp);
}
```

```
--
\ Robert Stabl =|= stabl@unipas.fmi.uni-passau.de /
\ Dept. of Computer Science |=| stabl%unipas.fmi.uni-passau.de@unido.BITNET /
/ University of Passau =|= stabl%unipas.fmi.uni-passau.de@relay.CS.NET \
/ West Germany |=| Phone: +49 851/509-346 \
```

935. Re: How to inquire GDOS status ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 16:12:16 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <21499@pasteur.Berkeley.EDU>
Source record: 244279

In article <6:kruel@vax.rz.uni-wuerzburg.dbp.de> kruel@vax.rz.uni-wuerzburg.dbp.DE (Thomas-Martin Kruel) writes:
>Hallo all,
>
> does anybody know how to inquire if GDOS is loaded or not ? Oh yes, I know
>that Turbo C comes along with this nice function vq_gdos(), but this appears
>not to be a genuine VDI-function.
> Furthermore, I need it for inclusion into Prospero Pascal, which uses GST
>object format, not GST format.
> Are there any assembler codings available ? Any undocumented VDI Escapes ?
>
>Thanks.
>
>
> Thomas-Martin Kruel
> Inst.f.Physikal.Chemie d.Univ.Wuerzburg
> Marcusstr. 9-11, D-8700 Wuerzburg
>
> BITNET: phch020@dwuuni21.bitnet
> EAN: kruel@vax.rz.uni-wuerzburg.dbp.de

Thomas-Martin,
The traditional manner to tell if GDOS is loaded or not, for versions 1.0 and higher, is to implement the following assembly language routine. That's probably what your compiler has hidden behind that call of yours ;-).

```
move.w #-2, d0 ;set d0 to -2
trap #2 ;call system (GDOS, or not GDOS?)
cmp.w #-2, d0 ;GDOS will modify...
beq gdos_not_installed
```

Anyway, that's the way _I_ do it... Wrap it up in compilerese (with links and unlinks, and such) and voila, you've got a nifty little GDOS tester!

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

936. Unix Windows ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 16:55:28 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Jan27.165528.2696@gpu.utcs.utoronto.ca>
Source record: 244280

I just ftp'd to get uw from him1. It looks as if this is for the Mac.
Does something like this exist for the ST? If so, are there special
Unix requirements (sockets?).

advThANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

937. Looking for a program to manage a family tree ..

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 16:58:40 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Jan27.165840.3403@gpu.utcs.utoronto.ca>
Source record: 244281

Someone at the museum is starting work on a pictorial family tree.
Does anyone know of a program that can help in this project
(preferably shareware or PD)?

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

938. Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:03:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9001281112.AA19328@ucbvax.Berkeley.EDU>
Source record: 244282

Hello friends.

I was wandering round the local newsagents when my eye fell on the latest issue of ST-world. Inside (for it feel open in my hand) was an article saying that the latest issue of Quick-ST was to be commercial, not shareware, because the authors were not getting enough shareware contributions. I am not too bothered by this particular piece of software (when I tried Quick ST it caused endless difficulties and with real relief I deleted it. That's why _I_ didn't pay a shareware fee!), but it reminds me of something that's been bugging me for a while...

I think shareware is a dead good idea, but I do think authors could make things easier for us users who are willing to pay. To wit, how are we Europeans supposed to get the dosh to North Maerican authors? Have you thought of that, eh? After all, Europe is the spiritual home of the ST, but NA is on the fringe. I can write cheques in any European currency, as can most over here, but practically nobody can easily send money to America. The same maybe applies to americans wanting to pay for European shareware...

So, can't shareware writers do a bit of collection exchanging? Ask an active author on the other side to collect the money and forward it as a lump, do the same for her, and publicize both collection points in the "About Burble" bit.

Just a suggestion, but I think it's a good one. And I might even try Quick ST if I could try it first. After my previous experience I wouldn't touch a commercial version with a bargepole!

Well that's about all.

Love, Me.

PS I saw some undergraduate kiddy from somewhere saying that C is obviously the only programming language in use, because he only applies for C programming jobs. Has the concept of self-selection influencing statistical samples penetrated over there? Mind you, I agree that Basic stinks, though all these XYZ QuackBasics etc seem to have their followers. In the engineering world though, Fortran is still King. It's not ideal, but at least one can be sure that for any decent computer anywhere in the world there will be a Fortran IV compiler, if not an F-77 one. I write C too, in fact mainly now, but anyone thinking it's the standard is deluding him/herself. When there is a standard C (and I see ISO is not going to take the ANSI standard) and not two or three it may have a chance. Gosh, what a long letter. Sorry pals.

939. DUCK31.PRG and BMS, old SH204 host adaptors

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:08:55 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900127.11082975.014492@SFA.CP6>
Source record: 244283

Hello all,

From letters that I've received, and this isn't final since there
are bound to be 'silent sufferers', DUCK31.PRG doesn't work with BMS 100
host adaptors and a number of very old (first release???) Atari SH 204
host adaptors. Letters received have been very positive from those who
basically wonder what and where the problem is and are the majority. Five
STers are having problems (I've received about forty pieces of mail).
My main error in writng DUCK31.PRG was that I assumed that STs had
no problem in reading the floppy drive during bootup via the A:/AUTO/
sequence AND (!!!) hard drive 'spin up'. None of the local STs have
a problem, hence, I do a floppy data file read during bootup. A BIG
NO NO!!! Well, maybe a little NO NO since most STs have no problems. My
goal was to make a delay program very easy to configure without use of
program renames or document processors for the delay value. Lesson #1
from a hobbiest programmer who knows not much of 'nutin about programming,
don't assume that all ST bolt-ons and ST computers behave the same way
because they don't.
So, regarding DUCK31.PRG, use at your own risk. It may or may not
work. If it does, it makes life a lot sweeter with hard drive use, if
it doesn't work...oh well. Such is life.
The following is a comment by STeve Jacobs:

"The problem you describe sounds like the dreaded SCSI-Reset-timing problem
(most often seen with an ST296N connected to a BMS-100). Basically, the
drive controller gets reset m essages the wrong duration and with the wrong
timing, according to the SCSI standard, and locks up. It takes all floppy
communication with it. The problem is 100% hardware, and the solution has
to be hardware too. The recommended solution is to send the BMS-100 and $75
to BMS in exchange for a BMS-200, which treats drives better.
Steve J."

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

940. Re: DUCK31.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:09:26 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2931@water.waterloo.edu>
Source record: 244284

In article <900125.16412988.013314@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> A few weeks back, I wrote a simple program called DUCK31.PRG ...
...
> I have received reports that it is not working with some STs and for
>the life of me, I can't figure out why. ...

I have just installed A:\AUTO\DUCK31.PRG on my Mega ST2.
It is the only program on the floppy. When I turn my system on,
I flip all the necessary switches. The program DUCK31 starts up,
and after about 15 seconds it seems to do a warm boot. In the
meantime my FA*ST 30 hard drive has finished going through its
startup routine, and has stopped its twitching and humming.

The system then goes through all the steps that it used to do
before I installed DUCK31. The advantage is that now I can turn
on all the switches at once. I used to turn on the hard drive
and then wait 15 seconds or so before turning on the Mega ST2.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

941. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:18:40 UTC
From: ignac@electro.UUCP
Message-ID: <1288@electro.UUCP>
Source record: 244285

In article <483f7298.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>What new systems?? The Mythical 1040STe?
^^^^^^^

hmmm. its selling fine and dandy here in canada and in europe!

only in canada you say. pity! :-)

--
=====Ignac A. Kolenko (The Ig) watmath!watcgl!electro!ignac=====
co-author of QuickST, and the entire line of Quick Shareware!!!!
"I don't care if I don't win, 'cause I don't care if I fail"
from 'Youth Of Today' by SUBURBAN DISTORTION

942. Re: POOLFIX3.ARC and FOLDR100.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:27:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2932@water.waterloo.edu>
Source record: 244286

In article <6021@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>
>What exactly is poolfix? what versions of Tos need it?
Don't know, but I think it only works with TOS 1.4, but it is supposed to
be harmless if you run it with any other version. It is said that
it check the version number. If it is not 1.4, it quits.

> What ... is the 40 folder bug,

The 40 folder bug works something like this: If during one session,
you "visit" more than 40 or so folders, the system gets confused
and can not find directories and files. When that happened to me
I turned the system off and did a cold boot, and the system then
was able to find things again. The program FOLDR100 changes the
problem into a 100 folder bug. If you have more than 100 folders,
you simply up the number. Currently I have my program named
FOLDR300.PRG.

> how do I find out if I've got it,

I found out when I got a window saying "unable to find file or
application". I felt sure that the file was there. I tried to
erase a file. The system could not find it!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

943. Re: Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 17:55:43 UTC
From: dnelson@mthvax.cs.miami.edu
Message-ID: <1552@umigw.MIAMI.EDU>
Source record: 244287

Hello,

I found on an FTP site a good text file on connecting DEC keyboards
to the ST through the MIDI port. It does require a slight hardware
modification (changing the MIDI port baud rate). It is on
comp.sources.atari.st.

--
%% Dru Nelson %% Miami, FL %% Internet: dnelson@mthvax.cs.miami.edu %%

944. Memory Upgrade's

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 19:27:12 UTC
From: powers@engles.enet.dec.com
Message-ID: <7865@shlump.nac.dec.com>
Source record: 244288

I just got 32 1MBitx1 DRAMS, that I would like to expand my 1040ST's memory with. I took a quick look through Start Magazine for memory kits, and I saw 4 of them. They were:

1) Tech Specialties
2) New World Upgrade
3) Arco Board
4) Z-RAM 3D/4Meg

Has anybody any experience with any of these upgrade kits, they could fill-in the Net about. Like, how easy was it to install? Was there any soldering/trace cutting involved? How reliable has the memory upgrade been? Did it interfere with any other upgrade boards installed?

Thanks for any info

Bill Powers

Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers.
TELEPHONE - (508) 496 - 8725
E-MAIL - powers@harpo.enet.dec.com

945. Re: INFO-ATARI16 Digest V90 #102

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 19:36:14 UTC
From: matthews@umd5.umd.edu
Message-ID: <6031@umd5.umd.edu>
Source record: 244289

In article <9001270804.AA22868@ucbvax.Berkeley.EDU> AKISUJAR@NUSVM.BITNET ("S. Sujarittanonta") writes:
>Ref: Mac Shareware
>Could some kind soul enlighten me on the following?
[stuff deleted]
>3. What happen to the Mac ROM source code released by the NuPrometheous group?
> I heard that it was sent to Taiwan!! Suthipuntha, School of Architecture
> Nat.Univ.of Singapore

If someone released the Mac ROM source code, Apple most likely squashed them into billions of subatomic particles.

Mike

946. Re: Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 20:09:40 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2933@water.waterloo.edu>
Source record: 244290

In article <9001260516.AA01809@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
> ...
>Tech Specialities makes some cases. ...
> ... several netters spoke of bad experiences with this company. ...
> ...
>I suggest you request a catalog, they gave me one with a phone call.

I requested a catalog (via FAX) over a month ago, and so far
have had no response. I suspect that they are out of business.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

947. 520 expansion board

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 20:21:31 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2934@water.waterloo.edu>
Source record: 244291

A few months ago, a memory expansion board that was designed
for the 520ST was announced in this news group. I think
it was designed by someone who works at Moncam in the UK.

I am writing to ask if you or someone you know has had any
experience installing this little thing in a 1040ST.

A friend of mine has this and has not yet been able to get
things to work yet. Any tips would be appreciated!

Thank you.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

948. Moniter burnout

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 21:36:11 UTC
From: warningm@prism.cs.orst.edu
Message-ID: <15294@orstcs.CS.ORST.EDU>
Source record: 244292

My monitor (SM1224) was acting flakey for a week or so when all of the sudden it decided to completely die on me. I traced the problems to what seems to be one bad part in the power supply (the board number is TH901). could somebody tell me exactly what the thing is and where I can get a new one so I can replace it?

Mike Warning
warningm@prism.cs.orst.edu

949. Gulam-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 21:50:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-01-27-13:50:18.26*UK14"@DKAUNI2.BITNET>
Source record: 244293

I got copies of an aphatest version and a betatest version of
the gulam-shell. Both are from 1987, so I wonder if there is a
new release. I would like to get some information how to get
a new version (if it exists).

Oliver Steinmeier, Karlsruhe, West-Germany (uk14@dkauni2.bitnet)

950. Reposting of Bounced Mail

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 21:57:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Jan27.165836est.58957@ugw.utcs.utoronto.ca>
Source record: 244294

Lately, I had postings to the net bounce; turns out a new mailing address is being used. The following is a repost of one message.

Subject: STE Problems (Word Plus)
To: <INFO-ATARI16@SCORE.STANFORD.EDU>

The new STE has given me less than memorable moments (an addendum sheet to the manual rather than an update sheet, no demo software to show off its features, a save desktop bug that needs an AUTO folder correction, Word Perfect won't run, Neodesk won't run, ...). Now, I find that Word Plus is flakey. After a double click to launch the application, about 3 or 4 times out of 10 the code will actually run. Alternatively I get 2, 3 or 4 bombs (the dual bombs freeze the STE). Some of the time the message ILLEGAL AES INSTRUCTION pops up. The STE has been a real pain so far.

Another problem; once in a while a double click on an appl brings up the show/print/cancel dialog box because the system does not recognize that a .prg file has been accessed. What the heck is going on with the new TOS????

Earlier on the net I had posted a note about problems with the FrankenSTein memory upgrade board. While I am still having these problems, at least Canoe Computers, the supplier, is providing excellent feedback trying to solve my problems. Hopefully, I can get a working board soon so I can crank up REVOLVER on my STF at my workplace.

951. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 21:57:44 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <3056@dogie.macc.wisc.edu>
Source record: 244295

In article <9001241926.AA09059@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes...

(Icone2 bombs deleted)

I've tried to get this one twice (just in case the line noise killed it), and it bombs every time for me too. So does the first Icone. Not 2 or 3, but many more (I haven't really counted). Does anyone actually use this?

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

952. FrankenSTein and Revolver

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 22:02:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Jan27.170350est.58970@ugw.utcs.utoronto.ca>
Source record: 244296

I called the Revolver support number (I apologize but I cannot remember the name of the person I was speaking with) and it seems that Revolver crashes are related to the fact that my FrankenSTein board does not allow the RAM chips to refresh properly (the cable leads to the board are too long). I was told that bits above the standard 1 meg on my 1040STF will be flakey and I can expect future crashes. I tried calling Canoe Computers in Alberta (they make the board) today but no answer. I want to speak with Canoe to see if there is a work around.

As an aside, I raised the issue of being able to roll out of ST RAM partitions on the ST to PC and Mac partitions and I was told that Revolver comes with the source code to do just that. All that is needed is Dave Small to provide a jump back from Mac mode (currently Dave checks for RAM fragmentation and will not let Spectre run if a fragmenter like Revolver is active) or for a PC emulator group to write a jumper to have the 68000 regain control. Once this is done, PC, Mac and Atari modes would be accessible by simply rolling between RAM partitions. IMAGINE having PC, Mac and ST modes simultaneously in RAM and being able to switch between them. That would make Revolver a HOT HOT product.

As I was told today, Revolver is only selling 15 copies a month. That's a shame because it is one of the best codes ever written for the ST. C'mon Dave and PC emulator folks; give us the ultimate computer by allowing simultaneous PC, Mac and ST modes in memory partitions.

953. The STE and Multisyncs

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 22:08:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Jan27.170924est.58957@ugw.utcs.utoronto.ca>
Source record: 244297

The STE is supposed to support large screen monitors like the MONITERM 19" beast. My guess is that a message is sent to GEM telling it the resolution of the output device. Am I right? If so, if a call to GEM tells it that my output device (in this case my OMNIMON rainbow) supports 1024x768, does this mean I can put that many pixels on the screen. Please be kind with your replies, I am not hardware oriented.

If I can make such a GEM call, how do I do it?

954. Re: Unix Windows ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-27 23:11:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10727@stag.math.lsa.umich.edu>
Source record: 244298

In article <1990Jan27.165528.2696@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>I just ftp'd to get uw from him1. It looks as if this is for the Mac.
>Does something like this exist for the ST? If so, are there special
>Unix requirements (sockets?).

The latest Atari ST implementation, with the hacks from the guys at Lachman Associates, is on terminator [35.1.33.8].

The Unix-Windows protocol was originally written to support the Mac. The Mac version supports a few features the ST version doesn't have, like Tektronix emulation. (That is, the Mac client. The Unix server works fine with either.)

To run the Unix side you need Berkeley sockets and pseudo-ttys. (Or a lot of patience to reimplement all of that under streams...!)
--
-- Howard Chu @ University of Michigan

955. Meanings of Desktop Bombs needed please..

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 00:05:59 UTC
From: O12@psuvm.psu.edu
Message-ID: <90027.190559O12@PSUVM.BITNET>
Source record: 244299

Hello,

Could someone out there please send me a list of the different meanings of the various numbers of bombs displayed by the desktop due to a processor exception occuring ? Thanks..

-JtK

956. Need a hard disk guru -

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 00:18:08 UTC
From: qralph@dna.lth.se
Message-ID: <1990Jan28.001808.15102@lth.se>
Source record: 244300

Hi,
Got problems with my hard disk. It is a Seagate 296N (SCSI), with ICD controller and software ICDBOOT ver. 3.41. Well - before I sometimes got a <Sense: $FF> and then it was shake, rattle, roll - suppose it recalibrated. But now I don't anymore, instead I get a <Sense: $17> quite often and trouble to read the stuff. What to do??? Scream?
Then some positive info: concerning OVERSCAN it is up in ver. 2.1 now, improving all the time. I could run TurboC and Calamus without trouble in it. It also comes with nice "photos" in STAD format how to make the hardware fixes.
Also - heard about the new shareware GEMINI-shell? It is up on version 1.1, some similarities with Neodesk, but quite a bit of differences too. It is GDOS-based. A couple of fonts to select among, also it is quite interesting because - well, you have seen these COMMAND shells, right? Well, it got one, which runs in a GEM window among the icons - neat!
Both of these I loaded down from the German BBS Maus Munster a night or two ago, tel. # 0251-80386. The GEMINI shell you can also get from this guy: Gereon Steffens, Elsterweg 8, D-5000 KOLN 90, Germany. They write (in the January issue of ST Computer, the shell is also described in the Feb. issue of ST Magazine) that he will send it if you sent him a diskette and a stamped envelope. I suggest you can be more generous and include a $10 bill or more, because it really is a neat thing!
BTW - the little Atari shop in our university town has sold at least a dozen STEs since they started to arrive in mid-December. What are you complaining about???

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

957. Re: questions on GDos and the Okimate 20, meg upgrade, and the Break key

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 03:24:38 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1610@atha.AthabascaU.CA>
Source record: 244201

JOHNMAR@IITVAX.BITNET writes:
>I HAVE THREE PROBLEMS. FIRSTLY, I HAVE WORDUP BUT HAVE NO PRINTER DRIVER FOR

No, you have 4 (four) problems. Your fourth problem is that YOU SHOUT
AT EVERYONE. I for one am not deaf. Are you posting from an ASR-33,
or are you using a Model 29 keypunch? More recent devices include an
amazing facility called lower case.
--
--
Ross Alexander (403) 675 6311 rwa@aungbad.AthabascaU.CA VE6PDQ

958. Sozobon <time.h> question

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 04:30:06 UTC
From: ddavis@APG-EMH5.APG.ARMY.MIL
Message-ID: <9001272330.aa22145@BRL-VGR.APG-EMH5.APG.ARMY.MIL>
Source record: 244202

Can anyone supply a short example of working code which uses the 'start_timer' and 'time_since' functions? I've been playing around trying to time the execution of some code, but haven't been able to get a working program as of yet. (Probably due to a lack of understanding of the correct syntax needed). Thanks in advance!

BTW the program in question does contain '#include <time.h>', so this is not the problem.

dave davis
ddavis@apg-emh5.apg.army.mil

959. Re: Technical Documentation (

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 10:09:00 UTC
From: ron.sharp@canremote.uucp
Message-ID: <90012818034046@masnet.uucp>
Source record: 244203

The situation isn't quite as bad as my somewhat heated post made out. There are a number of books such as the Abacus ST Internals book (translated from German). The manuals with various C compilers are also quite good. However, it is questionable that new books will continue to be released which follow the changes in the ST line.

My prize piece of Atari documentation is the SRM Tackle Box, which is a large binder full of information. The Tackle Box is not made anymore however.

My flash of anger was sparked by the policy that registered developers are not allowed to devulge information. (Or answer techical questions on this network, I presume.) So that any non-Atari information is "discovered" by hacking around. I really doubt this cuts down on misinformation.

This seems to be a long-time Atari problem -- As I recall, the 8 bit Atari computers lagged behind for years because no one besides Atari had any information about the machine.

Down to my last minute of connect time. Better go now.

~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

960. Using Kermit with an MNP modem (problems)

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 16:06:33 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Jan28.160633.15343@gpu.utcs.utoronto.ca>
Source record: 244204

Ever since I got my ATI 2500etc/e modem configured to MNP, I seem to be unable to use kermit for my downloads. I use UNITERM with the RS-232 configured for 9600bps;RTS/CTS/8-1-None. Kermit just times out. However, if I then go in with a standard 2400 bps;!MNP config (same modem) everything works like a charm. Anyone have any insights as to what is going on?

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

961. IBM RT Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 16:47:25 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <4813.25c2dbce@uwovax.uwo.ca>
Source record: 244205

At work, I am pulling out 100 megabyte hard drives from IBM rt's to replace them with 310 megabyte units. This means that we have quite a few 100 meg. units sitting around that may be declared surplus. The drive in question is a standard IBM-supplied RT drive - model 0699. I am told that it may be an ESDI device. My local Atari dealer tells me that I should be able to hook up a controller/interface from Berkerley Microsystems. He tells me that the FaST unit from ICD is out of the question. Does anyone else have experience with this, or have any bright ideas. I surely would love to have a free, 20 microsecond 100 meg. hard drive to play with!

Thanks in advance

--
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

962. Tgrind ported to ST??

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 18:12:49 UTC
From: dgjst@unix.cis.pitt.edu
Message-ID: <21925@unix.cis.pitt.edu>
Source record: 244206

Does anyone know if tgrind has been ported to the ST?

Thanks in advance,
Dan Jones

963. PC Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 18:24:42 UTC
From: la062594@zach.fit.edu
Message-ID: <766@winnie.fit.edu>
Source record: 244207

As has been mentioned, PC-DITTO II is currently shipping. Unfortunately, only a small percentage of those receiving their boards have had any luck in actuallygetting them to work.... The most common problem encountered is that the computer locks up after reading the boot sector of a DOS disk. Avant Garde is aware of the problem, and after much testing have concluded that the problem is not with the board itself, but is the result of timing problems between the 68000 in the ST and the V30 on the board. These timing problems are present only in certain STs and can most likely be overcome in software (which Avant Garde is currently working on). Those whom have had the good fortune of owning an ST immune to these timing difficulties (among whom I am unfortunately not to be counted) are very impresssed with the board's performance in terms of seed and compatibility. If any of you have received your PC-DITTO II boards yet, and have not been successful in getting it to work, the above-mentioned software update should be available within the next week, and with Avant Garde's permission, I would gladly post it on the net....

Also, if anyone is the least bit interested, I have recently modified my 40 track 5 1'4" IB Drive to work in both 40 and 80 track modes for the cost of about two minutes of time, and a dab of solder. The drive (a TEAC mechanism) is capable of formatting consistently at 82 tracks 10 sectors as well as standard IBM 40 track mode. If anyone owning a TEAC mechanism is interested in this mod, email me...

John P. Karp

"Man you shout so loud
You're right of course
But when you're in a crowd
You're right off course !" ---> Ian Gillan {the greatest voice of all time! }
---

964. Re: too late for Lynx ...

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 20:01:59 UTC
From: bediako@marvin.cs.Buffalo.EDU
Message-ID: <16395@eerie.acsu.Buffalo.EDU>
Source record: 244208

HiHiHi
Can anyone tell where/who to call to become a Lynx develeper.
How much is the package? What's it include?

bernie

Bernard Bediako ---------=-=-=-=-> DOMAIN: bediako@cs.buffalo.edu

965. Re: Revolver

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 20:06:50 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <850@watserv1.waterloo.edu>
Source record: 244209

In article <90Jan27.170350est.58970@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
>control. Once this is done, PC, Mac and Atari modes would be
>accessible by simply rolling between RAM partitions. IMAGINE
>having PC, Mac and ST modes simultaneously in RAM and being able
>to switch between them. That would make Revolver a HOT HOT
>product.
Wow! Now that would be neat. I use Revolver for music
applications (Notator, X-Or, K5 editor).
>
>As I was told today, Revolver is only selling 15 copies a month.
>That's a shame because it is one of the best codes ever written
>for the ST. C'mon Dave and PC emulator folks; give us the
>ultimate computer by allowing simultaneous PC, Mac and ST modes
>in memory partitions.

I really trust Revolver. It's nice not to have to be paranoid
when you run a piece of software ("... when will it crash..."). I find
that a lot fo s/w on the st is flakey. Revolver is a great product, I
think, and it should be doing better. It probably needs more
media hype.

Brett L maraldo
--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

966. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 21:01:54 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <3063@dogie.macc.wisc.edu>
Source record: 244210

In article <9001281112.AA19328@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes...

>I think shareware is a dead good idea, but I do think authors could make things
>easier for us users who are willing to pay. To wit, how are we Europeans
>supposed to get the dosh to North Maerican authors? Have you thought of that,
>eh? After all, Europe is the spiritual home of the ST, but NA is on the fringe.
>I can write cheques in any European currency, as can most over here, but
>practically nobody can easily send money to America. The same maybe applies to
>americans wanting to pay for European shareware...

I find shareware to be an interesting idea. It would seem a good way to at least get some kind of response from those who use your programs. However, I have never myself paid a shareware fee, although I have many shareware programs. The reason for this is that I have yet to find one I use even on an occasional basis. I keep them about so that I can get them to other ST people who might find them useful (a couple of the people I have given the shareware stuff to have sent in money). I do find it amusing that some authors seem petulant that not many people pay their fee. I don't think that they can *expect* people to pay. As for me, if the product is worth the money, it doesn't matter how it is distributed.

(good Euro/American ideas deleted)

>PS I saw some undergraduate kiddy from somewhere saying that C is obviously the
>only programming language in use, because he only applies for C programming
>jobs. Has the concept of self-selection influencing statistical samples
>penetrated over there? Mind you, I agree that Basic stinks, though all these
>XYZ QuackBasics etc seem to have their followers. In the engineering world
>though, Fortran is still King. It's not ideal, but at least one can be sure
>that for any decent computer anywhere in the world there will be a Fortran IV
>compiler, if not an F-77 one. I write C too, in fact mainly now, but anyone
>thinking it's the standard is deluding him/herself. When there is a standard C
>(and I see ISO is not going to take the ANSI standard) and not two or three it
>may have a chance. Gosh, what a long letter. Sorry pals.

Well, after getting my first programming degree, I looked all over for jobs (knowing I would still be attending school, I just wanted to see what was out there). It's basically a business programming degree, but I looked in newspapers from other cities, trade journals, scientific trade jounals, IEEE mags, and anything else I could find. I came to the conclusion that there were far more jobs requiring COBOL than any other language, and that those jobs were spread out so much that I could have gotten a job anywhere in the country I chose. A friend of mine working in California looked for me also, and seemed surprised that 'business'

programming and 'real' programming were totally separate departments in most businesses, meaning that if you sent them a resume you had better be more specific than saying you were a programmer. I found this amusing, especially since at his company all the programmers (of every stripe) got together anyway, despite what the company thought.

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

967. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-28 21:38:05 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1488@blackbird.afit.af.mil>
Source record: 244211

In article <2449@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>In article <111500081@uxa.cso.uiuc.edu>, glk01126@uxa.cso.uiuc.edu writes:
>>
>>
>> I am looking for data pertaining to the longitude and latitude of as
>> many cities in the world as possible in order to write an
>> astrological plotting program. Does anyone know where I may
>> find them or could someone possibly send them?
>>

It isn't much help for world-wide cities, but a road atlas, such as that made by Rand McNally is a decent source of latitude and longitude information for U.S. cities (and Canada and Mexico). You should be able to get reasonably accurate latitude and longitude readings from the various maps in the atlas. I suppose that there is an equivelant source for cities in the rest of the world.

>Anyone know the coordinates for Sacramento, CA?

From my road atlas I get: 121deg30min W 38deg30min N +- 15min

If I spent a couple of seconds to actually use a ruler I could give you more accurate numbers.

968. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 00:03:51 UTC
From: ignac@electro.UUCP
Message-ID: <1289@electro.UUCP>
Source record: 244212

In article <9001281112.AA19328@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>by this particular piece of software (when I tried Quick ST it caused endless
>difficulties and with real relief I deleted it. That's why _I_ didn't pay a
>shareware fee!), but it reminds me of something that's been bugging me for a

wow, what version did you last try??? i admit that versions 1.2-1.5 had quite a few problems, but the last demo version posted (1.6d) was quite robust.

>I think shareware is a dead good idea, but I do think authors could make things
>easier for us users who are willing to pay. To wit, how are we Europeans
>supposed to get the dosh to North Maerican authors? Have you thought of that,

well, up until we went commercial, about 150 or so registered users of Quick ST (about 30% of registered owner) were from Europe (UK, France, Germany, Sweden, Norway, etc etc etc) and none really complained that there was no way of ordering from europe.

>eh? After all, Europe is the spiritual home of the ST, but NA is on the fringe.

a good point. that's precicely the reason we've gone to commercial marketing of Quick ST since we feel it's more than a match to that other screen accellerator (T* ST) and that europeans should benifit from having an inexpensive alternative to the overpriced screen accellerator that was mentionned earlier. we're right now in the process of getting a hold of some european distributors so we can get our product out to the ST world in as short a time as possible.

>I can write cheques in any European currency, as can most over here, but
>practically nobody can easily send money to America. The same maybe applies to
>americans wanting to pay for European shareware...

like i said before, it can't be THAT difficult since none of our european shareware customers has really complained like this before.

is there a reason that you guys across the pond can't get american dollars easily?? is it due to the european economic community?? fortress europe not allowing easy access to north american products?? there must be a reason. brits who have paid in pounds sterling have not caused us any problems. just a simple exchange at the bank gets pounds changed to dollars. is the reverse not true??

another effective idea is for europeans to register for shareware products in as large a group as possible (ie: 4 or 5 users at one time) this way the exchange costs are shared by as many users as possible, cutting costs for individuals, but again, you europeans should get after your governments to allow low cost exchanges between your favourite currency to american

dollars.

>Just a suggestion, but I think it's a good one. And I might even try Quick ST
>if I could try it first. After my previous experience I wouldn't touch a
>commercial version with a bargepole!

well, that's your opinion, but it would have been nice to say which version
you had problems with before spouting bad publicity. i hope your bargepole is a
short one! :-)

--
=======Ignac A. Kolenko (The Ig)===========watmath!watcgl!electro!ignac=======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

969. TOS 1.4/1.6 problems - they never end do they :-)

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 00:10:37 UTC
From: ignac@electro.UUCP
Message-ID: <1290@electro.UUCP>
Source record: 244213

In article <90Jan27.165836est.58957@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Another problem; once in a while a double click on an appl brings
>up the show/print/cancel dialog box because the system does not
>recognize that a .prg file has been accessed. What the heck is
>going on with the new TOS????

actually, this seems to be a problem with TOS 1.4 as well, since it's happened to me a couple of times. double clicking on the file again usually gets the ST to recognize that the file is indeed a .prg, and run it appropriately.

on a related topic, has anyone with TOS 1.4 had this problem: the system sometimes boots up, displays the current windows and drive icons, and then for some inexplicable reason, erases all drive icons off of the screen. i can get them back by clicking on where they should be, but this behaviour is quite bizarre, and frankly, quite anoying at times.

--
=======Ignac A. Kolenko (The Ig)===========watmath!watcgl!electro!ignac=======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==

970. Re: Monitor Burnout/ Should got a MAGNAVOX!

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 02:24:36 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <3694@cuphub.cup.edu>
Source record: 244214

In article <15294@orstcs.CS.ORST.EDU>, warningm@prism.cs.orst.edu
(MICHAEL WARNING) writes:
> My monitor (SM1224) was acting flakey for a week or so when all of the
> sudden it decided to completely die on me. I traced the problems to what
> seems to be one bad part in the power supply (the board number is TH901).
> could somebody tell me exactly what the thing is and where I can get a new
> one so I can replace it?
>
> Mike Warning
> warningm@prism.cs.orst.edu

You Shoulda gotten a MAGNAVOX 14" 8cm515 monitor...
2 years Parts/Labor included--standard warranty!!!

Has ANALOG-RGB, TTL-RGB, and COMPOSITE (I'm on my 124 now watching Cinemax
on my MAGNAVOX....)

640x240 resolution.....great for TV-useage via a VCR or as a monitor.

BEST PART: Only runs round $239.00 compared for what I hear mos dealers
asking for a 1224!

Just thought I'd mention an affordable alternative to the netbase....

```
+-------------------------------------------------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+-------------------------------------------------------------------------+
```

971. Personal pascal v2 for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 02:56:59 UTC
From: ski2@blake.acs.washington.edu
Message-ID: <5491@blake.acs.washington.edu>
Source record: 244215

I have an unused copy of Personal Pascal V2 for sale. I found my self doing most of my work in C or LISP. Three languages are too much for me to remember. From the little that I have used it, PP seems to be a very good package. Please respond via e-mail or call me at 206-789-7511 or 206-237-6034 if you are interested.

PS: I also have a Star NX1000 printer for sale for $125.

--
****
Chris Kacoroski ski2@blake.acs.washington.edu
University of Washington
Seattle, WA

972. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 03:28:48 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan29.032848.2760@chinet.chi.il.us>
Source record: 244216

This is replying to a note including suggestions to make shareware better. I'm convinced that everyone who should pay for shareware means to pay for it. But it's always hard to send money into the unknown: even tiny amounts of money. Come to that, even ANYTHING. My personal reference is the port of umoria to the ST--I asked people to send me picture postcards for my trouble; perhaps 10 people have. And there's also my own feeling: I use a piece of IBM-world shareware that's about 6 years old. I can't believe there's still someone at that address.

I think the whole idea of shareware could use re-examination. If I write a program, and impressing people with what nice programs I write is a big motivation, then why should the admiring fans send me money? My payoff is in their using it, and I need them more than they need me. On the other hand, if AFTER impressing people with a nice program I have some goodie to sell, that's a different matter. Like I'm finally about ready to admit that there's no market for something I wrote. If it comes to that, I'll give it away, but if someone wants to know how the neat effects work, the source will be for sale. There are plenty of goodies to sell. Most shareware-type stuff doesn't need support, but some does (who'd want to get deep into MICRORTX without making sure David Beckemeyer would answer his questions?). An awful lot of shareware utilities are buggy at first: if something ALMOST works well, the first upgrade might still be shareware, but later ones might only go to contributors. The key isn't so much the need for the support, or upgrade, or source; it's the contact with someone. It's less like sending money into the void. And of course the need for the author to RESPOND makes it a lot more like work. Which is probably a key to something important.

One of the points in the GNU manifesto is worth thinking about: even if programs are freely transmitted, programmers still have something to sell.

Steve J.

973. drawings -> pic, laserjet, postscript??

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 03:50:30 UTC
From: chapman@fornax.UUCP
Message-ID: <249@fornax.UUCP>
Source record: 244217

Does anyone have, or know of, a program which will let you
create (relatively) simple line drawings and which will
produce as output (in order of preference)

1. PIC commands
2. an HP LaserJet
3. Postscript

I have a fairly serious need for this and appreciate
any pointers people can give; email replies preferred;
I will summarize to the net if there is interest.

Thanks,
john

chapman@cs.sfu.ca
uunet!van-bc!syssol!john

974. Re: Need IBM Format Program for my ST SF314

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 03:51:55 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6049@eagle.wesleyan.edu>
Source record: 244218

In article <1405@ariel.unm.edu>, seattle@hydra.unm.edu (David G. Adams) writes:
> Subject just about says it all. I need to format some disks in IBM format,
> so they'll read on a friend's PC. I know, the simple solution is to use
> his PC, but he lives 3 states over... I know TOS 1.4 has this feature
> built in, but I don't have 1.4. I have an '86 model 520ST.
>
> Thanks in advance.
>
> Dave
>
> /|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
> < |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
> \| | Live it! | Don't bug the University 'bout nuthin' I've said. /

The standard ST format is the same as the IBM format. The difference is the boot sector--IBM's don't recognize the ST boot sector, but ST's recoginize the DOS boot sector. So you format the disk, then write an MS-DOS boot sector onto it. DC Formatter, a PD format program which should be in the Usenet archives somewhere, can do this. Make sure you don't change the format parameters before writing the boot sector or you will get the wrong boot sector. Use double sided, 80 tracks, 9 sectors/track, normal interleave (as opposed to Fast interleave) and write the boot sector, and you should have no problem reading it on the ST or IBM.
--
_=_-_
Mathematics is the subject in which we never know what we are talking about,
nor whether what we are saying is true. -Bertrand Russell
_-_=_
Nicholas Steven Castellano | Box 4127 Wesleyan Station | Disclaimer: I am
ncastellano@eagle.wesleyan.edu | Middletown CT 06457 | irresponsible.
_=_-_

975. Yes, I have an STE

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 04:42:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Jan28.234400est.59037@ugw.utcs.utoronto.ca>
Source record: 244219

To those who asked if I actually have an STE, the answer is yes. In fact, I
I just wrapped up a review for a U.S. based magazine, Current Notes. And, yes,
I really do want to know about the STE and multisyncs!

976. Re: Technical Documentation (

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 05:04:58 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18892@dartvax.Dartmouth.EDU>
Source record: 244220

In article <90012818034046@masnet.uucp> ron.sharp@canremote.uucp (RON SHARP) writes:
<stuff eliminated>
>My flash of anger was sparked by the policy that registered developers
>are not allowed to devulge information. (Or answer techical questions
>on this network, I presume.) So that any non-Atari information is
>"discovered" by hacking around. I really doubt this cuts down on
>misinformation.
...

A point of buiness in the information age (to use a cliche) is that information is a self-standing commodity independant of its medium that can be traded. The unique facet of information is that it is possible to sell one's information and keep it after the transaction. If this is prohibited in the original agreement prior to the transfer of information, then it is criminal. Examples of this are software piracy and intelectual piracy(plagiarism). But why should software be unique? I understand that the FSF folks do not beliece in private ownership of information, but can a corporation producing information products independant of public sponsorship subscibe to such a philosophy and stay in buisness? Doubtfull.

Before we wind up in a political discussion on the ethics of private ownership in general, I wish to make two assertions:

1) If an information product adds value to an enterprise, then that information product has real value and the source of the information has a right to reasonable compensation for that information.

An example of this would be a royalty paid to atari from Abacus for the right to publish dissassembled XBIOS, BIOS and GEM listings.

2) Atari is very strict about control of their information probably to the detrement of their product. Their choice, our loss. The non-disclosure agreement is neither novel nor rare in information buisness. It's the meat of all JOA's. If we as a community want better information at a cheaper price, then it is OUR responsibility, not theirs, to convince Atari that they should do as we wish.

Given, information ownership is a tricky subject, but it is neccessary for those dreaming of careers in information management (including academic jobs even on non-technical faculty) for us to have an under-standing of the economic foundations of our future livelihood.

Sinc,
Clark Breyman (presently a student of some sort)

977. archive server for terminator

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 06:44:26 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25C3E64A.20152@paris.ics.uci.edu>
Source record: 244221

Could someone please tell me if there are archive server to terminator site?
If so, how do I get to it?? How do I talk to it???

wayne

978. Address for archives at panarthea.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 06:51:43 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2936@water.waterloo.edu>
Source record: 244222

There were several messages lately about folks being unable to reach the archive server at panarthea. Yesterday, I tried to request something, and found that an address I had been using was not working, but that a variant did work. Maybe I missed something along the way, but until now, I had had no trouble with the old address. This may reflect a change in the mailer at sun.com, but who knows?

archive-server%panarthea@sun.com # old or broken
archive-server%panarthea.ebay@sun.com # this worked for me

Just thought you might want to know.
Thanks, Steven, for keeping the archive!

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

979. Re: Sozobon <time.h> question

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 07:17:20 UTC
From: steve@thelake.mn.org
Message-ID: <0029900117203830@thelake.mn.org>
Source record: 244223

[In article <9001272330.aa22145@BRL-VGR.APG-EMH5.APG.ARMY.MIL>,
ddavis@APG-EMH5.APG.ARMY.MIL (Dave Davis) writes ...]

> Can anyone supply a short example of working code which uses the
> 'start_timer' and 'time_since' functions? I've been playing around
> trying to time the execution of some code, but haven't been able to get
> a working program as of yet. (Probably due to a lack of understanding
> of the correct syntax needed). Thanks in advance!

This is why it's good to have a copy of the sources to dLibs, and keep them handy. timer.c, the module that defines start_timer and time_since, also includes the source code for two functions that call start_timer and time_since. For those who don't have the sources, here is the relevant module:

```
#include <time.h>

clock_t clock()
/*
* Return current value of 200Hz timer. This is the ANSI compatible
* timer function. The number of seconds elapsed between two events
* can be determined by calling this function twice and dividing the
* difference between the two times by CLK_TCK (200L).
*/
{
asm(" clr.l -(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* enter supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l $4BA,-(sp) "); /* save system clock value */
asm(" move.l d0,-(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* exit supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l (sp)+,d0 "); /* return system clock value */
}

clock_t start_timer(t)
clock_t *t;
/*
* Start a 200Hz timer. This timer value can later be checked with
* time_since() to determine elapsed time. These functions provide
* a very low-overhead way of timing events.
*/
```

```
{
asm(" clr.l -(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* enter supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l $4BA,-(sp) "); /* save system clock value */
asm(" move.l d0,-(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* exit supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l (sp)+,d0 ");
asm(" move.l $8(a6),a0 "); /* grab pointer to timer */
asm(" move.l d0,(a0) "); /* return clock value */
}

clock_t time_since(t)
clock_t *t;
/*
* Returns the number of 200Hz ticks since start_timer() was called
* for timer <t>.
*/
{
asm(" clr.l -(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* enter supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l $4BA,-(sp) "); /* save system clock value */
asm(" move.l d0,-(sp) ");
asm(" move.w #$20,-(sp) ");
asm(" trap #1 "); /* exit supervisor mode */
asm(" addq.l #6,sp ");
asm(" move.l (sp)+,d0 ");
asm(" move.l $8(a6),a0 "); /* grab pointer to timer */
asm(" sub.l (a0),d0 "); /* return elapsed time */
}

sleep(dt)
int dt;
/*
* Suspend operation for <dt> seconds. This is implemented as a
* start_timer()/time_since() tight loop waiting for the specified
* amount of time to pass. In a multi-tasking environment, this
* function should be replaced by a call which will de-activate
* this task for a period of time, allowing other tasks to run.
*/
{
clock_t t, start_timer(), time_since();
register clock_t tt;

tt = ((clock_t) dt) * CLK_TCK;
start_timer(&t);
```

```
while(time_since(&t) < tt)
;
}

usleep(dt)
int dt;
/*
* Suspend operation for <dt> microseconds. Works like sleep().
*/
{
clock_t t, start_timer(), time_since();
register clock_t tt;

tt = ((clock_t) dt) * (CLK_TCK / ((clock_t) 100));
start_timer(&t);
while(time_since(&t) < tt)
;
}
--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....
```

980. Re: Words of wisdom on MWC behaviour needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 07:34:50 UTC
From: steve@thelake.mn.org
Message-ID: <0029900134503832@thelake.mn.org>
Source record: 244224

[In article <20216@watdragon.waterloo.edu>,
swklassen@tiger.waterloo.edu (Steven W. Klassen) writes ...]

> In article <633294579.26980@myrias.com> mj@myrias.com (Michal Jaegermann) writes:
>>
>>All test programs work beautifuly, echoing nicely input, until they
>>hit exit(). THE CRASH does not happen when there are run under msh, OR
>>when run under msh or gulam but were compiled with MWC-zed dLibs
>>libraries. But I need a floating point, which dLibs does not support.
>>An attempt to use MWC printf with dLibs was partially successful in
>>that the the program behaves nicely and exits in a clean manner but it
>>does not print anything at all (probalby due to incompatible internal
>>structures).
>
> To be honest I had a hard time understanding your post. Perhaps you
> could repost, rewording things so it is a bit clearer.
>
> One thing that I did understand is that you are having a problem
> printing floating point from MWC.

No, that's not what he said, and that's not the problem at all.

The floating-point problem stems from a version of dLibs converted for the Mark Williams compiler. The use of dLibs was an attempt to avoid a system crash that appeared to come from the MWC exit() function.

Michal wrote:

>Setting: Mega ST with TOS 1.4, gulam shell and MWC 3.0.6 compiler.
>Any program compiled with supplied MWC libraries which reads stdin.
>
>An attempt to redirect on a command line stdin to come from a file
>causes an 'exit()' routine to bomb out in the most interesting and
>unusual manner.

This gets down to the issue of redirected file handles that has been mentioned recently in posts from Dale Schumacher, Allan Pratt and Ken Badertscher.

The GEMdos way of redirecting standard file handles, Fforce(), is unreliable at best and broken at worst. I've had all sorts of horrible things happen lately because of it, *including* running out of memory. On more than one occasion I've even been unable to launch coldboot.prg to slap the system out of its silly state.

Mark Williams uses a strange method of passing extended arguments that encodes redirection in environment variables. The child process then

handles any necessary redirection. The parent does not call Fforce() and then exec the child.

MWC's workaround requires that both the parent and the child know about the method and agree to use it. When you launch an MWC-compiled program with the Mark Williams msh shell, the parent and child agree. If the parent is not msh or running under msh, tough cookies.

Apparently gulam uses Fforce() to redirect input. There may be something in the MWC exit() code that pushes TOS over the (very narrow) edge. You might escape the grim reaper by calling _exit() or Pterm(). (Perhaps Dan Glasser can provide some insight?)

Dale and John Stanley and J. Bammi have been kicking around a really nifty (if you like black magic) workaround that allows the parent to cleverly change file handles around **in the child's context** just before the child begins to run. It appears to fix ALL these problems without requiring that the child process know anything about the method.

I'm not going to even try to describe how it works, but since kbad has more or less publicly blessed it, perhaps Dale or John will post some code.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can have that sinking feeling....

981. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 07:39:50 UTC
From: qralph@dna.lth.se
Message-ID: <1990Jan29.073950.24385@lth.se>
Source record: 244225

I don't see the problem in sending money to the US. For smaller amounts,
put a few dollar bills in a regular envelope - the chance of loosing them
in transport is small.

```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

982. Re: SAMPLERS

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 10:09:00 UTC
From: barry.manning@canremote.uucp
Message-ID: <90012920243630@masnet.uucp>
Source record: 244226

Anyone out there know of any samplers coming out for the ST that cost a fortune NOT 8BIT - but 16bit ie like Replay but 16 bit with midi ie you run your sequencer on the st with the sampler in say the cartridge port and enter via a cheap cheesy keyboard . I dont wanna buy the far east variety at 3g's +++ they are too expensive. Come on you smart engineers - if its around 400 bucks - should sell like hot cakes. Regards Barry

---

~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

983. Re: GNU/SOZOBON C QUESTION

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 10:17:59 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <488.25c41857@ccvax.ucd.ie>
Source record: 244227

In article <90012319221444@masnet.uucp>, sylvia.jumaga@canremote.uucp (SYLVIA JUMAGA) writes:
> rjd@cs.brown.edu writes:
>
>>Sozobon C: Another public domain C. And amazingly well
>> done. It conforms with K&R standards, and
>> supports GEM and AES calls. Its YAPAFS. (Yet
>> Another Piece of Amazing Free Software.) There
>> are a lot of talented people out there with
>> a lot of time on their hands!
>
> Can anyone out there perhaps give me a source where I could get
> a hold of 'Sozobon C'? Like, a public domain place in Canada or
> the U.S. and cost.
>
The original version of Sozobon and the intermediate release of v 1.2
(only the compiler and optimizer) is available from the panarthea archives
- archive-server@panarthea.ebay.sun.com

> Thanks! Merci!
>
> A bientot,
Slan agus beannacht,
Padraig.
> * * * ____ The Computer Matrix
> * * * /___ / / / / / Ace I / Ace II / Nick
> ** * ** ____/ /_/ /__ \/ "Hug A Computer Today!"
> ** * ** __/ From: Brandon, Manitoba, Canada
>
> UseNet: sylvia.jumaga@canremote.uucp
> VAXes: Brandon University: BU::$JUMAGAS
> TKM Software: TKM::JUMAGA
> MiNET: 7337M09 NorthAmeriNet: SYLVIA JUMAGA
>
> * QNet 1.03a2: Bert's Bulletin Board. Brandon, Man. Can. (204)763-4684

984. Problem with asm in MEGAMAX-C

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 10:20:47 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9001300801.AA16463@ucbvax.Berkeley.EDU>
Source record: 244228

I'm usually progamming in C, but sometimes I need to code some routines in assembler. As I am working with the MEGAMAX-C compiler this is very easy. Now my problem:

```
asm {
init: move.l #1234,A0
move.l #init,A0 ; this is not accepted !!!!!
bra init ; this is OK
}
```

Why is the second mnemonic not accepted ? Has anybody an idea how to use labelled adresses ?

Michael Mueller, Brain Research Institute, Zuerich, Switzerland
EARN/BITNET: K298027@CZHRZU1A.BITNET

985. Re: ICONE2

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 10:55:36 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <489.25c42128@ccvax.ucd.ie>
Source record: 244229

In article <9001241926.AA09059@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
> I got icone2 from the panarthea archives yesterday, but was unable to
> unarc it so that it would work. I was able to get icone.acc, icone.rsc,
> and icones.rsc, but I would only get bombs when the acc would try to
> load. Has anyone ever used this acc? Thanks.
> --Gerry
> maxg@suvm (bitnet)
> ggreenbe@rodan.acs.syr.edu (internet)

I have not been able to get this to work either, neither on a Mega with TOS 1.2 nor on a 1040 with TOS 1.0. (I tried both colour and monochrome monitors if this makes a difference.) The Makeicon.prg worked fine.

There is a version on panarthea (if memory serves me right) which is supposed to be a version specifically for TOS 1.0 ROMs. However it was not uuencoded with Dumas uue and seems to have suffered some damage on its way to me, (the icons displayed by makeicon are screwed up).

So if anyone got icone working with TOS 1.0 could they please uuencode it with Dumas uue and repost it to comp.binaries.atari.st.

Thanks in advance,

Padraig.

986. Re: Icone2

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 10:59:21 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <490.25c4220a@ccvax.ucd.ie>
Source record: 244230

In article <9001241926.AA09059@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
> I got icone2 from the panarthea archives yesterday, but was unable to
> unarc it so that it would work. I was able to get icone.acc, icone.rsc,
> and icones.rsc, but I would only get bombs when the acc would try to
> load. Has anyone ever used this acc? Thanks.
> --Gerry
> maxg@suvm (bitnet)
> ggreenbe@rodan.acs.syr.edu (internet)

I have not been able to get this to work either, neither on a Mega with TOS 1.2 nor on a 1040 with TOS 1.0. (I tried both colour and monochrome monitors if this makes a difference.) The Makeicon.prg worked fine.

There is a version on panarthea (if memory serves me right) which is supposed to be a version specifically for TOS 1.0 ROMs. However it was not uuencoded with Dumas uue and seems to have suffered some damage on its way to me, (the icons displayed by makeicon are screwed up).

So if anyone got icone working with TOS 1.0 could they please uuencode it with Dumas uue and repost it to comp.binaries.atari.st.

Thanks in advance,

Padraig.

987. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 12:10:27 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Jan29121027@tweezers.esd.sgi.com>
Source record: 244231

>>>>> On 24 Jan 90 19:01:14 GMT, root@sally (Philipp Roeder) said:

philipp> HI.. does anybody know a possibility to read Atari Disks with an Amiga
philipp> and Amiga Disks with the Atari ST ?
philipp> A friend of mine has got a mailbox. The host is an Amiga. So I want
philipp> to give him some PD-Arc-files for download. But I can't bring my ST to him
philipp> so we cannot transfer the files by RS-232 direktly.

The Amiga can read and write MS-DOS and Atari ST format disks.
Commodore provides a PC-Utils program that can read/write IBM format,
but only to 5 1/4" disks. There is a free program called PCPatch
which patches the Commodore software to handle 3 1/2" disks. It comes
with a configuration file to read/write/format Atari ST disks, as
well. It has appeared on Usenet in the past, and is available from
the standard places with Amiga FTP archives, as well as the Fish disk
collection. If you really need help, email or post and I'll try to
email you the software (ack! I've revealed myself as a closet Amiga
owner!)

I do not believe it is possible to read/write Amiga disks with the
standard Atari ST drive, or at least I haven't heard of anybody who's
written a hack to do so. The Amiga uses a bizarre disk format in
which it reads/writes entire tracks of data at a time, with no sector
gaps. Most disk controllers choke on this format.

--M
--
__ Michael Portuesi Silicon Graphics Computer Systems
\/ portuesi@sgi.com Entry Systems Division -- Engineering

"We only know in theory what we are doing" -- Kate Bush

988. Chaos Strikes Back - Call for experienced people

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 13:43:00 UTC
From: U009@CCIW.BITNET
Message-ID: <90Jan29.092251est.57448@ugw.utcs.utoronto.ca>
Source record: 244232

haven.umd.edu!cwilliam@mimsy.umd.edu (Christopher 'Merlin' Williamson)
writes:
>
> Anyone out there played Chaos Strikes Back a lot? I have explored all
> four branches but am trying to tie everything together.
>
> Also has anyone out there tried to make a map of CSB? (god, it would
> be a nightmare but Im curious what it would look like)
>

My wife had been playing CSB about 4 hours a day since we got it on Dec 22, and just finished it yesterday. She started out with a methodical approach to mapping (1/4 squared paper and 4 outliner pencil colors) and succeeded in mapping the entire dungeon as she went along. One hint was to watch your compass, particularly as you go up or down stairs.

At one point, she thought she had discovered a bug. Consulting the Oracle (she only it required twice, by the way) gave a hint about a situation with a pit; doing what the Oracle said didn't solve the problem. We decided to look at the various messages on GEnie service, and no-one had the same problem. It turned out she was carrying too much stuff. Throwing a lot of it across the pit lightened her party up a lot and she could move more quickly. It turned out the Oracle was right, but you had to be fast.

She reviewed all the solutions and hints from the GEnie forum after she had finished and came to the conclusion that the differences in the games played by many of the people were due primarily to the differences in the initial strengths and weaknesses of the members of the party. She started out with a party of just sufficient strength to complete Dungeon Master, while others on GEnie had used parties uploaded by someone else. One person said his party was to the highest level mastery in all categories and was having problems she never saw in her play. I think if she takes her current party (having developed skills during this game) back to the beginning, she may have a quite different adventure the second time thru.

The maps are quite complex but show the four dungeons do mesh neatly on all ten levels.

Best of luck, and remember, it just takes time. Be methodical, keep track of what's happening and map. Be aware there are occasional magic transporters in the dungeon (hint: the walls and/or floors don't move when you do). The puzzles are neat and always solvable, usually in more than one way.

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,

Burlington, Ontario, Canada.

The future lies ahead... and behind us lies... lies... lies.

989. Re : Can I program a Portfolio?

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 14:18:50 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <492.25c450ca@ccvax.ucd.ie>
Source record: 244233

```
Relay-Version: VMS News - V5.9 09/07/89 VAX/VMS V5.2; site ccvax.ucd.ie
Path: ccvax.ucd.ie!swift.cs.tcd.ie!tcdcs!ukc!mcsun!uunet!lll-winken!ames!haven!grebyn!ckp
Newsgroups: comp.sys.atari.st
Subject: Can I program a Portfolio?
Message-ID: <14160@grebyn.com>
From: ckp@grebyn.com (Checkpoint Technologies)
Date: 25 Jan 90 23:21:10 GMT
Reply-To: ckp@grebyn.UUCP (Checkpoint Technologies)
Organization: Grebyn Timesharing, Vienna, VA, USA
Lines: 16

> [ What's all this I hear about a line-eater? ]
The line eater eats your messages , thats where the rest of your post is
gone :-)
>
> I don't really think this is the "proper" place to post this,
>but this is about the only active Atari group I can find.

There is a ( new ? ) newsgroup comp.sys.atari.pc, it's not very
active at the moment, but it never will be if people like yourself don't
post queries to it ! If you feel that not many people are reading it at
the moment then you can cross-post to comp.sys.atari.st and maybe to
comp.sys.ibm.pc

Padraig
```

990. Re: MAC SHAREWARE

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 14:51:31 UTC
From: paulm@ccicpg.UUCP
Message-ID: <55850@ccicpg.UUCP>
Source record: 244234

In article <9001260809.AA27905@ucbvax.Berkeley.EDU>, CS31217@UTCVM.BITNET (Robert McCoy) writes:
>
> I've got the 512K blues. I'm using a 520STfm with a double-sided drive
> and the RAM mounted under the power supply. A friend and I installed
> sixteen 256K chips in the second bank. At first, the ST wouldn't even
> boot with the chips installed, but after looking at a similar 1040ST,
> we put in a few resistors and that problem was stopped. To the best
> of our testing ability, all the chips work, but the MMU ignores the
> second bank by sending the CAS line to HIGH. Does anyone have any
> suggestions?
> Thanks in advance,
> Robert McCoy (Chattanooga Atari Owners Symposium)
> CS31217@UTCVM.bitnet

During a cold boot the ST will try to configure the MMU for the
type and size of memory installed. If it detects an error in the
second bank of ram it just assumes that there is no memory there
and configures the MMU/GLUE? to not send the CAS to the second bank
and uses only the first. Even if you try to access the second
bank by generating the addess in a program such as a ram test no
CAS will be issued.
About two years ago I did a home brew 1 meg upgrade to my ST and
had the same problem. In going over the BIOS code I figured out
how to configure the MMU by writing a value to it to force the
recocnition of the 2nd 512 kbytes while still having the machine
think it has only 512 kbytes of RAM. I then wrote a memory test
program to write this (or any user input value) to the MMU and then
test the RAM. I wrote several tests, the usual battery of memory
tests, incluing 1's 0's, AA'a 55's, and walking 1 and 0 bits but
it didn't find any errors! I then studied the method the BIOS used
and wrote a simular test. Guess what, it found a bit error in
one of the 256K chips. I replaced the chip and I had 1 meg!

If you're interrested, I can send you the code. I'll give you the
binary and source if you'ld like. The source is written in Alcyon
assembly (standard motorola style). Let me know and I'll send it
to ya.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### #### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau

```
| or ...ccicpg!dl1!paulm | Diagnostics Software Eng. |
| or ...ccicpg!paulm | Irvine, California |
`=========================================================='
```

Albert Einstein, when asked to describe radio, replied: "You see, wire telegraph is a kind of a very, very long cat. You pull his tail in New York and his head is meowing in Los Angeles. Do you understand this? And radio operates exactly the same way: you send signals here, they receive them there. The only difference is that there is no cat."

991. GEMINI shell

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 14:56:55 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <1990Jan29.145655.7121@umn-cs.cs.umn.edu>
Source record: 244235

In article <1990Jan28.001808.15102@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>Also - heard about the new shareware GEMINI-shell? It is up on version 1.1,
>some similarities with Neodesk, but quite a bit of differences too. It is
>GDOS-based. A couple of fonts to select among, also it is quite interesting
>because - well, you have seen these COMMAND shells, right? Well, it got one,
>which runs in a GEM window among the icons - neat!

I saw this up on GEnie the other day and downloaded it. It doesn't seem to work with TOS 1.0, so I can't comment on its utility. The documentation was in German (naturlich), but wasn't difficult to follow, even though I've only had the equivalent of 2nd year college German -- and that a good many years back. If I read correctly, you need at _least_ the Blitter TOS (1.2) in order to use the program.

The files in the ARC take up the good part of a double-sided floppy disk.

-- David Paschall-zimbel

992. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 15:09:31 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <732.25c4165b@miavx1.acs.muohio.edu>
Source record: 244236

In article <26747@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
> In article <2713@cunixc.cc.columbia.edu> ia4@cunixd.cc.columbia.edu (Imran Anwar) writes:
>>In article <26640@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>>>I *can't* think of an analogous example because there *isn't* one.
>>>The only one that comes close is in the record industry. When I was
>>
>>I think piracy is an issue that threatens the movie/video industry also. Yet
>>there are video rental places all over the place.
>>
>>>My point is that piracy continues. Software rental places would
>>>"legitimize" piracy in the minds of people who already think its
>>>ok.
>>
>>Same logic applies to video rentals I think.
>>
>
> I still maintain that it does not. It takes time (2-3 hours) and great
> expense (a second VCR) to record movies. Most movies also have copy
> protection schemes that do not interfer with the viewing, but produce
> non-perfect copies contain image wavering and sound dropout.
> (As opposed to software copy protection, which
> is a hassle for computer users to deal with.)
>
> Movie theft continues, but not to the same degree. A video pirate cannot
> easily mass produce or copy films without a great deal of equipment or
> time. A software pirate can literally mass produce 100's of copies
> of software an hour.
>
> Furthermore, legislation in the video industry is *also* taking place.
> Two years ago, JVC tried marketing a two cassette (one play one play and
> record) VCR...they were "asked" to remove the model from their VCR
> line.

Uh, I hate to break this to you, but SOMEbody just realeased a two-deck model.
I can't remember the brand name, but I remember reading a small article about
it just last week...It's out there and available.

As for the copy protection of video cassettes, I had trouble viewing a couple
of movies that I bought, because of the copy protection. I took them back and
they worked fine in the store. They say I need to have my machine serviced to
get the tapes that are copy-protected to work in my machine. This means that
copy protection of video cassettes WILL cost some people money. I can watch
ANY non-copy-protected tape I want...

>
>
> - Rob DeMillo | Internet: rjd@brown.cs.edu
> Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
> Planetary Science Group | Reality: 401-273-0804 (home)
> "I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

Todd Whitehead
Miami University
Oxford, Ohio

If it looks like I said it, I probably did..

993. Re: Monitor cable

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 15:17:31 UTC
From: hintz@quando.UUCP
Message-ID: <1305@quando.UUCP>
Source record: 244237

In article <900124224428.248715@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:

>I am just putting two megas into a VAX/PDP11 tower. This frees the desk
>of two boxes but the monitor cable (SM124) is too short. Any source or
>suggestion for a replacement?

>As far as I know, the original cable uses a 75 Ohm coaxial connection
>for the video signal and 5 shielded leads for the rest. Is that true?

>Thanks!

>Michael Ritzert
>mjr@dmzrzu71.bitnet

I did build a monitor-switch-box with one Atari-monitor-plug on one end and two Atari-monitor-sockets on the other end. The cable has only one shielding around the bundle of wires. The cable is about 1 meter long. The picture quality is so good as it was. I have connected all 13 pins to both of the two sockets, which are connected to a SM124 and a SC1224. I only interrupt the monitor-sense-wire for switching between color and monochrome.

But be warned :
I also have a longer cable (2 meter) with on monitor-plug and one monitor-socket. I only works fine with the SC1224, but with the SM124 every black pixel is transformed into two black pixels. So all text looks bolded and the desktop-grey becomes black. The cable has also one outer shielding.

Conclusion:
75 Ohm cable is not needed, if it not to long.

Stefan Hintz, Dortmund, West Germany

994. Metacomco, Lattice C and Cambridge LISP.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 15:18:11 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570054@otter.hpl.hp.com>
Source record: 244238

Metacomco have given up their activities in the software market. In consequence their software is now "lost to us" --- that apparently includes Cambridge LISP.

As far as Lattice C goes, Lattice are a U.S. outfit, with whom a U.K. outfit (HiSoft) have collaborated to produce a new version of Lattice (v5), marketed in the U.K. by HiSoft themselves.

Hisoft are of the opinion that as Lattice is a U.S. operation, the U.S. side is probably Lattice's province. I haven't any suggestions how one might track them down. If there are difficulties, I could ask HiSoft if they would contact Lattice to see if Lattice are prepared to reveal their U.S. address.

In the U.K. Lattice V5 is now available from Hisoft and here I quote:

"Lattice C ver. 5

* Completely new version developed by HiSoft & Lattice
* Full ANSI-standard compiler and libraries
* Generates fastest code ever (> 2000 Dryhstones/sec!)
* Choice of fully integrated environment or CLI (supplied)
* Comes with Compiler, Linker, Assembler, Editor, CLI, WERCS, Global Optimiser, ST Libraries, full manual etc."

and

"ex-Metacomco Customers

As some of you already know, Metacomco withdrew from the software market earlier in the year, leaving many people with old, unsupported products.

[...]

* Upgrade MCC ASM 12 to DevpacST 2.08 for only #39.95
* Upgrade Lattice C version 3 to the brand-new Lattice C for only #59"

(# = pounds sterling, price includes U.K. Value-Added-Tax (15%) and Postage & Packing within the U.K.)

(presumably, return of original disks and manuals required)

Sorry about the apparent "commercial" for HiSoft, but I'd rather not misrepresent/mislead anyone. You could always try contacting HiSoft direct on +44 525-718181. They're a reputable, friendly and co-operative outfit, I've had no problems in any of my dealings with them --- and I'm not connected with them in any commercial sense other than a satisfied mail-order customer.

Hope this helps you Lattice owners out there. Apologies to you Cambridge LISP owners.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.
---

995. Sozobon C: Ar fails

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 15:37:05 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1923@laura.UUCP>
Source record: 244239

Hello world,

I discovered a serious bug in the archiving utility Ar coming
with Sozobon C. It is not possible to add an object module
larger than 64 KByte to a library.

A (very) short look at the source code delivered that this must
have something to do with the 'lseek'. Then I tried to dig
deeper into the problem and wanted to trace it with my Laser C
source code debugger. This required a recompilation.

Well, it turned out that an include file AR.H is missing, and
this is the reason for this article. Unfortunately I do not
have the e-mail address of Sozobon, Inc. to report my problem.
But perhaps *you* have AR.H and are able and willing to mail it
to me.

Thanks in advance

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

996. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 15:43:37 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <1990Jan29.154337.26580@umn-cs.cs.umn.edu>
Source record: 244240

In article <1990Jan29.032848.2760@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>My personal reference is the port of umoria to
>the ST--I asked people to send me picture postcards for my trouble; perhaps 10
>people have.

Stephen writes cogently about the Shareware issue, so I wanted to address a few points which he didn't take up.

First -- although a given shareware program may be downloaded by thousands of people, the actual number who use the program with any regularity may number in the tens, or if lucky, the hundreds. For example, I have downloaded (at one time or another) many shareware programs. How many do I actively use? None. [For Stephen -- I may have downloaded it, but only to reupload it to a BBS where people more interested in playing the game might get a look at it. I don't even have it on an archive disk...]

Secondly, there are a number of programs out there that are priced out of their market. I don't use Charles Johnson's ARCshell because he wants $15 for it. It's as easy for me to type

```
% arc -x archive.arc *.*
```

as it is to fire up the program. I don't use Pinhead for much the same reason -- the utility of the program _to_me_ (your mileage may vary) is not worth what he wants for it.

Finally, there are some programs which do not work well, or which conflict with other portions of my system. For example, I don't use the QuickST speed enhancement because it produces weird ghost cursors in MicroEMACS and other such behavior when used with some non-GEM programs.

I _do_ have several shareware programs under consideration. However, the shareware programmer/author should be aware that the time between download and evaluation may be _months_ or _years_ rather than weeks. For instance, the two main programs I'm considering at this time are Opus 2.2 (I've used a spreadsheet on the average of once per year for the past 3 or 4 years ... and it's been on a minicomputer at work), and a GDOS-based documentation program whose name escapes me at the moment, but it is supposed to print 5 1/2 x 8 1/2" pages sideways. The latter will probably get used once or twice within the next month to see whether such documentation printing is worth the time and effort as opposed to just printing out ASCII text.

I do maintain a large set of archive disks. No doubt there are copies of the ARCshell, Pinhead, QuickST, and other shareware programs on those disks. The reason -- there may come a time in the future when I want to pass a utility along to a friend who might benefit from its use, or there may come

a time in the future when I might be able to put that certain utility to good use myself.

-- David Paschall-Zimbel

By the way ...

I was very pleased with the 'freeware' release of DCShowit from DoubleClick. It's a good quality program which works nicely the first time. As Stephen mentions ...

>... On the other hand, if
>AFTER impressing people with a nice program I have some goodie to sell, that's
>a different matter.

Releases such as DCShowit, which is useful in its own right, make me more amenable to considering other programs, such as DC DeskTop when it arrives.

997. Re: HELP!! Recovering Hard Disk Using Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 16:07:08 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1248@lzsc.ATT.COM>
Source record: 244241

In article <9001270808.AA23426@ucbvax.Berkeley.EDU>, S6473HEH@SEMASSU.BITNET writes:
> Is there anyone out there (DAVE!!?!!) who can help me recover my partition back
> back to GEMDOS form SPECTRE format. I formatted Partition 1 by mistake, and I
> would like to restore it to its original form(hopefully without losing all the
> programs that used to be on that partition.

When a partition is "initialized", the file management areas are set to a
correct initial state. While the Spectre formatting of a partition runs too
fast to be erasing the data storage area, it surely is ovewriting MACS
version of FAT and Directory.

I previously made available to those interested a stand alone partitioner
and low level formatter. The partioner will allow you to create, a new TOS
partition where you overwrote it. But it will have no files in it.
It is possible to anylize the partition (memfile or SUPRA EDIT) and identify
chains of ASCII text that you could recover. Binaries are pretty bad.

Perhaps Dave will have better news for you -- I doubt it. I will mail the
partitioner of you send email.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

998. Re: help: trying to mount ch3 modulator in 520

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 16:09:38 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <33727@watmath.waterloo.edu>
Source record: 244242

In article <33568@watmath.waterloo.edu> mwtilden@watmath.waterloo.edu (M.W.Tilden, Hardware) writes:
>
>I recently got two channel 3 modulators for my upgraded 520 st
>from Atari. I was annoyed to find out that one of them had a
>74ls86 (quad XOR) whereas the other did not. Both units also
>had a two-cable wire coming out of it which gave no indication
>as to where they were supposed to connect.
>
>The questions are: which of these is the REAL 520 modulator, and
>where the hell do those funny wires go? Mounting one at random produced
>zero results and my Sams Computerfacts on the 520 are no help. Would
>anyone who's had experience mounting these things please tell me the
>obvious thing I'm missing.

Well, since no one replied, I figured it out myself and now have a 520 boasting not just channel 3 but also a seperate NTSC/PAL output with audio.

The basics of the device is a motorola 1377 NTSC/PAL encoder with a custom Matsui channel 3/2 modulator. The 1377 is fairly complete with the exception of the chroma-burst ocillator which, for some reason, is supposedly generated by an unpopulated section on the 520 motherboard near the shifter chip. That's what the two extra wires are for. They turn out to be completely unnecessary however as the modulator board does come with the spots for the colorburst crystal (3.58 mHz) and the adjustment capacitor (variable 30pF). Both are radio shack available. Mounting is 5 min with a soldering iron (including warm-up time) and adjustment is made by running a color screen and adjusting the variable cap until the color is right.

One thing I did have to do (because I've re-mounted my st into a larger box with drive and everything enclosed) was to run a 7 inch extender bus on the connectors to the modulator. This made experiment and adjustment very easy. I used normal ribbon cable with alternate grounds to cut down on cross-noise. No problems with the exception of the power pins; the modulator needs both 12 and 5 volts and, for some reason, my 520 did not provide these on the modulator connections. I tapped pin 14 on a 1488 for the +12 and a bypass cap for the +5.

I found that the 1377 chip has a high current drive output (pin 9) which is directly feedable into a 75 ohm load through a 100ohm resistor. This connected to the classic rca jack means you can run high quality NTSC images straight into a VCR for animation purposes (very possible with the proliferation of 8mm and SVHS decks with flying erase heads. Anyone

recommend a really good animation program?). The 1377 also has a pin which selects either NTSC or european PAL format. A simple switch gives you access to either although for PAL you do have to change your scan rate to 50 hz.

Oh, and to answer my own question, the 74ls86 is to kick start the chroma transformer into purity regardless of temperature. Either the transistor or the 86 version work fine but color bleed is more restricted on the 86 version.

The audio is straight from the atari with a 15uF capacitor to act as a decoupler. This can be picked off one of the three pins feeding straight into the modulator section on the pcb. One is power, one is NTSC signal. Backtrack to find sound. Feed also into an rca jack.

The one adjustment on the ch3 modulator section is volume control. Adjust until your tv sounds right to you (remember to check with normal tv levels first).

All in all, it's a beautiful all-in-one module. I had to pay $60 canadian for each of mine (from an Atari corperation tech-type) which means they're only $30 stateside. It's worth it though. Saved me a lot of work making my own. The nice thing is that there's no reason why these same modules can't be used on PC's or anything else that generates RGB and Sync.

My next step is to figure out how to make a this st gen-lock. Done entirely from hardware, there won't be any of this software fiddle-faddle. I want to be able to run Uniterm or Degas over top of "married with children". Imagine reading news and watching tv at the same time. I've done it with a gen-locked 40 char terminal and it works fine. Very addictive. An 80 col st will mean media-glut unlimited.

Remember; the best reprogramming is done with a soldering iron.

I'll let you know.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

999. Full Color STacey

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 16:12:57 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760016@hpmcaa.mcm.hp.com>
Source record: 244243

To see a full color picture of the STacey look in the February issue

of Electronic Musician. Page 20 - STacey 4

Question: Does the Display really look that good? It looks Backlit.

1000. MT C-shell

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 16:26:11 UTC
From: d89js@efd.lth.se
Message-ID: <9001291531.AA07781@lo-2.efd.lth.se>
Source record: 244244

```
--
Johan Soerensen d89js@efd.lth.se
Lund Institute of Technology, Sweden
```

1001. FTP to the States from the UK?

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 17:13:39 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9001291713.AA04944@nimsn41.>
Source record: 244245

Has anyone from the UK (or the rest of Europe), FTP'd PROG_A16 if so how do you accomplish this? I appear to be able to get to earn-relay (UK), although not the request for a password. I can also successfully ftp via JANET using hhcp, although I am not sure this is true ftp.

Any help gratefully recieved,

Nick.

1002. Tape Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 17:15:50 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17425@laurel.athertn.Atherton.COM>
Source record: 244246

I got so many queries regarding this information, that I thought
I general posting would be of value.

The system in question is available from Berkley MicroSystems, in
Berkley, California. It uses a standard size Un*x style cartridge
tape mechanism and tapes (unlike the ICD unit, which
uses a non-standard size) to allow you to backup/restore your
hard-disc partitions on a file-system basis
(there is no image backup yet). Tape cartridge prices run about
$15 each (less if you go to swap meets, where used Sun Microsystems tapes
can be found for as little as $5). Disc to tape speed averages
about a meg a minute, which means that the average 10 meg partition
can be backed up (assuming it's completely full) in roughly 10 minutes.
One nice thing is that the backup doesn't need to be monitored,
so you can be off doing something else while your hard disc gets backed up.
(Like sleeping...:-)

Berkley MicroSystems will sell you a complete system (tape drive, controller,
SCSI<->ASCI board, software) for $650. However, they say that since the
cost of the tape drives mechanisms is so cheap, you can probably do a
lot better by going out and buying a used tape drive yourself, and
just buying from them the controller card (which is apparently
the difficult item to get ahold of [I think their price is $100])
and their SCSI<->ASCI board [~$150] (if you need it).

One caveat--you will need some technical expertise in order to put
this system together. While SCSI stuff is pretty much plug and play
these days, there is still a certain level of knowledge needed in order
to prevent yourself from frying expensive components. (This is not
a 'take it out of the box and run it' type system, you will have
to get your hands dirty and assemble it.) Given that
caution, if you're in the market for an inexpensive tape backup,
Berkley MicroSystems is definitely worth a look. You can reach
them at (415)-547-2191.

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
Now who are you gonna believe--me, or your own lyin' eyes?

1003. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 17:33:48 UTC
From: gilliam@lowlif.dec.com
Message-ID: <7896@shlump.nac.dec.com>
Source record: 244117

In article <1993@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes...
>
>The original posting asks "Is the ST version of Turbo C for real?"
>
>Yes, it's for real; it's from Borland. It's not sold by Borland in the
>US, however, for reasons I can't fathom. The package is a solid one,

stuff deleted

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Is the documentation in English? Does it have a GEM interface? If so, are
the dialogues in English? I was under the impression that an English
language version of Turbo C for the ST is not available.

Mason Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com

1004. Strange (?) Problem, need help!

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 17:42:46 UTC
From: O12@psuvm.psu.edu
Message-ID: <90029.124246O12@PSUVM.BITNET>
Source record: 244247

Hello Everyone,

I have a rather strange problem, I have written a GEM application which uses AES and LINE-A calls, and suffice it to say, it runs perfectly fine but has trouble exiting to the desktop properly and displays 3 bombs.

The really wierd thing is the application runs and exits fine when launched from a shell other than the desktop, but then causes the SHELL to crash when you try exiting it to the desktop with 3 or 4 bombs. Other programs can be launched from the shell before exiting it without error, the shell only crashes upon attempting to exit to the desktop.

I did use rsrc_free() and appl_exit() to cleanup before exiting, and I do not use any windows, only a menu bar and dialog boxes. Any ideas ?

Thanks for your time..
-JtK

1005. Re: TOS 1.6 and the 68030

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 17:49:13 UTC
From: hh@trillian
Message-ID: <1924@laura.UUCP>
Source record: 244115

Path: trillian
!hh

In article <1071@dutrun.UUCP> etelree@dutrun.UUCP (C.van Reeuwijk) writes:
>An while I'm at the subject: could Atari release details about the
>programming of the STE? I would love to get one if I could use its
>extended possibilities. Sorry, I can't afford to become I registered
>developer for this. I am just hacking on the Atari as a hobby, and
>the required $100 or $200 is just too big a dent in my budget for that.
>
>In my opinion there are a *lot* of ST users who would like to get the
>real info on the ST instead of the unreliable books that are sold
>today. Thus, I strongly disagree with Ken (was it Ken?) who thinks that
>there would be no market for this. After all, since there has been
>little advertising of the ST, ST owners tend to be people who know the
>field, and know that a bad ST is better than a good mess-dos machine.
>(This is not a flame to Ken, just a difference of opinion.)

True. TRUE! VERY TRUE!

Did anyone get infos about the extended features? Would you mail me? Or
maybe you could post where you got it from...

Many thanx in advance,
Hasko
Snail mail: | E mail: hh@trillian.informatik.uni-dortmund.de
Hasko Heinecke +---
Ostenbergstr. 97 | Computers are different from telephones!
D-4600 Dortmund 50 | Computers do not ring! -Tanenbaum

1006. TOS 1.6 versions?

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 18:03:15 UTC
From: hh@trillian
Message-ID: <1925@laura.UUCP>
Source record: 244116

Path: trillian
!hh

Hi, folks,

Some time ago I read about two versions of TOS 1.6. Do they exist? What's
the difference? How do I know which one I'm using? How do I use the extended
features of the STE? 'nuff questions?

Desperately waiting for _YOUR_ answer,
Hasko

Snail mail: | E mail: hh@trillian.informatik.uni-dortmund.de
Hasko Heinecke +---
Ostenbergstr. 97 | Computers are different from telephones!
D-4600 Dortmund 50 | Computers do not ring! -Tanenbaum

1007. Re: Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 18:04:33 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570055@otter.hpl.hp.com>
Source record: 244248

(Apologies for posting this reply, my email was bounced)

I'll pass your request on to HiSoft. They don't have a usenet feed (multi dinero, they are most regretful about it), but they do have a section on CIX (U.K. version of BIX) and are quite responsive to such requests.

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1008. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 18:24:06 UTC
From: fagan@green.cs.wisc.edu
Message-ID: <9634@spool.cs.wisc.edu>
Source record: 244118

For Sale: Atari ST System
Price: $1500

Contact: Michael S. Fagan
E-mail: fagan@green.cs.wisc.edu
>INTERNET:fagan@green.cs.wisc.edu (for CIS users only)
Phone: (608) 255-1802

Hardware (with original boxes)

Atari 1040ST with TOS 1.4 in ROM
Atari 20 Meg Hard Drive (SH204)
Atari Color Monitor (SC1224)
Panasonic Printer (KX-P1092)
Qubie 1200 Baud Modem (212A/1200E)
LogiKhron Clock Module (LCM-2000)
Magic Sac+

Software (with Manuals)

Atari: Distribution (ST Basic, ST Logo, First Word)
Developer's Kit
Crystal Castles
Timeworks: Word Writer
SwiftCalc
Data Manager ST
Metacomco: Lattice C
Illiad Software: CircuitMaker
Beckmeyer: Hard Disk Toolkit

Books

Abacus: Graphics and Sound, ST Internals, GEM Programmer's Reference,
Peeks and Pokes, Tricks and Tips, Machine Language, Introduction
to MIDI Programming

1009. Re: reserving memory

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 18:42:22 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830072@hpldola.HP.COM>
Source record: 244249

Thanks to Alex and Derek for their insights, and I agree that malloc()ing all of the memory is a no-no. But I'm still a tad confused, let me state the problem another way:

Let's say my application is loaded, wakes up and says, "I wonder how much memory I can use". It goes out and does a Malloc(-1L) to find out how much available memory the OS has. Then it says, "I want all but 50K".

How should the application accomplish this?

Ideas:
1) malloc() (or Malloc()) all but 50K of the available memory and manage that chunk of memory itself. I just can't believe this is necessary, shouldn't malloc() be able to do this (see #3 below)?

2) Malloc(50K) before any call to malloc() then Mfree() that 50K right after the call the malloc() to keep 50K always free for the OS.
Yuck!, but could be workable on a single tasking OS.

3) set some switches so that malloc will never take the last 50K of memory from the OS. This seems preferable, but I don't know what the switches are for MWC (or any other compiler for that matter).

Thanks for any help with this problem.

-Joe Gilray

1010. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 19:16:46 UTC
From: apratt@atari.UUCP
Message-ID: <2006@atari.UUCP>
Source record: 244250

dal@syntel.mn.org (Dale Schumacher) writes:
>There IS good news, however. By exploiting a "feature" of the Pexec()
>mechanism relating to the h-blank vector, we seem to have a robust
>work-around for most of the redirection problems.

>I'd be willing to post the technique to the net, but I would like to get
>confirmation from Allan or Ken that the "Pexec/H-blank trick" will continue
>to work in future TOS versions.

I can't dictate what techniques you use, and I can't repudiate existing documentation: we've guaranteed that Pexec will always start the new process at IPL 0, and therefore you are likely to get an Hblank interrupt between the RTE from GEMDOS and the first instruction of the new program.

How you use this is up to you, but I warn you: the lure of the Dark Side is powerful, and once you start down that dark path the forces of Evil will claim your soul.

Yes, Fdup / Fforce will gag when you get too deep, but Hblank is not the answer. If you want to link programs with temporary files, great! Add command-line options to each program in the chain which say, "Use this file for input, that one for output." I had hoped that J.Bammi could win you over to this point of view.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1011. Online Magazines for ST and 8bits

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 19:17:44 UTC
From: gl8f@bessel.acc.Virginia.EDU
Message-ID: <1990Jan29.191744.3146@murdoch.acc.Virginia.EDU>
Source record: 244101

Two online magazines are available via a mailing list. They
are:

ZNet (Atari ST and a little 8bit coverage)
ST Report (Atari ST)

If you are interested in subscribing to these magazines, please send
me mail (do _not_ post an article) asking to be added. Both magazines
are weekly and run 40k to 80k in length. And they're free.

Back issues are (allegedly) available via anonymous FTP from the
Terminator archive. The Internet address is "terminator.cc.umich.edu".

Greg Lindahl

1012. VGA monitor with a ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 20:33:36 UTC
From: RC1DSANU@MIAMIU.BITNET
Message-ID: <9001300806.AA16755@ucbvax.Berkeley.EDU>
Source record: 244102

I know this has probably been answered before, but I was wondering how hard it would be on hooking up a VGA monitor to my ST so I can get all three resolutions with on monitor. I've seen this one Magnavox monitor that can run at 70 khz and can support the resolution of a ST, but would it just require a special cable, or would some hardware be involved?

Thanks for the info,

Ryan Collins
rc1dsanu@miamiu.bitnet

1013. Re: Where's poolfix3?

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 20:35:35 UTC
From: terry@saxon.HAC.COM
Message-ID: <324@tcville.HAC.COM>
Source record: 244103

In article <323@tcville.HAC.COM> terry@tcville.hac.com (Robert Terry) writes:

>How did in the world the poolfix3 patch managed to get past me? :-(
>Could someone out there please send me the poolfix3 patch file?

I got the copy. Thanks folks!!

Robert

Hughes Aircraft Company email:terry@tcville.hac.com
Software Applications Section
PO Box 902, E1/D128
El Segundo, CA 90245

1014. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 20:59:10 UTC
From: peter@cbmvax.commodore.com
Message-ID: <9504@cbmvax.commodore.com>
Source record: 244120

In article <526464@sally> root@sally (Philipp Roeder) writes:
>HI.. does anybody know a possibility to read Atari Disks with an Amiga
>and Amiga Disks with the Atari ST ?

DOS-2-DOS from Central Coast Software allows an Amiga to read files from an Atari ST disk or MS-DOS 3.5" 720K disk, using an existing Amiga drive. You may copy files back and forth, read directories, and possibly even display text files from any of those formats. They also have a different product, Mac-2-Dos which requires a Macintosh floppy drive to read their funky format...

Central Coast Software
424 Vista Ave.,
Golden, Colorado 8040
(303) 526-1030

DOS-2-DOS lists for $55US, and Mac-2-Dos is $100 ($350 with drive).

I'm not aware of any software to read Amiga disks on an Atari, but there may well be...

> und tschuess...
>
>
> ~~~> Philipp Roeder; Hauptmannsreute 40; 7000 Stuttgart-1; West-Germany <~~~
> ~~~> root@sally ...!uunet!mcsun!unido!nadia!delos!sally!root <~~~
> ~~~> Telefon: 49 711 2261199 * Fax: 49 711 295663 <~~~
> ~~~> Wenn mir jetzt ein Spruch einfiel

Peter
--
Peter Cherna, Software Engineer, Commodore-Amiga, Inc.
{uunet|rutgers}!cbmvax!peter peter@cbmvax.cbm.commodore.com
My opinions do not necessarily represent the opinions of my employer.
Not affiliated in any way with Central Coast Software.

1015. DM Level 0 (top) map

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 21:45:43 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1088@oucsace.cs.OHIOU.EDU>
Source record: 244104

Here is the map for level "0". I apologize for the ASCII format,
but 1) I only have NEOchrome, and 2) I can't get KERMIT to upload
correctly. So here is the map for the Fulya Pit level: (note: you get
into the fulya pit from either a teleport field, different every time, or
the Master Lock room)
I will post the other maps as soon as I get them done (I only
have time for 1-2 a day).

LEVEL 0: FULYA PIT MAZE

```
0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ
0 ..................................
1 ..................#####.............
2 ........#####....# #.............
3 .......# >#..###x# # #.............
4 ........### ##### o #.............
5 .........# #x# # #....#........
6 ..........#######-# #######.#.......
7 ..............# # #### #-#.....
8 ................#....# # #.....
9 ................# #### # #.....
A ................##### ### #-# #.....
B ................# # # #-#...
C ................### # ### # #...
D .#-# # # #>#  #~ # # #...
E .# # ####-# # # ### #...
F .# # # ~ x # # ...
G .# # ### # # # # # # #### # #-#..
H .# # ### * ~ x * S # #.
I .#* # x# # # # # # # # #.
J .# ~ ~xW x * ~### # | #.
K ..# ### # # # # #######..
L ...# # # # # # #.
M ...#>#### # x# # #### #.
N ....#...### #W W# # # #.# #.
O ..........# ~# # #### #.# #.
P ...........#######  ### #..#...#..
Q ................# #........
R ................| ~ #-#........
S ................#### # #..........
T ...................##~ ####............
U .....................###..............
```

Key:
WALL.

S FAKE WALL.
W SWITCHABLE WALL (ON/OFF).
x PIT
* HIDDEN PIT
~ FIELD
> STAIRS DOWN
> STAIRS UP
o STEP SWITCH
- DOOR
| DOOR
. UNKNOWN (change to # for easier readability)

Notes of interest (addressed by row then column)

3H: Keyhole. Do not know what this does (something to do w/ fireballs)
9F: Keyhole. Turns on/off field at AF.
9F: Fireball shooter. Never got this to go on. Weapon against demons.
CG: There is an altar in this block, facing south.
GN: Skeleton key hole on the south wall.
GQ: Keyhole on east wall (Master Key)
FR: Master Key door. Never got this opened.
HJ: This wall is turned on/off by button at IJ (south wall).
IJ: Turns on/off HJ wall.
JN: This wall alternates with LN, toggled by switch at KN.
KN: Toggle switch for JN, LN walls.
LN: See JN.
KM: Altar in the west side of this block.
JT: Button here and field. Pressing button moves you to QD.
LE: Altar on west wall of block.
NH: Coin slot. No idea what it does.
NJ: Another coin slot. Both have something to do with 9F.
NS: Keyhole. Turns on/off field at NR (which is a 90 deg rotator)
PL: Coin slot.
QD: Button and field. Pressing button moves you to JT.
S9: Altar in west wall.
SJ: Altar in east wall.
WK: Altar in north wall (inside room).

Note: I haven't mapped this level well. Several doors are for other
entrances to this level (other than Priest == Dain (??)).

1016. :Programmers at CWRU

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 22:07:58 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4063@jhunix.HCF.JHU.EDU>
Source record: 244105

I know this is off the subject of this SIG, but I also know that there are Atarians who fit the following bill, and/or who know people who fit it:

A professor of the psych department at CWRU needs a C programmer to create programs to run cognitive experiments on the IBM PC. Don't respond to me but to MSTRAUSS AT CWRU.

Eric

1017. IBM format on ST

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 22:11:00 UTC
From: BERLIN@DGACHEM5.BITNET
Message-ID: <9002010804.AA09889@ucbvax.Berkeley.EDU>
Source record: 244106

Subject: Need IBM Format Program for my ST SF314

In article <1405@ariel.unm.edu>, seattle@hydra.unm.edu (David G. Adams) writes:
> Subject just about says it all. I need to format some disks in IBM format,
> so they'll read on a friend's PC. I know, the simple solution is to use
> his PC, but he lives 3 states over... I know TOS 1.4 has this feature
> built in, but I don't have 1.4. I have an '86 model 520ST.
>
> Thanks in advance.
>
> Dave
>
> /|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
> < |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
> \| | Live it! | Don't bug the University 'bout nuthin' I've said. /

i format my disks with the normal FORMAT command of the ST (doesn't matter which TOS version) or with the FORMAT of the PC. After I have done this, I change the first three bytes 00-02 of the bootsector to <EB 34 90> and the media byte at 21 to <F9> with a diskmonitor on the ST or on the PC. That's all that I have to do.

I have got this idea from the german computer magazine "c't Zeitschrift fuer Computertechniik" of June or July 1989. I work with this method for more than six months and I never had any problems with my disks except booting them on the ST, but this is not of interest cause I use these disks normally for file transfer.

Using these disks I transferred all my programs form the panarthea server or the PROG-A16 list from the PC at work to my ST at home and I never had any trouble with the programs.

Subject: FIREWORK available on net ?

By the way, does someone have a compilede version of the program <FIREWORKS> form the german ST COMPUTER magazine, October 1989. I typed this program into my ST and used an old version of the Megamax C compiler, but I couldn't get it to work. Can anyone send my a encoded version of the running program ?

Thanks

Hermann

Time of message sent: 29-JAN-1990 14:10:13 MEZ

Hermann Baiter
Institut fuer Physikalische Chemie der TU Muenchen, Garching, West-Germany

BITNET-address: BERLIN@DGACHEM5

1018. 3.5' drives

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 22:12:07 UTC
From: cstxqdw@warwick.ac.uk
Message-ID: <383@lily.warwick.ac.uk>
Source record: 244122

Hi,
I've got a spare 3.5' internal drive for my 520 ST which I want to rig up
as an external drive. I've managed to get the drive accessing, but the
computer is giving me an error message when it does, the message is something
like : 'Drive not responding ..'
If anyone has any info which could be of help, could they please mail me.
Thanks,
Steve Strong - the man with no signature :-)

1019. Atari 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 22:29:19 UTC
From: movold@agnes.acc.stolaf.edu
Message-ID: <11060@thor.acc.stolaf.edu>
Source record: 244119

I am selling all of the following for $575.

Atari color 520ST with ss drive and original TOS in ROM.
Panasonic KX-P1091 printer.
About 50 disk, most of which are STart and Compute magazine disks
and various digitized things.
Other miscellaneous things such as joysticks.

If you don't want the printer, subtract $100.

I think this is a good deal, but if someone thinks it's either too
high or too low, let me know. (Even if you don't plan on buying it)

I will not be able to reply until about the 8th, since I am going on
a vacation.

-Erik Movold

1020. Text->PostScript or PostScript driver/converter wanted

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 23:16:58 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.90Jan29181658@brillig.umd.edu>
Source record: 244121

I have unlimited access to several PostScript and dvi printers at work
and am looking for a way to convert PIC files and/or EPSON compatible
text files (i.e. the ESC-codes to turn bold on and off are in the
text) and/or screen dumps to a PostScript file for later printing.
What would be ideal is some sort of DA that would sit in the
background and capture junk from the printer port and somehow crudely
convert the port's output to a PostScript image and store it to a
file.

Is there anything like this?

Blitzkrieg ('tanks in advance),

Chris

/\/\/\

1021. bombs on exit

Newsgroup: comp.sys.atari.st
Date: 1990-01-29 23:34:40 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8462@pogo.WV.TEK.COM>
Source record: 244125

```
>I have a rather strange problem, I have written a GEM application
>which uses AES and LINE-A calls, and suffice it to say, it runs
>perfectly fine but has trouble exiting to the desktop
>properly and displays 3 bombs.
>...
> -JtK

After you call rsrc_free() and appl_exit() , exit the program via
_exit() rather than exit(). This should solve your problems, it seems that
TOS gets confused if it attempts to cleanup a process that's already been
cleaned up.

*******************************************************************************
* Bob Luneski bluneski@pogo.WV.TEK.COM *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
*******************************************************************************
```

1022. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 00:19:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900130001909.312838@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 244107

Subject: gcc problems

I just installed the gcc1.36 which I got from dsrgsun and tried to build ctex (initex). It soon turned out that gcc1.36 is not able to compile this stuff on the ST. Even at the first module, align.c, the error message "virtual memory exhausted" appeared. Switching off any optimizations didn't really help: the same error message appeared in the module "cmds.c". Playing around with the stacksize wasn't successful, too. I used an old gulam, no memory resident programs or accessories at all. All auto folder programs have been disabled, including tos14fix, to ensure it isn't a conflict with anything of my standard configuration.

Gcc1.34 is able to compile this routine but only when the optimisation is switched off. I guess this is a bug in the library. I had similar problems when I recompiled gcc1.34 with itself. It was possible but the newbuilt compiler could only compile small programs (same error as above). John Dunning told me that alloca would fail due to a bug in qmult which I thought has been fixed in the meantime.

Simple lack of system memory can't be the reason --- replacing my ST4 by a ST2 reproduced the error at the same point.

Interestingly, the Unix based cross-compiler seems to work correctly...

Has anyone fixed this in the meantime? I have lots of trouble with ftp (via bitftp to a vm host, uploading across a strange serial conncection with an ibmclone since neither uniterm nor ckermit work with this connection, then transferring everything to the ST is an annoying procedure, and it takes weeks to fetch the stuff). So is someone willing to mail me the fixes, please? (needed: fixed gcc_cc1, fixed lib and diffs for the lib sources.)

A few other bugs: contrary to the readme.st, the stacksize of gcc_cc1 was 128K instead of 1M. 1.34 usually runs with 0.5M.
I don't trust the utilities to manipulate the stacksize since they are buggy.

fixstk 524288 gcc_cc1 resulted in a reported stack size of 51K !!!!!!

I had to specify 10 times the amount of memory I wanted to have in order to get a correct report. So either the input or the output conversion routine of the library is broken.

Again, please help me since I don't have the time to dig into the library stuff (and lack documentation) but need a compiler I can trust.

Thanks for any help,

Michael Ritzert
mjr@dmzrzu71.bitnet

1023. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 00:31:02 UTC
From: kbad@atari.UUCP
Message-ID: <2008@atari.UUCP>
Source record: 244108

klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:

| Arc 6.02 is the first program I called from Arcgsh
| that supports xArg. (Zoo claims it supports xArg but it does
| not.)
I believe Zoo supports ARGV, which is the officially supported
extended argument standard. The README.ST file said it supports
"xARGV" (whatever that means) "as supported by CRAFT/GPshell,
gulam, msh..." Gulam and msh definitely support ARGV.
You should too!

| (Still missing: Sources for Arc 6.02 to get it to work on the
| UNIX machines.)
Judging from what I know about the Arc 6.02 port, it wouldn't
help much to have the sources. The individual who ported it
is a speed freak, and probably hacked up a lot of it in assembler.
If not, I congratulate him for learning the beauty of portability :)

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1024. 1040ST For Sale in Indiana

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 00:38:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9001300807.AA16879@ucbvax.Berkeley.EDU>
Source record: 244109

```
Cyber Paint 2.1
Cad 3-D 2.02
Cyber Control
Cartoon Design Disk
Future Design Disk
Ferrari Formula One
Gunship
The Pawn
TV Sports Football
S.D.I.
Falcon 1.1
Power Drome
Moebius
WordWriter ST
DataManager ST
Hole in One Miniature Golf
Omnires
10 Start Magazines w/disk
2 ST-log Magazines w/disk
+ Some PD software.
```

1025. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 00:48:01 UTC
From: matt@idacom.uucp
Message-ID: <1990Jan30.004801.17322@idacom.uucp>
Source record: 244110

Could some kind soul e-mail me the unix side of Unix Windows (or tell me somewhere it is available by mail from an archive)? I hope you can get my address from this posting. I also hope I don't send this world-wide by accident.

A nervous, first-time poster,

Matt Harildstad

1026. 1040st for sale in Indiana

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 00:57:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9001300806.AA16827@ucbvax.Berkeley.EDU>
Source record: 244111

Sorry about the last message, my editor cut off the end when exiting. Here is the complete message:

Cyber Paint 2.1
Cad 3-D 2.02
Cyber Control
Cartoon Design Disk
Future Design Disk
Ferrari Formula One
Gunship
The Pawn
TV Sports Football
S.D.I.
Falcon 1.1
Power Drome
Moebius
WordWriter ST
DataManager ST
Hole in One Miniature Golf
Omnires
10 Start Magazines w/disk
2 ST-log Magazines w/disk
+ Some PD software.
+ About 40-50 various issues of Start/StLog/AtariExpress/STXpress

The software listed above along with the following hardware is for sale.

Atari 1040ST DSDD 3 1/2" Floppy drive built in. 1 1/2 years old. Mouse & one joystick. Mouspad. Monochrome SM124 monitor. Commodore 1702 composite color monitor. Practical solutions Video Key RGB to Composite converter. Everything (including hardware) is still in its original packaging with all documentation. I will sell the complete setup for $1100 and no less as I need the money for something else that won't go lower in price. I really don't plan on selling individual pieces, but if you make me a good enough offer????? If you are interested, you can contact me one of the following ways and we can talk about shipping and various other pertinent ideas. Thanks, and good night.

Snail Mail: Chris Edgington
Martindale 407
Crawfordsville, IN 47933

E-Mail: edgingtc@wabash.bitnet

Voice: (317) - 362 - 9813

If you are going to call on the phone, call between 4 & 7 pm.

1027. WANTED: EGA or VGA

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 01:01:43 UTC
From: cyliao@eng.umd.edu
Message-ID: <1990Jan30.010143.720@eng.umd.edu>
Source record: 244124
Cross-posted to: comp.sys.atari.st,misc.forsale

I am posting this for a friend, so please don't reply to me.

I need an EGA or VGA graphic video card to continue my project. Can
anyone who is selling these card contact me, please.
Please e-mail to e89hse@rigel.efd.lth.se

Henrik Sandell

--
I want Rocket Chip 10 MHz, Z-Ram Ultra II, UniDisk 3.5	cyliao@wam.umd.edu
I want my own NeXT, 50MHz 68040, 64Mb RAM, 660Mb SCSI,	Chun Yao Liao
NeXT laser printer, net connection.	Accepting Donations!
/* If (my_.signature =~ yours) coincidence = true; else ignore_this = true; */

1028. Mono game Patience, english version available

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 01:12:04 UTC
From: 7103_3407@uwovax.uwo.ca
Message-ID: <4838.25c4a394@uwovax.uwo.ca>
Source record: 244126

As you may remember, sometime early December 1989 a (Mono only) game called Patience appeared in comp.binaries.atari.st. For those people who found their enjoyment of the game dampened by the fact that the docs, menus, dialog boxes, EVERYTHING were in German, I have edited some of the binaries and replaced German text with suitable english text. Those persons who are interested in getting the modified files (Patience.prg and Patience.rsc) can write to me and I'll send them out. (If many people respond, I'll see that they get posted somewhere.) Please make sure that your complete e-mail address is included.

Adele Fraser |
Dept of Mathematics |
University of Western Ontario | Bitnet: 7103_3407@uwovax.bitnet
London, Ontario, Canada |
N6A 5B7 | Internet: 7103_3407@uwovax.uwo.ca
|
Phone: (Math Dept) |
519-661-3638 x 6539 |

1029. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 02:21:35 UTC
From: mgh1@cbnewsl.ATT.COM
Message-ID: <3884@cbnewsl.ATT.COM>
Source record: 244128

In article <526464@sally>, root@sally (Philipp Roeder) writes:
> HI.. does anybody know a possibility to read Atari Disks with an Amiga
> and Amiga Disks with the Atari ST ?

I have both an Amiga and an ST and you can read and copy ST disks on the Amiga with DOS 2 DOS and Project "D". However reading and writing Amiga disks on the ST is another story. I have the Discovery Cartridge on my ST. It claims to copy anything...Thats Bull though. It can't copy a simple Workbench disk from the Amiga. I was very disappointed in that. I know of know way to copy Amiga disks with an ST. If anyone knows of away, I'd be interested.

_____ _____ Matthew G. Hetman
(/ / / / / / / ____ AT&T Bell Labs
/ / / _ / / /---/ / ____ _ __ (201) 386-7259
/ / (___/-__/ /____ / (___()__/____///__/-__/ /_ attbl!ho5cad!mgh

1030. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 04:29:38 UTC
From: raf@PRC.Unisys.COM
Message-ID: <12684@burdvax.PRC.Unisys.COM>
Source record: 244135

From article <526464@sally>, by root@sally (Philipp Roeder):
> HI.. does anybody know a possibility to read Atari Disks with an Amiga
> and Amiga Disks with the Atari ST ?
> A friend of mine has got a mailbox. The host is an Amiga. So I want
> to give him some PD-Arc-files for download. But I can't bring my ST to him
> so we cannot transfer the files by RS-232 direktly.
> --> I need a program to read Amiga disks with the St
> and anothe to read Atari ST disks with the Amiga. I think, if both can emulate
> a PC or the Macintosh there must be a way to bring them together.
> --

On the Amiga side you can get CrossDos by Consultron, Inc. (avail for
18.95 mail-order from CompuAbility) allows you to read, write, format
and mount MS-DOS and Atari 3.5" disks. I have had no problems with it
working on MS-DOS format, but have not tried Atari.

I have no connection with Consultron except as a satisfied customer.

Ralph Foy
Unisys Corporation,
Valley Forge Operations.

1031. Re: SCREENSAVER LIKE STARS FOR MAC

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 04:50:46 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <2046@ultb.isc.rit.edu>
Source record: 244145

Yes, it's called "Pyro"

It creates a firework display on the screen which is better than
the just plain 'black' screen savers which I have been told could damage
analog RGB monitors because of the sudden loss of signal. The analog
monitors thinks that it has lost the signal from the computer, the
'pyro' display turns the screen to black and sends fireworks out to give
the screen something to do so it protects the screen both ways.

Bob

P.S.
The damage is caused over an extended period of time.

1032. Minix Availability

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 05:16:15 UTC
From: uzun@pnet01.cts.com
Message-ID: <1312@crash.cts.com>
Source record: 244133

Where can I get Minix, with source code, for the atari st?
Someplace with overnight shipping if possible.
-Roger Uzun

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!uzun
ARPA: crash!pnet01!uzun@nosc.mil
INET: uzun@pnet01.cts.com

1033. Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:07:00 UTC
From: FRACHEL@umiami.Miami.EDU
Message-ID: <9001310813.AA11452@ucbvax.Berkeley.EDU>
Source record: 244112

Hello,

I am planning on building a hard drive system for my 1040 st, and
was wondering which host adapter you people prefer. I have heard
many good things concerning the one from BMS (I think thats it)

Anyhow, any input greatly appreciated.

Frank Rachel
Frachel@umiami

1034. TeX program suite status (query)

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:21:35 UTC
From: csrobe@icase.edu
Message-ID: <1990Jan30.062135.15873@icase.edu>
Source record: 244150

I am running TeX and LaTex on my 1meg 1040 ST and I'd like
to see where we are.

I have the version of TeX that was distributed some time
ago. (I believe it is the C version that was compiled by GCC.)

I am more interested in the status of TeXShell and DviST.
The TeXShell that I have does not allow chaining to your editor,
but as I recall it was to be forthcoming. Did this ever
materialize?

As for DviST, I have the GEM version 3a.3 that has bugs, quirks,
and other unusualaties associated with first-time GEM programs.
(For example, it cannot be called from TeXShell.) Has this program
been updated?

In using DviST and DviDsk, I seem to be limited to roughtly 8.5x11"
paper, even though TeX allows for larger sizes as well as does my
DeskJet. Does anybody know if these programs have been updated to
handle larger page sizes e.g. 8.5x14"?

Finally, I am trying to compose a 11pt document with a san serif
\footnote font, but DviDsk says I don't have it and prints nothing
for those chars. In general, I often (always?) get complaints about
my fonts from DviDsk about my fonts. For example it says it can't
find
cmss8 mag 1500
cmr10 mag 2592
cmbx10 mag 1800

and that it is using the nearest neighbor or nothing at all.
I basically have the fonts that came with the original Tex,
DviST, and DviDsk distributions. Can somebody help me get a
commplete font set. Ideally, I would appreciate a pointer
to a brief tutorial on understanding, building, and using
TeX fonts. I would also appreciate a zoo archive of a
complete (what-ever-that-means) font set.

I guess that is enough for now, thanks in advance for any help
in these matters.

cheers,
-chip
--
* Charles S. Roberson 1328-F Mt. Vernon Ave. Williamsburg, VA 23185
* Home: (804) 229-5530 Work: (804) 221-3420
* csrobe@cs.wm.edu ...!uunet!cs.wm.edu!csrobe 71500.2056@compuserve.com

* "Experience the feel of fur -- slam your fingers in a car door!"

1035. Re: SCREENSAVER LIKE STARS FOR MAC

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:29:55 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001300629.AA15715@fsucs.cs.fsu.edu>
Source record: 244130

In article <9001260805.AA27676@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>Does anybody out there know about the existence of an ST screensaver
>that is more or less like Stars for the Mac? and where I might be able
>to locate it? Thanks,
>Gerry
>maxg@suvm (bitnet)
>ggreenbe@rodan.acs.syr.edu

There was such a beast on one of the last ST-Log disks (I believe it was the month before it's demise), but I was not too impressed with it. It was rather primative, and does not really show the ST to be the kickass graphics machine that it is (IMHO). I would love to see some really good screensavers (perhaps worms crawling over the screen, or some fireworks with arcing trajectories), but I have not the programming skills to produce one. The source was included in the magazine, so perhaps someone could snazzy it up?

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1036. Wildcard expansion

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:42:30 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8463@pogo.WV.TEK.COM>
Source record: 244137

Does anyone have a general wildcard expansion code in C or Assembler?
Something like given a filename and a wildcard mask, is the file covered
by the mask??

Thanks,

Bob Luneski

1037. Re: Monitor Burnout/ Should got a MAGNAVOX!

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:43:58 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001300643.AA15932@fsucs.cs.fsu.edu>
Source record: 244131

In article <3694@cuphub.cup.edu>, kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>
>You Shoulda gotten a MAGNAVOX 14" 8cm515 monitor...
>2 years Parts/Labor included--standard warranty!!!
>
>Has ANALOG-RGB, TTL-RGB, and COMPOSITE (I'm on my 124 now watching Cinemax
>on my MAGNAVOX....)
>
>640x240 resolution.....great for TV-useage via a VCR or as a monitor.
>
>
>BEST PART: Only runs round $239.00 compared for what I hear mos dealers
> asking for a 1224!
>
>Just thought I'd mention an affordable alternative to the netbase....
>

How easy is it to hook up to the ST?!? I am very interested in this monitor,
sounds like a very good deal.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1038. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 06:46:00 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001300645.AA15976@fsucs.cs.fsu.edu>
Source record: 244132

```
In article <526464@sally>, root@sally (Philipp Roeder) writes:
>HI.. does anybody know a possibility to read Atari Disks with an Amiga
>and Amiga Disks with the Atari ST ?
>A friend of mine has got a mailbox. The host is an Amiga. So I want
>to give him some PD-Arc-files for download. But I can't bring my ST to him
>so we cannot transfer the files by RS-232 direktly.
>--> I need a program to read Amiga disks with the St
>and anothe to read Atari ST disks with the Amiga. I think, if both can emulate
>a PC or the Macintosh there must be a way to bring them together.
>--
>
>
> und tschuess...
>
>
> ~~~> Philipp Roeder; Hauptmannsreute 40; 7000 Stuttgart-1; West-Germany <~~~
> ~~~> root@sally ...!uunet!mcsun!unido!nadia!delos!sally!root <~~~
> ~~~> Telefon: 49 711 2261199 * Fax: 49 711 295663 <~~~
> ~~~> Wenn mir jetzt ein Spruch einfiel

I have a buddy that I give gif pictures to every once and awhile, and he has
no problem reading the disks. I believe he uses a PD program, I will check
with him on that. I can be certain that it is possible from ST to Amiga.
--

-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
            | Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

1039. Re: Sozobon C: Ar fails

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 07:07:59 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1927@laura.UUCP>
Source record: 244129

In article <1923@laura.UUCP> I wrote:
>But perhaps *you* have AR.H and are able and willing to mail it
>to me.

I would like to say "thank you" to those you sent me AR.H!

Now I have it so if you also intended to mail it to me please
do not do it! (Thank you anyway.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1040. Computer Music/ Software Synthesis

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 07:18:12 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18943@dartvax.Dartmouth.EDU>
Source record: 244136

Question: Is there a public domain port of any software synthesis
packages: cmusic, Csound, CARL Toolkit, Cmix ... for the ST?

If the ports aren't PD, how do the distributors handle the copyright
portion as UCSD & MIT and Princeton own the stuff?

Is there a decent soundfile system for the ST? At what price?
ADC's or just DACS? Variable Sampling Rate?

Thanks,
Clark

1041. Re: Gulam-Shell

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 07:33:53 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1928@laura.UUCP>
Source record: 244134

In article <"90-01-27-13:50:18.26*UK14"@DKAUNI2.BITNET> UK14@DKAUNI2.BITNET ("O. Steinmeier") writes:
>I got copies of an aphatest version and a betatest version of
>the gulam-shell. Both are from 1987, so I wonder if there is a
>new release. I would like to get some information how to get
>a new version (if it exists).

Some weeks ago the author of Gulam, Prabhaker Mateti (pmateti@cs.wright.edu), told all listeners of this newsgroup that he is working on a new Gulam version. However, he is not working with the ST as often as before so it may well take some time until it is ready. (Yes, I am also waiting for the new version.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1042. Re: Monitor Burnout/ Should got a M

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 08:20:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000003@ux1.cso.uiuc.edu>
Source record: 244141

Very easy... I bought a cable from One Stop computers in Champaign IL
for ca. $12 or so. Could have made one cheaper, but it looks better.
See also: Thomson 5120 same thing, but possible cheaper (Thompson or Thomson?)

-G.M.L-K.

1043. GDOS, Write, 24 pin printers

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 09:13:55 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2494@sactoh0.UUCP>
Source record: 244155

Without dragging my system to a computer store, I have pretty much decided on either an Epson LQ-510 or a Panasonic KX-P1124 24 pin printer.

My question is if the LQ-800 printer driver that is included with Microsoft Write works with either of the two machines. I use GDOS, and would like to use the fonts that are used in Write.

Are there specific drivers for either LQ-510 or 1124 out there, that are compatible with GDOS?

The Epson, of course, uses Epson codes, but is the LQ-800 driver compatible? The Panasonic has LQ-2500 emulation, is it compatible?

I prefer the features of the Panasonic, but if the Epson works better with the WP and system I have, then Epson it is.

Or can someone recommend a low-cost 24 pin with similar capabilities?

By the way, I primarily use the Dutch font.

"If our days are numbered, why aren't they, say, lettered?"
-W.A.

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

1044. Re: Meanings of Desktop Bombs needed please..

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 09:22:35 UTC
From: J.M.Spencer@newcastle.ac.uk
Message-ID: <1990Jan30.092235.29534@newcastle.ac.uk>
Source record: 244143

In article <90027.190559O12@PSUVM.BITNET> O12@psuvm.psu.edu writes:
>Hello,
>
>Could someone out there please send me a list of the different
>meanings of the various numbers of bombs displayed by the desktop due
>to a processor exception occuring ? Thanks..
>
> -JtK

The number of bombs represents the number of the exception that occurred.
See the Motorola manual for full details, but for example, 2 bombs shows
a bus error (if memory serves me correctly) because that is exception 2.

Jonathan M Spencer q1ygq@peel.newcastle.ac.uk

1045. Re: WANTED: LONG. & LATITUDE DATA

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 09:26:27 UTC
From: J.M.Spencer@newcastle.ac.uk
Message-ID: <1990Jan30.092627.29633@newcastle.ac.uk>
Source record: 244144

Try posting this request in the amatuer radio groups. Radio hams are always exchanging positions with each other.

Jonathan M Spencer q1ygq@peel.newcastle.ac.uk

1046. Aladin r.i.p.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 09:50:05 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <1103@dutrun.UUCP>
Source record: 244113

This morning, I received a letter from Softpaquet, officially announcing the death of Aladin due to an Apple lawsuit. The planned 128k update and the remaining printer drivers will not appear.

Well, this makes me anxious to hear something from the person who wanted to make a shareware Aladin. Has he come to any conclusions yet ?

Hans

==========
Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology

1047. Re: POOLFIX3.ARC - fix program for TOS 1.4, TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 10:03:05 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4231@brahma.cs.hw.ac.uk>
Source record: 244146

```
In article <2000@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>If you got a truncated version of POOLFIX3.PRG, please send me MAIL.
>If you got a good version, don't send anything. I will mail it
>to people who got the bad copy, unless it's a LOT of people.

Naw! Post it Allan. We didn't even see the start of the file here.
Thanks.

>=========================================
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+-----------------------------------------------------------------------------+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+-----------------------------------------------------------------------------+
```

1048. Need some 212A help!

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 10:39:16 UTC
From: mrn31796@uxa.cso.uiuc.edu
Message-ID: <111500083@uxa.cso.uiuc.edu>
Source record: 244140

I have a 1200 baud MicroBaud IV 212A modem. But I dont know any of the commands. Does anyone out there know any of the 212A commands like how to make it dial etc... Thanks in advance, Mike Neuliep


```
_____________________ E-mail to:
/ /~~~~~~~~~~~~~~~\ \ mrn31796@uxa.cso.uiuc.edu (Internet)
/ /_/~\_____________\ \ neuliep@mrcnext.cso.uiuc.edu (I-net)
/~~~~~~~~~~~~~~~~~~~~~~~~~~\ FREE0102@vmd.cso.uiuc.edu (Bitnet)
| V8 plymouth| | _______ r
\ ____________________________ / Go ILLINI! | | | u
\|\_________________________/|/ | apple l
| | // |MRN 360| \\ | | Drive '74 Plymouth | | | e
| |.O/ ~~~~~~~~~ \O.| | Roadrunners! | ~~~~~~~ s
..-.. ..-.. "I'm not employed so I can say whatever
. . . . . . the hell I want to say!"
```

1049. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 10:45:40 UTC
From: hh@trillian
Message-ID: <1929@laura.UUCP>
Source record: 244139

Path: trillian
!hh

In article <1098@dutrun.UUCP> etelree@dutrun.UUCP (C.van Reeuwijk) writes:
>In article <483f7298.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>>What new systems?? The Mythical 1040STe?
>Believe it or not, but this message was typed using a 1040STe!! At least
>in Holland, they are not at all mythical, but widely available for
>a price only f 300.= (about $150.=) above the normal 1040STf price.

What's mythical about an STe? I bought one last week for 1500 DM. Although
it (not me!) killed its monitor instantly everything's fine... In fact, I
couldn't get a STFM! Now all I need are infos about the new features of the
STe, including larger memory, 68020/30 support, colors, sound etc.

Ciao, Hasko

Snail mail: | E mail: hh@trillian.informatik.uni-dortmund.de
Hasko Heinecke +---
Ostenbergstr. 97 | Computers are different from telephones!
D-4600 Dortmund 50 | Computers do not ring! -Tanenbaum

1050. What's so good about an STE?

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 10:54:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2939@water.waterloo.edu>
Source record: 244142

In a recent article 01659@AECLCR.BITNET (Greg Csullog) writes:
>To those who asked if I actually have an STE, the answer is yes. ...

I would like it if someone who has an STE and who has used a
520 or 1040 or Mega would mention some of the upgraded features
of the STE that they like the most.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1051. Source code for arc/unarc and zoo

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 12:58:01 UTC
From: maer@curie.nmr.lpc.ethz.ch
Message-ID: <9001301300.AA02956@curie.nmr.lpc.ethz.ch>
Source record: 244114

>From curie.nmr.lpc.ethz.ch!maer Tue Jan 30 13:57:46 1990 remote from ethz

Hello,

I wanted to get some files from the archives at panarthea and realized, that they
are all uuencoded and arc'd. We don't have arc/unarc on our system and I don't
have a version for the atari either.
Can somebody please mail me a copy of the source code of arc/unarc and zoo, which
is running under Unix preferably on a Sun4 running SunOS4.03 and which is not
compressed using arc or zoo. Or if it is available via a mail server please give
me a hint, from where it is available (Note: we don't have ftp access to the
internet, only mail).

Please mail any replys directly to me, since I'm not following this list regularly.

Thanks a lot for any help

Matthias Ernst

|---|
| Matthias Ernst Domain: maer@nmr.lpc.ethz.ch |
| Institut fuer physikalische Chemie Bitnet: maer@czheth5a.bitnet |
| Eidgenoessische Technische Hochschule UUCP: ...!mcvax!cernvax!ethz!maer |
| ETH-Zentrum Phone: +41/1/256-4374 |
CH-8092 Zuerich Fax: +41/1/251-4633

1052. Re: Amiga Disks read by ST & vice versa

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 13:43:08 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6086@eagle.wesleyan.edu>
Source record: 244166

In article <526464@sally>, root@sally (Philipp Roeder) writes:
> HI.. does anybody know a possibility to read Atari Disks with an Amiga
> and Amiga Disks with the Atari ST ?
> A friend of mine has got a mailbox. The host is an Amiga. So I want
> to give him some PD-Arc-files for download. But I can't bring my ST to him
> so we cannot transfer the files by RS-232 direktly.
> --> I need a program to read Amiga disks with the St
> and anothe to read Atari ST disks with the Amiga. I think, if both can emulate
> a PC or the Macintosh there must be a way to bring them together.
> --
>
>
> und tschuess...
>
>
> ~~~> Philipp Roeder; Hauptmannsreute 40; 7000 Stuttgart-1; West-Germany <~~~
> ~~~> root@sally ...!uunet!mcsun!unido!nadia!delos!sally!root <~~~
> ~~~> Telefon: 49 711 2261199 * Fax: 49 711 295663 <~~~
> ~~~> Wenn mir jetzt ein Spruch einfiel

This requires special software on the Amiga (I don't know the name of it) and
special hardware on the ST (Discovery Cartridge).

--
_=_-_=_-_=_-

1053. Re: Meanings of Desktop Bombs needed please..

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 13:57:34 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6087@eagle.wesleyan.edu>
Source record: 244171

In article <1990Jan30.092235.29534@newcastle.ac.uk>, J.M.Spencer@newcastle.ac.uk (J.M. Spencer) writes:
> In article <90027.190559O12@PSUVM.BITNET> O12@psuvm.psu.edu writes:
>>Hello,
>>
>>Could someone out there please send me a list of the different
>>meanings of the various numbers of bombs displayed by the desktop due
>>to a processor exception occuring ? Thanks..
>>
>> -JtK
>
> The number of bombs represents the number of the exception that occurred.
> See the Motorola manual for full details, but for example, 2 bombs shows
> a bus error (if memory serves me correctly) because that is exception 2.
>
> Jonathan M Spencer q1ygq@peel.newcastle.ac.uk

When the ST puts up those cute little cherry bombs, it also writes out the error number and register dump (and I think part of the stack) to an area in memory which can survive a reset. There is a program in the archives called POSTMORT which will access this memory, tell you in English what the errors were, display the registers, etc. It also comes with a set of short binaries to generate most of the errors.

Nick

--
_=_-_
Mathematics is the subject in which we never know what we are talking about,
nor whether what we are saying is true. -Bertrand Russell
_-_=_
Nicholas Steven Castellano | Box 4127 Wesleyan Station | Disclaimer: I am
ncastellano@eagle.wesleyan.edu | Middletown CT 06457 | irresponsible.
_=_-_

1054. Re: Does anybody run ICONE2?

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 15:14:02 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2941@water.waterloo.edu>
Source record: 244156

Several articles lately have said things like
"I was unable to get ICONE2 to work."

Have you? Has anybody? What sort of setup were you running on?
Is your ICONE software the same as what has been posted?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1055. Experiences with ST-speed ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 15:30:56 UTC
From: remco@tnoibbc.UUCP
Message-ID: <1381@tnoibbc.UUCP>
Source record: 244147

Hello,

Does anybody have any experience with ST-speed ? Preferably in a Mega 2.
Which programs do run and which don't. Is it fast ? No problems
with the graphics interface ? Can you use the mouse and if yes,
with which packages ? Did you try extended memory (should work in
the newest version) ?

Please respond via mail, if there is enough interest I'll summarize.

Thanks in advance,

Remco
--
Remco Bruijne USENET: remco@tnoibbc.ibbc.tno.nl PHONE: +31 15 606437

1056. Re: Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 15:31:13 UTC
From: covertr@force.UUCP
Message-ID: <48588c7a.14a1f@force.UUCP>
Source record: 244160

In article <570055@otter.hpl.hp.com>, gjh@otter.hpl.hp.com (Graham Higgins) writes:
> (Apologies for posting this reply, my email was bounced)
>
>
> I'll pass your request on to HiSoft. They don't have a usenet feed (multi
> dinero, they are most regretful about it), but they do have a section on CIX
> (U.K. version of BIX) and are quite responsive to such requests.
>
> Graham
> ======
>
> ---
> Graham Higgins | Phone: (0272) 799910 x 24060
> Hewlett-Packard Labs | gray@hpl.hp.co.uk
> Bristol | gray%hplb.uucp@ukc.ac.uk
> U.K. | gray@hplb.hpl.hp.com
> ---
> Disclaimer: My opinions above are exactly that, mine and opinions.
> ---

Thanks, a lot!!

I appreciate your efforts.

I can send you a copy of my RSC/HRD files which keep getting corrupted.
Can you post a MAIL address (international mail or someothing)
so that I can send my disk back to HiSoft.

Also, is the USA version identical to the UK version of WERCS?? Or does
that fact that I am using a USA version of TOS have anything to do with it?

I have the same problems with both TOS 1.2 and TOS 1.4 (USA version again).

Well, I do thank you !!!!

.
.
.
.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1057. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 15:42:30 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750046@hpsad.HP.COM>
Source record: 244187

>/ hpsad:comp.sys.atari.st / davidli@umn-cs.cs.umn.edu (David Paschall-Zimbel) / 7:43 am Jan 29, 1990 /

>I _do_ have several shareware programs under consideration. However, the
>shareware programmer/author should be aware that the time between download
>and evaluation may be _months_ or _years_ rather than weeks. For instance,
>the two main programs I'm considering at this time are Opus 2.2 (I've used a
>spreadsheet on the average of once per year for the past 3 or 4 years ... and
>it's been on a minicomputer at work), and a GDOS-based documentation program
^^^

1058. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 15:55:58 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34325@iuvax.cs.indiana.edu>
Source record: 244157

In article <JVX+Z^@rpi.edu> kudla@pawl.rpi.edu (Robert J. Kudla) writes:

>I'm only going to dispute this one point, as you have consistently
>glossed it over every single time you've rebutted other peoples'
>arguments.
>
>What you refuse to concede is that *most dealers and publishers do not
>demo software*.
>... and maybe 2-5% of dealers (and then only the
>ones who sell hardware to begin with) will do an in-store demo.
>
>Further, most dealers have no-return policies because they think too
>much like you- that nearly everyone who returns a product that sucks
>has in fact copied it and will distribute it.

I will dispute you on these points. A friend of mine and I own an ST-only store. I have many contacts with other dealers both in this area and across the nation. (Yes, Virginia, there are still a few dealers out there. :-) Every dealer with whom I have ever worked does demos in the store. Perhaps you are just in a "bad" area, but I think I probably have far more contact with other dealers than you have, and I would say that at most 10% of the dealers do *not* do software demos. However, I will say that I am not counting mail order places, because in that respect, you get what you pay for. One of the reasons dealers generally charge more is the time and product overhead of doing demos. I know we've had folks come in and try out various products for a couple hours before they decide whether they do or don't want it. That's a long time to tie up a salesperson and a machine.

Before we became an authorized dealer, we still did demos. There are very few places that are software-only, and most of those are mail order places, so once again, your dispute fails to hold its own ground.

Your third point touches on return policies. Returns are a difficult thing to guage, however, we generally accept them for a store credit. However, if the same person tried to return just about everything they bought, we would indeed think twice. If a dealer knows his software, he probably has very few packages that "suck". If a dealer knows his customers, he can make recommendations on packages that will suit the customer's needs. That's why you pay a dealer... for information as well as for a product.

>Please, if you're going to flame me about economic infeasibility and
>how the market would simply shrivel up if dealers accepted returns in
>lieu of doing demos, at least concede that one point- that most

>programs in most places cannot be demoed and the buyer is, in effect,
>buying blind.

Caveat emptor. Let the buyer beware.

If you are in an area where there is no dealer, learn to read... magazines,
the network, information services, bulletin boards... there is no dearth
of information available to the user who is truly interested in finding it.
In the Age of Information, there is no excuse for buying blind except
perhaps laziness... and stupidity.

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1059. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 16:08:37 UTC
From: rjd@cs.brown.edu
Message-ID: <27273@brunix.UUCP>
Source record: 244159

In article <21964@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>
>I also would like to say that anyone who is under the impression that
>there is more piracy on the ST then other computers OR that ST pirates
>are more organized is truly suffering from major delusions.
>

Sorry Chris, ask ST developers if they think they are suffering
from major delusions. There are two factors to consider:
(1) The ST has a *very* small user base compared
to the IBM or the Mac. A 25-30% theft ratio
means a lot more lost revenue to the ST developers
then the same ratio does to an IBM developer.
(2) The Atari communities theft ratio is higher than
any other platform. (40-50% based on a two year
old Compute! article.) There could be many reasons
for this...my personal theory is that the Atari
community sprung (somewhat) out of the old
8 bit Atari community, where game theft was
rampant. Perhaps that philosophy held on into
the ST community.

(Sorry to all those who think this thread doesn't belong on this
group, but I believe it does - and I think its an important issue.)

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1060. Re: Metacomco, Lattice C and Cambridge LISP.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 16:24:31 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <6756@sdcc6.ucsd.edu>
Source record: 244158

In article <570054@otter.hpl.hp.com> gjh@otter.hpl.hp.com (Graham Higgins) writes:
>As far as Lattice C goes, Lattice are a U.S. outfit, with whom a U.K. outfit
>(HiSoft) have collaborated to produce a new version of Lattice (v5), marketed
>in the U.K. by HiSoft themselves.
>Hisoft are of the opinion that as Lattice is a U.S. operation, the U.S. side is
>probably Lattice's province. I haven't any suggestions how one might track them
>down. If there are difficulties, I could ask HiSoft if they would contact
>Lattice to see if Lattice are prepared to reveal their U.S. address.

Forget Lattice, which is a @#$% company which will not support the
US ST market. Perhaps MichTron or Antic will be willing to be the
distributor for (Hisoft) Lattice V 5. for the ST in the US market (Antic was
once the distributor of Lattice Ver 3 in the US, and Michtron has
distributed a Lattice-C compitable C intrepreter from HiSoft in the
US.).

1061. RE: INFO-ATARI16 Digest V90 #103

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 17:39:16 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001310811.AA11244@ucbvax.Berkeley.EDU>
Source record: 244192

```
UNSUBSCRIBE INFO-ATARI16 Chris Hamman
```

1062. Re: Need Hard Disk Wisdom

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 17:40:05 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500013@m.cs.uiuc.edu>
Source record: 244161

Thanks for all the replies. I am not going to be able to
get around to start working on this project for a month or so.
But, when I do it, I will email a summary of what people have
mailed to me and my experiences.

--- Bri

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

1063. Re: Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 17:40:28 UTC
From: jmack@b11.ingr.com
Message-ID: <7322@b11.ingr.com>
Source record: 244180

> I wrote the article in question. If you want to add something like a
> 'LS138 decoder to a few of the higher address lines, then you can do
> what you want. reading from addresses FB00xx writes device '0' with data
> xx (note the simplification in my design - the data is actually offset
> by one bit since A0 doesn't exist on the cart. I later found out that
> -UDS can be used as A0). Addresses FB01xx could then access device '1'
> etc. The '138 will decode 3 address lines to 8 chip selects (0-7).
> If you need more, cascade them or use 4 to 16 line decoders, etc.
>
> Unfortunately, I can reach neither of the writers from here. I think
> the information may be of interest to other hackers on the net, so I
> am posting the reply and suggesting further discussion take place here
> for the benefit of all.
>
> Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
> National Water Research Institute,
> Burlington, Ontario, Canada.
>
> The future lies ahead... and behind us lies... lies... lies.

On the subject of cartridge port interfacing, I am currently working on
something that someone else may wish to build.

I have designed a method of putting 1Meg of DRAM on a small PC board that
plugs into the cartridge port. This amounts to a very easy to 'plug-in'
1MEG RAM-Disk.

By using the large amount of available address bits as input, I am able
to do two 'reads' to supply the 1MEG address. The first read supplys
the ROW address (10 bits), and the second read supplies the COLUMN
address (10 bits). These values are latched so that a PAL on the board
may perform the actual read of memory, after which a third read can get
the data. If the operation is a write, data must be supplied before
giving the ROW and COLUMN addresses.

Let me know if anyone is intertested in schematics for this project.

Cary McCormick
P.O. Box 6333
Huntsville, AL
35824-0333

1064. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 17:49:11 UTC
From: kbad@atari.UUCP
Message-ID: <2010@atari.UUCP>
Source record: 244055

gilliam@lowlif.dec.com writes:

| Is the documentation in English? Does it have a GEM interface? If so, are
| the dialogues in English? I was under the impression that an English
| language version of Turbo C for the ST is not available.

The version I use has German documentation and help files, but English text in the menus, dialogs and compiler error messages. Version 1.1, the one currently available from Borland in Germany, comes with a GEM based shell which includes the compiler and linker and a decent editor. It also includes .TTP versions of the compiler, linker and librarian. An assembler and debugger are available seperately.

The online help is eminently useful, even though I don't read German very well (about one semester worth of study, many years ago). The reason it is so useful is that it gives you function prototypes and associated information in a "hypertext" style format, where you can click on highlighted cross references in the help window for further information.

People who are interested in an English language version of the package should definitely contact Borland and let their voices be heard. As I've mentioned in previous posts, this is a fine development system. Despite some quirks, it's really fast and generates excellent code. It deserves to be seen in English speaking markets, but that won't happen unless and until Borland perceives a market for it.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1065. Re: Computer Music/ Software Synthesis

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:04:59 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1138@carroll1.cc.edu>
Source record: 244164

In article <18943@dartvax.Dartmouth.EDU> squibby@eleazar.dartmouth.edu (Clark L. Breyman) writes:
> Is there a decent soundfile system for the ST? At what price?
> ADC's or just DACS? Variable Sampling Rate?
^^^^^^^^^^^^^^^^^^

I'm afraid this one has me a little lost--in my world, these are analog-digital conv. and digital-analog conv. respectively. I'm not sure what options you think there are...

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1066. $50,000 what a stupid idea!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:05:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <E715E3944F1F40079B@UBVMS.BITNET>
Source record: 244193

Hi!!!!
I just heard about atari's new policy..you (the store) pays 50,000 and atari sends you whatever they want!!!???!!!Here in buffalo we went from 4 ST dealers about 2 months ago to 1 this month!!!!!THey say that they refuse to pay 50,000 to get as atari calls it the "Priveledge" to sell atari!!???! What kind of stupid policy is this???? Its getting to the point where atari should pay dealers to sell their equipment!!!Not have dealers pay them!! I dont mean to say I hate Atari...I love my St but I think that the marketing and management people at Atari are the ones that should go to school and learn sales and marketing!!
Jeremy Berger

Department Managment----------}MIS MAJOR
CS MINOR
University At Buffalo

1067. Re: Words of wisdom on MWC behaviour needed

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:11:17 UTC
From: kbad@atari.UUCP
Message-ID: <2011@atari.UUCP>
Source record: 244054

steve@thelake.mn.org (Steve Yelvington) writes:

| Mark Williams uses a strange method of passing extended arguments that
| encodes redirection in environment variables.

While it is true that the Mark Williams method of encoding redirection
is part of their extended argument scheme, the problem here is not
with the extended argument scheme but rather with their "unusual"
implementation of isatty() and associated funcitons.

The ARGV extended argument specification, a refined version of the MWC
extended argument method, has been documented and is supported by
Atari. Please use it. The correct way to do isatty() is also
documented and supported by Atari. Please use it.

Regarding the Fforce() fix recently mentioned by Dale...
| I'm not going to even try to describe how it works, but since kbad has
| more or less publicly blessed it, perhaps Dale or John will post some
| code.

cough Um, no. I did not publicly bless the Hblank file redirection
hack. I haven't even seen it. All I said is that processes are
guaranteed to start at IPL 0. What you do with that information is
your business - but BE CAREFUL. When you play with fire, or
assumptions about GEMDOS, it's easy to get burned.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1068. Re: Problem with asm in MEGAMAX-C

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:14:02 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1139@carroll1.cc.edu>
Source record: 244165

In article <9001300801.AA16463@ucbvax.Berkeley.EDU> K298027@CZHRZU1A.BITNET (Michael Mueller) writes:
> move.l #init,A0 ; this is not accepted !!!!!
>
>Why is the second mnemonic not accepted ? Has anybody an idea how to use
>labelled adresses ?

My 680x0 assembler is a little rusty, but I'll give it a shot anyway...

The pound sign moves immediate data into a register. If you're trying to put the address of init into A0, the command would be 'move.l init, A0'. If you want to move the contents of the location pointed to by init, then you'd do a 'move.l (init), A0'. I think that's right.
So the only reason your line doesn't work is that it (the compiler) is expecting immediate data (a number) where you have a symbol.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1069. Re: Monitor Burnout/ Should got a MAGNAVOX!

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:20:32 UTC
From: johnf@stew.ssl.berkeley.edu
Message-ID: <1990Jan30.182032.26630@agate.berkeley.edu>
Source record: 244163

In article <9001300643.AA15932@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <3694@cuphub.cup.edu>, kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
>>
>>You Shoulda gotten a MAGNAVOX 14" 8cm515 monitor...
>>2 years Parts/Labor included--standard warranty!!!
>>
>>Has ANALOG-RGB, TTL-RGB, and COMPOSITE (I'm on my 124 now watching Cinemax
>>on my MAGNAVOX....)
>>
>How easy is it to hook up to the ST?!? I am very interested in this monitor,
>sounds like a very good deal.
>
If this is the same monitor which was being sold under the Commodore
nameplate as the 1084 for a while, it is junk. Ask any 1084 owner
(like me). Commodore eventually dropped Magnavox as their manufacturer
and went back to whoever made their original Amiga monitors (Phillips, maybe?).

It does make a great video monitor though...

John Flanagan Space Sciences Laboratory
johnf@sag4.ssl.berkeley.edu University of California
(...!ucbvax!sag4.ssl!johnf) Berkeley, CA 94720
Manners Maketh Man. (415) 643-6308

1070. Strange Problem, not resolved.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 18:21:49 UTC
From: O12@psuvm.psu.edu
Message-ID: <90030.132149O12@PSUVM.BITNET>
Source record: 244172

Hello,

Thanks to whoever posted the suggestion to use _exit() rather than exit(). Actually, I wasn't using exit() explicitly, but assumed that it would be called by default when the code runs out and hits the last curly brace in main(). Anyway, putting it in explictly didn't help, and using _exit() made things worse: now I get 6 bombs, or possibly 3 bombs displayed twice, as there is a brief delay between the display of the first triplet and the next triplet of bombs. I even got rid of rsrc_free() by using mrsrc_load() and linking the RSC tree at compile time. Didn't change a thing. I can't figure this out...
-Jtk

1071. RE: INFO-ATARI16 Digest V90 #121

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:03:25 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001310811.AA11314@ucbvax.Berkeley.EDU>
Source record: 244194

```
UNSUBSCRIBE info-atari16 Chris Hamman
```

1072. Help! Diskette drive problems

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:16:43 UTC
From: lorena@infmx.UUCP
Message-ID: <3263@infmx.UUCP>
Source record: 244177

I have a problem with my Atari 520ST and would appreciate any help from anyone who may have had experiance with a similar problem.

The machine is an old model Atari 520ST with a memory modification to take it to 1 meg. The problem happened all of a sudden one night. I had left the CPU running with the monitor turned off. I heard from across the room a faint ticking noise and upon investigation found that it was the drive head clicking.

I turned the monitor on and there where lots of colors on the screen. Thinking that I had a problem with the MMU chip (I have had to reseat it a number of times in the past by dropping it on a hard surface... the recomended treatment for such problems I was told) so I turned the machine off, unplugged all cords and dropped it onto the floor.

When I plugged it in, the machine booted off my hard disk as usual, but I could no access my floppys!

I have two questions:

1) What chip needs replacing.

2) If it is the Western Digital chip, where is a source for replacement.

At this point, any information is appreciated. Thanks in advance.

1073. Page flipping using interrupts.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:20:00 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2447@cs-spool.calgary.UUCP>
Source record: 244199

Hi there. This is a problem for all you ST graphics hacks:

Let's say I have two 32K buffers allocated in memory (each
32K buffer contains a bit mapped image to be displayed on
the ST's screen). We'll also assume that there is a pointer
to the start of each buffer ("page").

What I want to do is use the ST's vertical blanking interrrupt
to trigger the execution of a small chunk of code every time
the screen is refreshed (this isn't hard).

The code has to cause the screen's "physical base pointer" (PBP) to
alternate between the starts of each of the two pages. Obviously
I can just assign the value of the first page's pointer to the
PBP on one interrupt, and then assign the second page's pointer to
the PBP the next (and continue in this fashion using this "swapping"
method)...

Here's the problem:

Can I use the OS's allready present "set physbase" call to set the
new PBP? I don't think so, since I'd have to use a TRAP instruction
(in 68000 assembly), and a TRAP also generates an interrupt
(correct me if I'm wrong, but generating an interrupt WITHIN an
interrupt will cause a bomb, right?).

And there's another problem with this method: "set physbase" waits
until each vertical blanking interrupt to set the new value (if
memory serves..). That's the interrupt I'm allready processing.
It could get ugly.

If my "fears" are confirmed, then I'll have to actually find the
address of the PBP in MEMORY and set it THAT way (which is a little
messy for my taste, but I'll do it if I HAVE to)

Thanks in advance,

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ ms@flip.cpsc.UCalgary.CA
/ / / (_/____/ Fidonet : Marc Schroeder @ 1:134/47
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

1074. AtariST color monitor on PC?

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:22:40 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <7935@shlump.nac.dec.com>
Source record: 244167
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

The Atari ST has a fairly decent color monitor (for its price), and
resembles CGA in its resolution (640x200x16 colors). Is this monitor
electrically compatible with CGA? If any netlanders have tried it I'd
be curious to find out what you need... I have both machines, with
monochrome on the clone and color on the ST, but occasionally would
like color on the clone. Thanks,
fred

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388

1075. Re: Metacomco, Lattice C and Cambridge LISP.

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:32:49 UTC
From: covertr@force.UUCP
Message-ID: <4859647c.14a1f@force.UUCP>
Source record: 244154

In article <570054@otter.hpl.hp.com>, gjh@otter.hpl.hp.com (Graham Higgins) writes:
>
> In the U.K. Lattice V5 is now available from Hisoft and here I quote:
>
> "Lattice C ver. 5
>
> * Completely new version developed by HiSoft & Lattice
> * Full ANSI-standard compiler and libraries
> * Generates fastest code ever (> 2000 Dryhstones/sec!)
> * Choice of fully integrated environment or CLI (supplied)
> * Comes with Compiler, Linker, Assembler, Editor, CLI, WERCS,
> Global Optimiser, ST Libraries, full manual etc."
>
>
> Graham
> ======

Graham, could you post the full price of the Lattice C version 5??

You only posted the upgrade price in this message.

Also, would I get a newer version of WERCS with version 5??

You might remember that I have been using WERCS but an old version which
crashes my HRD files. I would buy Lattice C version 5 if I knew that I
would get a good WERCS with it!!

The ANSI compatibility is another reason why I am interested in it. I wonder
who is distributing Lattice C in the USA now?

Well, thanks alot

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1076. Re: Monitor Burnout/ Should got a M

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 19:39:39 UTC
From: covertr@force.UUCP
Message-ID: <48596a9b.14a1f@force.UUCP>
Source record: 244153

In article <16000003@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
> Very easy... I bought a cable from One Stop computers in Champaign IL
> for ca. $12 or so. Could have made one cheaper, but it looks better.
> See also: Thomson 5120 same thing, but possible cheaper (Thompson or Thomson?)
>
> -G.M.L-K.

MY mom and two sisters live in Urbana Ill and while I was there last Thanksgiving
I looked for an Atari dealer. I could only find one and that was One Stop
Computers. I drove looking for One Stop computers and it appears that they are
in a HOUSE!! Not a store at all but a HOUSE in a residental section of Urbana
near the University of Illinois.

My question is:

Are there any other ST dealers in the USA which operate out of a house?? I mean stores
with retail sales, not just mail order.

It seemed kinda strange to me, but I am spoiled by my local Atari dealer
who has TWO real stores!!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1077. software theft

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:09:19 UTC
From: davidli@umn-cs.cs.umn.edu
Message-ID: <1990Jan30.200919.7714@umn-cs.cs.umn.edu>
Source record: 244182

In article <27273@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
> (2) The Atari communities theft ratio is higher than
> any other platform. (40-50% based on a two year
> old Compute! article.)

I do not consider it valid to take statistics from a 2-year old article in a popular press computer magazine to enhance your current argument. The statistics would have had to have been compiled sometime back in 1986, which is more like 3 years ago -- at which time the Atari ST was barely up and running in the United States market.

It is, unfortunately, very difficult to assess the reason for poor software sales. The folks at Spectrum Holobyte, for example, were complaining about poor sales (due to theft) BEFORE a single advertisement for their product hit the magazines.

(I actually got a chance to play with the program for about 3 days, and was not impressed. Count one person who didn't go out and, as one anti-pirate suggested "Buy anything that comes out for the ST so developers will write more software.")

My own software purchases totalled about $100 in 1989. Perhaps one of the reasons for lower than expected software sales could be that the publishers aren't providing me with any software that I particularly want, let alone need. Multiply one person by 200,000 and you have a 20 million dollar market, while publishers might be expecting perhaps a 100 million dollar market. It's easy to blame theft for poor sales, while the real problem may be that some products simply don't attract enough attention (or fulfill enough peoples' neds) to merit more sales.

-- David Paschall-Zimbel

1078. ST color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:12:53 UTC
From: movold@agnes.acc.stolaf.edu
Message-ID: <11080@thor.acc.stolaf.edu>
Source record: 244169

Is there anybody out there needing a color monitor? I no longer need mine, and will be willing to part with it for $150. Send email and I'll get back to you in a week.
-Erik

1079. Re: Meanings of Desktop Bombs needed please..

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:23:49 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20321@watdragon.waterloo.edu>
Source record: 244170

In article <90027.190559O12@PSUVM.BITNET> O12@psuvm.psu.edu writes:
>Hello,
>
>Could someone out there please send me a list of the different
>meanings of the various numbers of bombs displayed by the desktop due
>to a processor exception occuring ? Thanks..
>
> -JtK

The number of bombs on the screen is equal to the number of the
processor exception. These are as follows:
2 bus error
3 address error
4 illegal instruction
5 zero divide
6 CHK instruction
7 TRAPV instruction
8 Privilege violation
9 Trace
10 Line A emulator
11 line F emulator
12 - 14 reserved

This info is a summary of the bombs entry from the MWC manual.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1080. Re: Computer Music/ Software Synthesis

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:26:41 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18960@dartvax.Dartmouth.EDU>
Source record: 244149

In article <1138@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:
>In article <18943@dartvax.Dartmouth.EDU> squibby@eleazar.dartmouth.edu (Clark L. Breyman) writes:
>> Is there a decent soundfile system for the ST? At what price?
>> ADC's or just DACS? Variable Sampling Rate?
> ^^^^^^^^^^^^^^^^^^
>
> I'm afraid this one has me a little lost--in my world, these are analog-
>digital conv. and digital-analog conv. respectively. I'm not sure what
>options you think there are...
>
>--
>David L. Newton | uunet!marque!carroll1!dnewton

Computer Music is not inherently real time (i.e.MIDI). The
programs I mentioned run in UNIX and allow a composer to specify
networks of virtual synthesis modules (like a Buchla 200) and then
they spit out samples to a file. I would need Digital to analog
converters to hear any sound I generated, and Analog to Digital
converters to use these programs to process externally generated
material (like Ethel Merman). I know there has been a port, as
I talked to someone at ICMC (conference) who used Csound on an
ST, but I've lost his address. (For those interested in software
synthesis, a note: a minute of sound could tie up your computer
for days.)

Sinc,
Clark

1081. Picture Converter

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:33:00 UTC
From: UK61@DKAUNI2.BITNET
Message-ID: <"90-01-30-12:33:34.80*UK61"@DKAUNI2.BITNET>
Source record: 244123

Hi,

I'm writing a program that converts MAC Paint Pictures in Gem Image
files and vice versa. As I don't want to reinvent the wheel, I ask
here wheter somebody has written some code (I prefer C) that packs
a monochrome Bitmap into a Gem Image or a Mac Paint file. I also
plan to include the TIFF Format, so if you have a packer for this
please let me know.
As it's much easier to unpack images, I can write the unpacking code
on my own (part of this is already done) but if YOU have written such
a procedure or program I'd be really happy to get the code, because
it saves me much time.
At the momemt I'm writing the Gem-Interface for the program and this is
really a lot of work to do if you have to begin from scratch. I plan to
release the program into the PD in a few weeks.

Thanx a lot .... Bernd Feist

==
* BERND FEIST * E-MAIL: UK61@DKAUNI2.BITNET *
==
* HIER KOMMT NOCH EIN DUMMER SPRUCH HIN .... *
==

1082. RE: INFO-ATARI16 Digest V90 #124

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:52:35 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001310813.AA11422@ucbvax.Berkeley.EDU>
Source record: 244197

```
UNSUBSCRIBE info-atari16 Chris Hamman
```

1083. Re: (repost) POOLFIX3.ARC - fix to TOS 1.4 and STe TOS

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 20:59:38 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Jan30155547@dsrgsun.ces.CWRU.Edu>
Source record: 244173

in the recently posted poolfix3.prg and the older rainbow patch, i noticed that the 'dont clear bss' bit is not set in the header. is there a reason for this?? any consequences if we set this ourselves.

apratt: how about sending out a binary diffs (a convenient way is to hexdump, and send out context diffs of the hexdumps) from the t1.4 image, that fixes these problem, so that those of us with eproms can fix them. (i really hate auto\patches).

--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1084. Ataris and Midi

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 21:01:32 UTC
From: dvac@druwa.ATT.COM
Message-ID: <4620@druwa.ATT.COM>
Source record: 244127

Our band is wanting to get into some Midi now that we have a Yamaha PTX8 Electronic Drumkit, Yamaha TX16W Sampler, and a Kawai keyboard, all Midi..

I priced the stuff I would have to get for my Apple II at about $225 to get on board with it. A friend of mine said he could get me a 1040ST with built in 800K drive, 1 Meg RAM, and Monitor for about $500.

My question is directed to those Midi Mongers out there who play with midi all the time.... Is the Atari the best computer for Midi for the price?! Is the midi software good?! We just want to use the Midi Computer as a sequencer to throw some keys on top of some stuff that we want to do, but are short an extra band member... However, I would like to get something that is flexible enough so that if we decide we want to sequence together like 3 or key tracks and a couple tracks of sampled sounds, etc... if we get the burning urge...

I would like to get open-minded comments...So please give good and bad points about Midi on the Atari-ST. Also, does most of the good Midid software work on both the 1040 and the 520?! If we can get by with spending even less for the 520 and still get the use out of the sequencer that we want, that would be great also...

Thanks in advance for any info!

Later - Dan Vachon - !att!druwa!dvac

1085. Re: Floptical drive update -- What a bummer!

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 21:27:07 UTC
From: brianw@microsoft.UUCP
Message-ID: <10408@microsoft.UUCP>
Source record: 244183
Cross-posted to: comp.sys.apple,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.ibm.pc

In a previous article lphillips@lpami.wimsey.bc.ca (Larry Phillips) writes:
>
>. Unless something has come along that I didn't notice,
>(altogether possible) most 'flopticals' are 3.5" diskettes that look much like
>the regular diskettes, but have optical positioning and clocking data written
>onto one side, and hold anywhere from 10 to 30 megs or so.
>
>-larry

Just FYI,

About 4 years ago, there was an Apple dealer who was selling 20 Meg removable media drives based on special 5.25" floppies. This drive also used optical correction in aligning the heads, but I was doubtful about the reliability of putting 20 Meg on a disk that could come in contact with contamination.

These newer 3.5" floppy-based drives seem lower risk, since the shutter would help keep away much of the debris that can collect on floppies.

Brian Willoughby
UUCP: ...!{tikal, sun, uunet, elwood}!microsoft!brianw
InterNet: microsoft!brianw@uunet.UU.NET
or: microsoft!brianw@Sun.COM
Bitnet brianw@microsoft.UUCP

1086. RE: INFO-ATARI16 Digest V90 #125

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 21:34:32 UTC
From: AXCSH@ALASKA.BITNET
Message-ID: <9001310814.AA11482@ucbvax.Berkeley.EDU>
Source record: 244189

HELP ME!!!! Can anyone tell me where I send to to unsubscribe?

Thanks,
Chris Hamman

1087. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 21:44:43 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2080@syma.sussex.ac.uk>
Source record: 244200

From article <1990@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
>
> I don't know why Atari UK doesn't read netnews, but your comments
> (and Neil's, and all the other reasonable gripes that I've seen
> from U.K. users) are being forwarded to the Tramiels.
>
Thanks Ken. Much appreciated. For the record, I don't think Atari UK are malicious or even particularly incompetent - just overworked. I believe the company's just a little too 'lean and mean' these days. Too many products - from the Lynx to the Transputer workstation - and too few people to support them.

Graham

ps. UK mags have been saying that disks formatted with the STE and TOS 1.6 are not readable by IBM PCs. Any comments?

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1088. Re: Keyboard Question

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 22:37:20 UTC
From: bro@nysa.rice.edu
Message-ID: <4438@brazos.Rice.edu>
Source record: 244152

In article <2933@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
#In article <9001260516.AA01809@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
#> ...
#>Tech Specialities makes some cases. ...
#> ... several netters spoke of bad experiences with this company. ...
#> ...
#>I suggest you request a catalog, they gave me one with a phone call.
#
#I requested a catalog (via FAX) over a month ago, and so far
#have had no response. I suspect that they are out of business.

As of last week, they are still there and still VERY busy. Some of the problems might be due to that busy-ness: the only problem I have ever had with them is slowness due to to many other things going on and my individual problems necessarily being low priority to them. I got my catalog last week when I dropped my hard drive off for service.

Doug Monk (bro@rice.edu)

Disclaimer: These views are mine, not necessarily my organization's.

1089. Re: Problem with asm in MEGAMAX-C

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 22:47:14 UTC
From: dac@ukc.ac.uk
Message-ID: <2776@gos.ukc.ac.uk>
Source record: 244148

In article <9001300801.AA16463@ucbvax.Berkeley.EDU> K298027@CZHRZU1A.BITNET (Michael Mueller) writes:

```
>asm {
>init: move.l #1234,A0
> move.l #init,A0 ; this is not accepted !!!!!
> bra init ; this is OK
>}
>
>Why is the second mnemonic not accepted ? Has anybody an idea how to use
>labelled adresses ?
```

The second move.l ought to work (that is, it's correct assembler syntax).
You could try:

```
movea.l #init,A0 ; if the assembler's fussy
```

or

```
lea init(PC),A0
```

or

```
lea init,A0
```

as two alternatives.

In case you're not familiar, lea loads the EFFECTIVE ADDRESS of the operand into the address register. So, whereas `movea.l init,A0' would put the CONTENTS of `in' into A0, `lea init,A0' put the address of `init' into A0.

On a simple level, `movea.l #N,An' and `lea N,An' are equvalent.

On the other hand, you simply may not be able to use `init' in that context. It may be a compiler restriction. I haven't used it so I'm guessing. Try lea and that might work.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

1090. FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 22:50:53 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6157@eagle.wesleyan.edu>
Source record: 244179

What does the program FORMDIAL from the archives do? The index says it speeds up dialog boxes, but I got it and unarchived it, and it contains no documentation, and doesn't seem to affect system performance, and doesn't display any messages or anything, just exits. Programs like that make me nervous.

Any info on this would be welcome...if you don't have any experience with it but know 68000 assembler pretty well, it's only about 500 bytes so it shouldn't be too hard to disassemble. I looked at it myself but I don't know 68000 assembler well enough to make anything of it.

Thanks...
Nick

--
_=_-_=_-_=_-

1091. Program wanted...

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 22:55:39 UTC
From: gmr@mentor.cc.purdue.edu
Message-ID: <6871@mentor.cc.purdue.edu>
Source record: 244151

I have a Mac emulator and was wondering if anyone had a program or init to read the system defaults from disk? I really hate to go to control panel and select mouse and then click on fast, just to get the mouse to move at a reasonable speed. A friend said he thought such a thing existed but I have never seen it. If someone could send me either the program or the name and a anonymous ftp that has it I would appreciate it. Thanks.

--
Craig Barnhart Usenet: gmr@mentor.cc.purdue.edu
436 S. Chauncey Apt #6
West Lafayette, IN 47906

1092. Re: TeX on the ST from Current Notes Magazine

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 23:12:20 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750047@hpsad.HP.COM>
Source record: 244186

>Current Notes Magazine for December 1989 has an excellent article on
>TeX for the ST. They also have five discs in their library that
>represent the distribution kit including LaTeX, MetaFont, SliTeX,
>PicTex, and (I think) BibTeX. The discs come with documentation and
>examples for their use.
~
>Horace Mitchell, the author of the piece, did an outstanding job of
>putting all of this together and providing extra documentation.
~

I'd like to confirm this message. I called CN and requested the discs.
Received them in about 5 days.

The instructions on the disc are very clear and spell out exactly how
to set the system up. The files on these discs seem to be the same
ones I was having trouble with just a couple of weeks ago. The author
HAS done an outstanding job with the additional documentation.

Thanks to John Barnes for the pointer and to Horace Mitchell for putting
the package together.

-Bob

---------------------------------- --
Bob Waltenspiel	e-mail: bobw@hpsad (hplabs!hpsad!..)
ATE Software Team	Telnet: 794-3091
HP Signal Analysis Division	AT&T: (707) 794-3091
1212 Valley House Dr.	HPDesk: Bob WALTENSPIEL/HP5300/A0
Rohnert Park, CA 94928-4999	HP Mailstop: 1UR-M
---------------------------------- --

This goes along with another belief of mine: that everyone else my age
is an adult, whereas I am merely in disguise.

Margaret Atwood
"Cat's Eye"

1093. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 23:13:20 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1574@cs.rit.edu>
Source record: 244063

In article <27273@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>In article <21964@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>>
>>I also would like to say that anyone who is under the impression that
>>there is more piracy on the ST then other computers OR that ST pirates
>>are more organized is truly suffering from major delusions.
>>
>
>Sorry Chris, ask ST developers if they think they are suffering
>from major delusions. There are two factors to consider:
> (1) The ST has a *very* small user base compared
> to the IBM or the Mac. A 25-30% theft ratio
> means a lot more lost revenue to the ST developers
> then the same ratio does to an IBM developer.

This I agree with.

> (2) The Atari communities theft ratio is higher than
> any other platform. (40-50% based on a two year
> old Compute! article.) There could be many reasons
> for this...my personal theory is that the Atari
> community sprung (somewhat) out of the old
> 8 bit Atari community, where game theft was
> rampant. Perhaps that philosophy held on into
> the ST community.

How can you say this? I think ST owners buy a larger share of
software than users of ANY other computer. I know quite a number of
ST owners, and EVERY ONE OF THEM has bought a lot of software,
myself included!

On the other hand, the biggest pirates I've seen are people with
IBMs, Macs, and to a lesser extent, Amigas. And not just in this
area either (Rochester, NY). I live in Connecticut (when I'm not
taking classes at RIT), and the situation there is the same. I
refuse to believe that ST owners pirate worse than their IBM/Mac/Amiga
counterparts.

>(Sorry to all those who think this thread doesn't belong on this
> group, but I believe it does - and I think its an important issue.)
==========
So do I.

>
> - Rob DeMillo | Internet: rjd@brown.cs.edu

____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____________________/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

1094. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 23:48:19 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Jan30.234819.11445@murdoch.acc.Virginia.EDU>
Source record: 244188

In article <27273@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:

>(Sorry to all those who think this thread doesn't belong on this
> group, but I believe it does - and I think its an important issue.)

You know, Rob, the people a year ago who started the last flame-war on
this topic thought it belonged here. I don't see why you want to do it
all over again.

If you still insist on doing it, you can avoid doing this:

> (2) The Atari communities theft ratio is higher than
> any other platform. (40-50% based on a two year
> old Compute! article.)

Proof? This is proof? A two year old article, which had some sort of survey
which didn't encompass a statistically significant portion of Atari ST
owners, much less any other platform?

Please, don't waste our time and money.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

1095. Re: FTP sites ?

Newsgroup: comp.sys.atari.st
Date: 1990-01-30 23:59:01 UTC
From: piet@cs.ruu.nl
Message-ID: <2364@ruuinf.cs.ruu.nl>
Source record: 244184

In article <9001260802.AA27507@ucbvax.Berkeley.EDU>, K298027@CZHRZU1A (Michael Mueller) writes:
`Just two days ago, Joachim Vance gave a list of available anonymous ftp sites.
`Most of these sites were situated in the US. What about Europe ?
`
sol.cs.ruu.nl [131.211.80.5] also has a lot of Atari stuff.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

1096. Re: Jet Simulators

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 01:08:41 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001310109.AA25653@fsucs.cs.fsu.edu>
Source record: 244175

In article <9001200632.AA25905@jupiter.nmt.edu>, ehsnsr@JUPITER.NMT.EDU (Eric Hobbs) writes:
>....
>I really want to get a GOOD jet simulator, but I have a few questions....
>
>1) Does Falcon work in monochrome?
>....

No, but Flight Simulator II does. Not as nice as color, and pretty non-violent, but a very nice simulation all the same. Falcon (and Populus) easily provide rational for the purchase of a color monitor (IMHO).

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1097. Re: GDOS, Write, 24 pin printers

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 01:13:41 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001310114.AA25701@fsucs.cs.fsu.edu>
Source record: 244174

In article <2494@sactoh0.UUCP>, mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>My question is if the LQ-800 printer driver that is included with
>Microsoft Write works with either of the two machines. I use GDOS,
>and would like to use the fonts that are used in Write.
>

I have seen this printer work with Wordup (LQ800 driver installed). Worked fine, and looks great. I assume that the LQ2500 is downwardly compatible with the LQ800. Incidentally, the printer was purchased for about $270 from an outfit in New York (if memory serves). I found this unbelievable, given the quality of the printer. I could dig up the address from the purchaser if y'all want it.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1098. ST stores in houses (was Monitor Burnout)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 02:10:41 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <34386@iuvax.cs.indiana.edu>
Source record: 244176

Bits 'n PCs of Indianapolis runs out of a house...sort of. The store is in a house, but I'm not sure if anybody actually lives there. I may be mis-remembering, but I seem to recall that they had trouble with Atari over becoming a 'business dealer' because they were in a house as opposed to a flashy storefront (don't quote me on that one (at least not by name!)).

A good store with good support, software- and hardware-wise.

Jeff

1099. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 02:14:00 UTC
From: ron.sharp@canremote.uucp
Message-ID: <90020121141238@masnet.uucp>
Source record: 244138

So. If Atari has been improving its deal for developers, why haven't they been telling anyone about it? A little information in the Atari Explorer would go a long way. (Like, what are the options for becoming a ST, STe, TT, or ATW developer? Are they on display behind a "Beware of the Leopard" sign?)

~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1100. Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 03:29:56 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Jan31.032956.28008@gpu.utcs.utoronto.ca>
Source record: 244178

Sorry if this has come up before, but I am really in need of info
regarding a reliable way to verify the integrity of the FAT.
Hopefully, the program should also go ahead and fix lost clusters,
etc. as automatically as possible.

Many thanks.

Pavneet Arora
...!utgpu!rom!pavneet

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

1101. Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 03:56:53 UTC
From: bane@mimsy.umd.edu
Message-ID: <22199@mimsy.umd.edu>
Source record: 244181

The dreaded keyboard-repeat-and-lock crash bug is apparently not gone in TOS 1.4. For those of you who haven't seen it before, what happens is after several minutes of fairly steady typing in an editor (I use Word Writer), the keyboard suddenly starts slowly retyping the last seven or so keys you typed, over and over again. After about 10 repeats, your program crashes.

This hadn't happened to me for over a year until tonight; I had hoped that it was some bad desk accessory that I had abandoned. WRONG. This time, I have some information that may be useful to some real ST wizards, as I was running under Neodesk and landed in its error handler. The strange thing is that I landed there twice; once from Word Writer, and again after exiting the handler when it tried to reload Neodesk. The second time locked the keyboard for good, necessitating a reboot.

I would like to try and narrow down the conditions under which this happens. If you've had it happen to you, please send me mail describing your system set-up and what you tend to be doing when it hangs on you. Eventually I'll summarize it to the net. A descrption of my system and the dump follow.

520 ST, upgraded to 2.5 Meg with Tech-Specialites board
BMS-100/Adaptek 4000/Quantum 80 Meg hard disk
Mono Monitor
DAs:
Neo Control Panel and Printer Queue (corner clock on)
Extras (a file-selector replacement which is STILL better than TOS 1.4's)
Disk Manager (a floppy munger from Michtron)
Desk Pac Plus (a calendar/calculator/notepad thing from Advanced Environments)

Register dumps: C1 = first crash, C2 = second crash, * = same as C1

C1 C2
d0 38 *
d1 808b0 708b0
d2 2300 97702300
d3 4 *
d4 e *
d5 0 *
d6 5 *
d7 800e 7000e

a0 e40105 *
a1 83c18 77d0a
a2 275de6 fcab7a
a3 84cc4 0
a4 79d7a 77cf0
a5 0 *

```
a6 7a38 *
a7 7a24 *

SSP 7a24 *
USP 84cbc 79080
instr 3d50 *
sr: 2300 *
pc: fe3a1e *
--
ARPAnet: bane@mimsy.umd.edu
UUCP:...umcp-cs!bane
```

1102. pc-ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 05:31:28 UTC
From: pietrzak@mango.CES.CWRU.Edu
Message-ID: <1990Jan31.053128.1498@usenet.ins.cwru.edu>
Source record: 244185

I just received my pc-ditto II through the mail today! The board measures about 4 3/4 by 7 1/4 inches, and contains an NEC V30 chip and a socket for an 8087-1 coprocessor. It connects to the ST by piggybacking on the 68000 with a solderless clip-on attachment (great for hardware klutzes like me). Unfortunately, when I opened up my mega, I discovered a small "patch chip" grafted to the top of my 68000. In the installation manual (which, by the way, is relatively helpful and thorough in describing the procedure to put the board in place) does mention this problem, and offers two solutions to the problem; namely moving the patch out of the way with the help of a few wires (by your dealer), or purchasing an Expansion Bus Connector to bypass the problem completely (probably what I will do).

The other problem I have had is that the pc-ditto II user manual was not included in my package (although it was mentioned in the installation manual), so I don't really know the final specs for this board. Hopefully, I'll be able to get this and the bus connector from them in the near future.

Just wanted to pass along the good word . . .

J P pietrzak@ces.cwru.edu

1103. Re: Chaos Strikes Back - Call for exper

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 06:12:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000004@ux1.cso.uiuc.edu>
Source record: 244052

```
Get a life!
```

1104. Memory Allocation Routines...

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 06:49:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000005@ux1.cso.uiuc.edu>
Source record: 244053

After developing Spufile V2.0 off and on for two years and
eventually giving up because of constant crashes someone tells
me a few months ago of the Malloc problems... ARGHH!. I wrote
the following routines in TURBO C V1.0 (if anyone has V1.1, I would
like to know if the upgrade is worth it), to handle memory management.
They seem solid... i.e. I've run Spufile, which performs a great
many memory operations many times with no apparent problems.
(Coming soon HFS support).

If anyone can use these or care to comment about their lack
of efficiency, I'd love to hear it...

```
/***** Code follows *****/

/************************************
Memory Request Handler
************************************/
#define MREOLIST 0x10
#define MRUNUSED 0x02
#define MRALLOCD 0x01
typedef struct
{
void *buf;
long size;
int flag; /* 1=in use, 2=unused, 0x10 = end of list */
} MBLK;
#define MBLSIZE ((long)sizeof(MBLK))

void *mchunk;
long memtot,memfre,mblcnt;
MBLK *mbl; /* Block list */

void mrinit(void)
{
memfre=(memtot=(long)Malloc(-1L)-0x8000L);
mchunk=Malloc(memfre);
mbl = (MBLK *)((char *)mchunk+memfre-MBLSIZE);
memfre -= 0x4L;
mbl->size = memfre;
mbl->buf = (MBLK *)mchunk;
mbl->flag = (MREOLIST | MRUNUSED);
mblcnt = 0x1L;
}

void mrkill(void)
{
```

```
Mfree(mchunk);
}

void mrfree(void *buf)
{
MBLK *blk,*bk2;
long cnt;

blk = mbl + 1;
do {
blk -= 1;
if (blk->buf == buf)
{
blk->flag = MRUNUSED;
memfre += blk->size;
break;
}
} while (!(blk->flag & MREOLIST));
/* Consolidate adjoining unused blocks */
blk = mbl;
bk2 = blk - 1;
cnt = mblcnt;
do {
if ((blk->flag & MRUNUSED) && (bk2->flag & MRUNUSED))
{
--mblcnt;
blk->size += bk2->size;
blk->flag = bk2->flag;
memmove(blk-cnt,bk2-cnt,cnt*MBLSIZE);
memfre += MBLSIZE;
}
else
{
blk -= 1;
bk2 -= 1;
}
--cnt;
} while (!(blk->flag & MREOLIST) && cnt);
}

void *mrreq(long amt)
{
MBLK *blk;
void *buf;
long cnt;

buf = NULL;
++amt;
amt &= 0xfffffffeL;
cnt = mblcnt;
blk = mbl;
```

```
if (memfre >= amt)
{
while ((blk->flag & MRALLOCD) || (blk->size < amt))
{
--cnt;
--blk;
}
if (cnt > 0)
{
memmove(blk-cnt,blk-cnt+1,cnt*MBLSIZE);
++mblcnt;
(blk-1)->size -= amt;
buf = (blk->buf = (blk-1)->buf);
(char *)((blk-1)->buf) += amt;
blk->size = amt;
blk->flag = MRALLOCD;
memfre -= (amt+MBLSIZE);
}
}
if (buf == NULL)
mess("Out of Memory");
return(buf);
}
```

1105. Re: Does anybody run ICONE2?

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 06:59:36 UTC
From: tomas@m2cs.uu.no
Message-ID: <1990Jan31.065936.10371@m2cs.uu.no>
Source record: 244190

ljdickey@water.waterloo.edu (L.J.Dickey) writes:

>Several articles lately have said things like
> "I was unable to get ICONE2 to work."

>Have you? Has anybody? What sort of setup were you running on?
>Is your ICONE software the same as what has been posted?

I posted this already once a few days ago, but I am not sure if ever
went out to the world. So here it is again.

Yes, I have been using ICONE2 for a long time (ca. 1.5 years or more). It's
a little program that replaces the desktop icons (the ones for files and
folders) by much nicer ones. You can set wildcards for the various icons
and you can even create your own ones. It's really neat and I love it.
However, if you have one of those alternate desktops, you won't need it
since those desktops have icons on their own.

As far as I know the accessory is written in a non portable way. It
assumes TOS 1.2 (Blitter-TOS), and patches the TOS directly (I don't
know this for sure, it's just a rumour). Because of this I don't expect
it to run under TOS 1.4 :-((No, I don't have TOS 1.4 yet :-(()
--
Tomas Felner
Modula-2 CASE Systems AS | Internet: tomas@m2cs.uu.no
Maridalsveien 139 | Phone: +47 2 379784
N-0461 Oslo 4, Norway | FAX: +47 2 356448

1106. upgrading PC-Minix to ST-Minix

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 07:07:49 UTC
From: marks@mgse.UUCP
Message-ID: <1050@mgse.UUCP>
Source record: 244162
Cross-posted to: comp.os.minix,comp.sys.atari.st

I have PC-Minix 1.3 but right now i can't spare the PC. I have an Atari
520 ST, is it possible to upgrade from a PC version of minix to a ST
version? Is there an ftp site that has the upgrade patches?

Thanks.
--
Mark Seiffert, Metairie, LA.
uucp: rex!mgse!marks
bitnet: marks%mgse@REX.CS.TULANE.EDU
internet: marks%mgse@rex.cs.tulane.edu

1107. Fancy Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 07:41:39 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8471@pogo.WV.TEK.COM>
Source record: 244168

On the subject of fancy screen savers...

There is a very nice one on Genie called STARSTRK.ARC (file #13445) that displays random starbust pattern. Stars are in color on a color monitor It's very nice on a mono monitor because you don't just get the black/white reversal but a real screen saver. The downsides: 1) it's a ACC rather than a autofolder item(i.e. it takes one of the six precious spots) 2) the idle timeout length is hardwired to 3 minutes. All in all it's the best(and certainly the most entertaining) screen saver around.

****
* Bob Luneski :-} bluneski@pogo.WV.TEK.COM *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
****

1108. Re: Wordup 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 08:09:02 UTC
From: weaver@tut.cis.ohio-state.edu
Message-ID: <76439@tut.cis.ohio-state.edu>
Source record: 244191

In article <9001220423.AA02669@fsucs.cs.fsu.edu> Mickey Boyd writes:
>Anybody received the new version of Wordup? What new features does it have?
>What bugs were fixed? Postscript output? Inquiring minds want to know!!
>

I purchased WordUp 2.0 from E. Arthur Brown about three weeks ago. not having the old version of WordUp, I am not ssure which features are new.

No, there is no direct Postscript output. The manual states that WU can be used with UltraScript ST and the SMM804. It also advertises NeoCept's TurboJet, an HP LaserJet driver for GDOS.

Printers supported include your basic EPSON MX and compatibles, the LQ (24-pin) series and compatibles, Citizen 224, Gemini, SMM804 (native non-postscript emulation) and the aforementioned Turbojet.

There are three typefaces included: Swiss/Helvetica, Dutch/Times and Typewriter/Courier. If you purchase Fontz!, also by NeoCept, you can convert Mac/Amiga/Degas/Hippo fonts to GDOS for use in WU or other GDOS using programs.

In addition to Degas, NeoChrome and .ImG files, .GEM files are now supported.

Suggestion - serious use of this program requires a hard drive and >= 1 megabyte of memory. You can have only a few type sizes loaded with a 512K machine, and I was able to load only one graphic image into a doc at a time.

In the latest issue of STart that I saw at Waldenbooks last weekend, NeoCept had a sinister white-on-black full-page ad describing the additional features of WordUp 3.0, including a speller/thesaurus and free upgrade for purchasers of WU 2.0 (after 12/31/89)

Standard disclaimers apply; i speak for myself.

--
Andrew Weaver | weaver@tut.cis.ohio-state.edu
West Side Leader | Spring '90: v30188@vax1.cc.uakron.edu
Fairlawn, OH | bs0401@file01.ecgf.uakron.edu
| c17246@akronvm.BITNET

1109. Re: INFO-ATARI16 Digest V90 #119

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 08:11:03 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9001310810.AA11216@ucbvax.Berkeley.EDU>
Source record: 244196

REF. Discovery Cartridge
To. Matthew G. Hetman (Sorry I send this mail to your address at ucbvax.Berkel
ey.EDU but It bounced)
Glad to know another Discovery Cart owner. I bought the Option 2 last yea. It
came with Version 2.7 Utility Disk. When I saw Happy Computers Advertisement
mention that ther new version can read Mac disk file by file and if used with
Spectre 128 it can run Mac disk without conversion. I send Registration card in
for upgrading since June 1989. I never receive any reply from them. Would you
be so kind to enlighten me on few details below:
1. What is the latest version of Discovery Util software? How do you get your
upgraded?
2. How to modify the cartridge to accept Spectre 128 cartridge? I beleive that
the detail should be included with the new version software.
(I own both Spectre 128 and GCR but still curious to know how to make use
of my 128 with Discovery Cart.)
3. Is the Happy Computers still exist? I can't find their advertisement in the
recent magazine. Many thanks in advance. Suthipuntha AKISUJAR@NUSVM
School of Architecture
National University of Singapore

1110. Chaos strikes back

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 09:16:16 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <1371@maestro.htsa.aha.nl>
Source record: 244198

Has anyone mastered Chaos strikes back ??
I'm really stuck on this masterpiece, so if you have any hints, please mail them

thanx

erwinh

1111. Re: Monitor Burnout/ Should got a M

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 09:22:43 UTC
From: piner@pur-phy
Message-ID: <3047@pur-phy>
Source record: 244056

In article <48596a9b.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>In article <16000003@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:

>My question is:

>Are there any other ST dealers in the USA which operate out of a house?? I mean stores
>with retail sales, not just mail order.

Bits & PCs is an exculsive Atari dealer in Indy. They are located in
a house. It is impossible to find unless you know the neighborhood.
They have Spectre GCR and MAC ROMS by the way. They also have a BIG
dog, so leave your cat in the car.

R. Piner

1112. Turbojet driver wanted

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 11:03:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <9002010805.AA10293@ucbvax.Berkeley.EDU>
Source record: 244195

Dear Networkers,

Can anyone give me any information on how to obtain the
Neocept Turbojet GDOS-driver for HP Deskjet Plus?
More precisely how can it be obtained in Europe, in Belgium?

Many thanks in advance,

Frits
(FD@BGERUG51.BITNET,FD@AUTOCTRL.RUG.AC.BE)

1113. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 11:43:38 UTC
From: kudla@pawl.rpi.edu
Message-ID: <1X1P|=@rpi.edu>
Source record: 244062

In <34325@iuvax.cs.indiana.edu> stowe@silver.ucs.indiana.edu (stowe) writes:

-> Caveat emptor. Let the buyer beware. If you are in an area where
-> there is no dealer, learn to read... magazines, the network,
-> information services, bulletin boards... there is no dearth of
-> information available to the user who is truly interested in
-> finding it. In the Age of Information, there is no excuse for
-> buying blind except perhaps laziness... and stupidity.

Personally, I don't own an ST.... I think there's still one store
around here that sells 'em though, and everytime I've ever been in
there, the ST hasn't even been patched into a monitor (the C64 usually
seems to get the spotlight).

At any rate, I would hardly call the various software-review magazines
a plethora of information. To trust a reviewer completely is utter
stupidity; to trust two similar opinions might be all right, but it
still doesn't mean anything you buy will be your cup of tea. So,
without a demo, there are really two options: (1) don't bother buying
the software or (2) pirate it and if you really think it's worth the
$50, $100, etc, buy it then. At least, unless you're willing to just
toss $100 in the toilet every now and then when you buy a MagicSac
disguised as a Spectre.
--
Robert Jude Kudla <kudla@pawl.rpi.edu>

Time isn't on anyone's side when you're alone,
and crowds don't mean anything at all when they're wrong.
-The Bamboo Steamers

1114. I need a GEM to PostScript converter

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 12:14:19 UTC
From: corvara@ztivax.UUCP
Message-ID: <891@ztivax.UUCP>
Source record: 244051

Can you help me get a GEM format to PostScript format converter?
I need one that can run on one of the following machines: Atari,
MacII, Apollo, Vax, or Sun 3.

Gabi Umbreit
corvara@ztivax.siemens.com

1115. Terminal Program

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 13:01:52 UTC
From: mjk@ztivax.UUCP
Message-ID: <892@ztivax.UUCP>
Source record: 244057

Hi,

does anybody know about terminal programs for the Atari ST handling Kermit protocols? A program that does both terminal emulations, and the normal Kermit functions like send and receive would be even more appreciated. Right now I'm working with a very primitive Kermit for the ST. It's not a GEM program but a .TTP, so there's no switching between the emulation and the send/receive, the program has to be started for every single function. One particular problem is the handling of cursor key events. The host machines (Sun 3, Vax, Apollo) provide perfect termcap entries, but obviously my dumb Kermit gets its input by simple getchar()'s, i.e. it throws away the high byte of the keyboard event. So, when I press a cursor key, all I see on the screen is a Ctrl @ (the NULL character). Maybe I can get something that's a little more comfortable.

If someone can help me, please e-mail to me. Help is appreciated in any form (binary, source, or pointer).

Thank you,
chr

Christian Veith | e-mail : mjk@ztivax.siemens.com

| Address : Siemens, ZFE IS EA 11
| Otto-Hahn-Ring 6
| 8000 Munich 83, West Germany

| Phone : +49-89-636-44519

1116. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 13:29:20 UTC
From: tmb@moscom.UUCP
Message-ID: <1998@moscom.UUCP>
Source record: 244089

In article <900109.20085072.014763@CU.CP6>
"FRAJKOR/ATARISTUFF"%CARLETON.CA@Forsythe.Stanford.EDU writes:
>
> I am puzzled by those who suggest that there is no point to buying
>Mac / PC/ etc emulators because you can buy Messy-Dos machines sio
>cheaply today.
>
> Personally, I would rather have a wife who is (a) sexy (b) intelligent
>and (c) a hard worker than three who are one of each. Even if you can
>get the other two cheaply.
> Personal taste, of course.

Let's compare apples to apples here...it makes sense to want 3 seperarte
items that perform their tasks perfectly than 1 item that performs 3 seperate
tasks half-ass.

Look at the list of software that wouldn't run on the Megas! You bought a
piece of software for an ancient IBM PC, it worked on a PS/2. period.

As for wives, the one you described is taken. :-)

--
Tom Bellucco - moscom!tmb@cs.rochester.edu or {...}!rochester!moscom!tmb
---
"Whatever I said, I didn't mean it...unless, of course, you liked it!"
#include <std.disclaimer>

1117. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 13:32:12 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1940@laura.UUCP>
Source record: 244059

In article <3063@dogie.macc.wisc.edu> gilmore@vms.macc.wisc.edu (Neil Gilmore) writes:
>I find shareware to be an interesting idea. It would seem a good way to
>at least get some kind of response from those who use your programs.
>However, I have never myself paid a shareware fee, although I have many
>shareware programs. The reason for this is that I have yet to find one I
>use even on an occasional basis. I keep them about so that I can get
>them to other ST people who might find them useful (a couple of the
>people I have given the shareware stuff to have sent in money). I do
>find it amusing that some authors seem petulant that not many people pay
>their fee. I don't think that they can *expect* people to pay. As for
>me, if the product is worth the money, it doesn't matter how it is
>distributed.

The problem for shareware authors is how to manage to really
get some money for their work. Even if he puts a note like "If
you use this program regularly please send some money" into his
program the overwhelming majority will not pay. The reason is
simple: They want to keep their money with themselves. I - as a
shareware author - can understand this reason.

If the shareware author does really want to see any money he
has to find out how he can "encourage" the user to pay. This
can be done be offering some additional benefit for paying. I
tried this with my Arcgsh from version 2.1 upwards: From time
to time a dialog box pops up and asks the user to pay for the
program. He then can click any button and the program
continues. This procedure has two advantages:

1. Occasional use of Arcgsh: The user can take full advantage
of the program without paying. The "Please pay your
shareware donation" dialog boxes he can ignore. He is not
forced to pay. The boxes will not disturbe him too much
because he uses Arcgsh seldom.

2. Regular use of Arcgsh: The frequent popping up of those
dialog boxes gets really annoying and the user wants to get
rid of them. And this is exactly what he gets if he pays his
shareware donation.

Experience has shown that this procedure works very well.
Before I implemented it in Arcgsh V2.1 I released Arcgsh V1.0
and V1.4 and got exactly *one* shareware contribution. After
release of Arcgsh V2.1 (which offers support of the Zoo
archiver) I received *several* donations. No, I am still no
millionaire :-(but I am encouraged to proceed working on
Arcgsh.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1118. Re: ARC 6.02 bugs

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 13:33:09 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1941@laura.UUCP>
Source record: 244060

In article <2008@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
> I believe Zoo supports ARGV, which is the officially supported
>extended argument standard. The README.ST file said it supports
>"xARGV" (whatever that means) "as supported by CRAFT/GPshell,
>gulam, msh..." Gulam and msh definitely support ARGV.
>You should too!

Aha! Thank you for this information. Yes, I really should
support ARGV. I hope to find the time...

>| (Still missing: Sources for Arc 6.02 to get it to work on the
>| UNIX machines.)
> Judging from what I know about the Arc 6.02 port, it wouldn't
>help much to have the sources. The individual who ported it
>is a speed freak, and probably hacked up a lot of it in assembler.
>If not, I congratulate him for learning the beauty of portability :)

The sources for the ST are not neccessary as long as the binary
itself works without problems. What is needed are Arc 6.02
sources for UNIX so that Arc 6.02 can run there, too. Subdirs
etc. in an archive do not help much if I cannot deal with them
on my UNIX machines.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
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1119. Re: What's so good about an STE?

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 13:40:27 UTC
From: hh@trillian
Message-ID: <1942@laura.UUCP>
Source record: 244061

Path: trillian
!hh

In article <2939@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>I would like it if someone who has an STE and who has used a
>520 or 1040 or Mega would mention some of the upgraded features
>of the STE that they like the most.

That's what I like most: Everybody keeps telling me about really cute
features (68030 support, >4 MB memory, more colors, more sound) but nobody
knows how to access them. This was a hint, people of Atari!

Snail mail: | E mail: hh@trillian.informatik.uni-dortmund.de
Hasko Heinecke +---
Ostenbergstr. 97 | Computers are different from telephones!
D-4600 Dortmund 50 | Computers do not ring! -Tanenbaum

1120. ST-speed and the 1040 (was: Experiences with ST-speed ?)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 14:01:02 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2944@water.waterloo.edu>
Source record: 244071

One of the members of our local club would like to install PC-speed
in his 1040ST.
Have you done this with any success?
Have you tried and failed?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1121. DESKJET UPGRADE

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 14:44:20 UTC
From: NEWSTV1@CARLETON.CA
Message-ID: <900131.09455251.075293@CU.CP6>
Source record: 244100

There was talk on this net several months ago about upgrading
the HP Deskjet to the Deskjet Plus by buying some parts. Anyone
know if if has been done, or CAN be done? And is it worth it
in terms of cost and results?

They say I am a miser but I do not buy that-- old Slovak proverb

1122. 1040st for sale in Indiana: Update

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 14:54:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9002010803.AA09741@ucbvax.Berkeley.EDU>
Source record: 244002

I recently made a posting that I was selling a 1040st with about $800 worth of software. Alot of people have made offers to buy the hardware, but if I sell the hardware, I will have no use for the software. Therefore, make me some offers on the software & then if enought of that is disposed of, I'll consider selling the hardware alone.

Thanks for all your replys,
Chris

1123. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 15:22:43 UTC
From: covertr@force.UUCP
Message-ID: <485d8c5b.14a1f@force.UUCP>
Source record: 244078

In article <1929@laura.UUCP>, hh@trillian writes:
> >In article <483f7298.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> >>What new systems?? The Mythical 1040STe?
>
> What's mythical about an STe? I bought one last week for 1500 DM. Although
> it (not me!) killed its monitor instantly everything's fine... In fact, I
> couldn't get a STFM! Now all I need are infos about the new features of the
> STe, including larger memory, 68020/30 support, colors, sound etc.
>
> Ciao, Hasko

well, once again Atari Corp has shown how much it cares about the
USA market by releasing its new products overseas first. I really wonder
just how committed Atari corp is to the USa market anyway??

So, I am happy that the STe isn't Vaporware but it just joins the group of
other Atari products that have never been sold here in the USA. Like th
entire line of PC clones, the TT, and now the STe. Geez, when will Atari ever learn
that the USA is not some hick third world country?

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1124. Want pseudo-trap handler examples

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 15:34:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Jan31.153441.7404@chinet.chi.il.us>
Source record: 244011

I could really use examples of handlers for the software trap vectors. Let's just say that the documentation I have available isn't entirely clear or consistent. Specifically, if anyone would care to post fragments in C or assembler that did the following 2 functions, I probably wouldn't be the only person grateful to see them:

1) Attempts to read from a floppy disk. If there is no disk in the drive, writes a message to the screen and waits for a keypress, then retries the original read (etc until satisfied). The built-in 'drive not responding' alert is never activated.
2) Accepts input into a string with Cconrs (do I have the name right? I never remember such things, and my manuals are elsewhere). If control C is pressed it intercepts the terminate vector and does something sensible (like clearing the input string and starting over).

Thanks.
Steve J.

1125. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 15:38:28 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2087@syma.sussex.ac.uk>
Source record: 244081

From article <22199@mimsy.umd.edu>, by bane@mimsy.umd.edu (John R. Bane):
> The dreaded keyboard-repeat-and-lock crash bug is apparently not gone in TOS
> 1.4. For those of you who haven't seen it before, what happens is after
> several minutes of fairly steady typing in an editor (I use Word Writer),
> the keyboard suddenly starts slowly retyping the last seven or so keys you
> typed, over and over again. After about 10 repeats, your program crashes.
>
This is similar to various bugs which many people have encountered with
First Word Plus. (No coincidence, probably. I understand that both
Word Writer and First Word Plus were written by the same outfit - GST in
the UK.)

We used to get the 'repeat then crash' a lot with Wordplus v2. With UK
version v3.14 we now mostly get a simple freeze - the program just seems
to stop accepting keyboard & mouse input, and the only way out is to
reboot. GST say it's something inside TOS (or GEMDOS or whatever layer
it might be), so I was rather hoping the problem might go away with TOS
1.4.

Does anyone have any information on what the problem might be? It's
frustrating, because there doesn't seem to be any way of replicating the
problem. People can go for months without it striking, and then have it
happen twice in a day. (Sunspots??? :-))

For what it's worth, it hasn't happened to me so often since I installed
Turbo ST (the software blitter, not the acceleration board Turbo 16),
but it has happened a couple of times. It has happened to a wide range
of people where I work, from techies to novices, from hunt 'n peckers to
touch typists.

Does anyone know of other programs where similar things happen? I
recall some messages a while ago about WordPerfect hanging, but ours has
been OK.

I'm waiting for the bug to strike while I'm running Wordplus from within
NeoDesk, so I can try sending a few wind_update() calls. Would this do
any good?

Thanks,

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1126. Re: Bob Dobbs character set??

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 15:56:56 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <3908@hydra.Helsinki.FI>
Source record: 244065

In article <4031@jhunix.HCF.JHU.EDU> rick@jhunix.UUCP (Eric Ruck) writes:
>
>I don't know about this Bob character, but I do seem to recall that either
>one or both of the Tramiels were Auschwitz survivors, hence the Hebrew.

Well, well, I've wanted to know about those %#&$"! Hebrew characters
a long time. I do wonder if they've been actually used by anyone.

I just wish they had used the standard ISO 8-bit character set or
even the IBM (yuck!) block graphics or something *USEFUL* to majority
of ST users. *SIGH*

>Eric

--
"""""""

1127. C++

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 16:14:00 UTC
From: akenning@pico.oz
Message-ID: <451@pico.oz>
Source record: 244058
Cross-posted to: comp.sys.atari.st,comp.lang.c++

I'm amazed that I haven't seen any mention of C++ for the Atari ST.
Does anyone if there is such a thing? After all, the IBM PC has had it for
years now.

ak.

1128. Re: Arcgsh - current state of development

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 16:37:18 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1946@laura.UUCP>
Source record: 244064
Cross-posted to: comp.sys.atari.st,dnet.atari,sub.sys.st,unido.atari

In article <1913@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>Whoever of you (registered or unregistered user) needs Arcgsh
>*desperatly* to work together with Arc 6.02 may get the current
>intermediate release, just drop me a note. Else wait for the
>official release in comp.binaries.atari.st.

Ok, I decided to release the intermediate version (Arcgsh
V2.1c) and just sent it off to Steven Grimm. It should really
soon now appear in comp.binaries.atari.st. Those of you who do
not receive that newsgroup will (hopefully) be able to get it
from the panarthea archive server.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1129. DMC - Calamus (phone number)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 17:13:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-01-31-09:13:47.19*UK14"@DKAUNI2.BITNET>
Source record: 244015

In article <2724@cunixc.cc.columbia.edu>, Imran Anwar writes:

> Subject line says it all. Urgently need phone number
> of Calamus people and also need to know what "fonts"
> Calamus comes with.

Here is the complete address and phone number of DMC (developer
of Calamus):

DMC
Schoene Aussicht 41
D-6229 Walluf
West-Germany

(6123) 73881

Oliver Steinmeier (uk14@dkauni2.bitnet)
Karlsruhe, West-Germany

1130. Re: $50,000 what a stupid idea!!

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 17:42:50 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <18978@dartvax.Dartmouth.EDU>
Source record: 244066

In article <E715E3944F1F40079B@UBVMS.BITNET> V053QHYX@UBVMSC.CC.BUFFALO.EDU writes:
>I just heard about atari's new policy..you (the store) pays 50,000 and atari
>sends you whatever they want!!!???!!!Here in buffalo we went from 4 ST dealers
>about 2 months ago to 1 this month! <rest deleted>
> Jeremy Berger

Possibly. Maybe they are just trying to weed some of the marginal dealers out
and came up with a mediocre way of doing it. There has been net traffick on
atari dealers that should be avoided. But I agree Atari doesn't have the clout
for this.
A SUGGESTION: For those interested in commenting on what Atari's marketing
policy and distribution policy should be, send them here and I will
summarize.

Sinc,
Clark

1131. Re: Help Needed with Atari H/W interfacing.

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 17:52:05 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10730@stag.math.lsa.umich.edu>
Source record: 244068

In article <7322@b11.ingr.com> jmack@b11.ingr.com (Cery McCormick) writes:
>On the subject of cartridge port interfacing, I am currently working on
>something that someone else may wish to build.
>
>I have designed a method of putting 1Meg of DRAM on a small PC board that
>plugs into the cartridge port. This amounts to a very easy to 'plug-in'
>1MEG RAM-Disk.
>
>By using the large amount of available address bits as input, I am able
>to do two 'reads' to supply the 1MEG address. The first read supplys
>the ROW address (10 bits), and the second read supplies the COLUMN
>address (10 bits). These values are latched so that a PAL on the board
>may perform the actual read of memory, after which a third read can get
>the data. If the operation is a write, data must be supplied before
>giving the ROW and COLUMN addresses.
>
>Let me know if anyone is intertested in schematics for this project.
>
>Cary McCormick
>P.O. Box 6333
>Huntsville, AL
>35824-0333

I've got an UltraDisk from Alpha Systems, which has 4 meg of memory installed. When I phoned them Monday, tho, they said they were no longer making any of their cartridge port RAM disks any more. Obviously it's a doable thing, mine is really pretty slick. They said it was too hard to obtain certain special parts their design required, which is why they stopped making them.

Anyway, I want to mention this just as a suggestion - if you come up with your own device, it would be nice if it could accept up to 4 MB (or more, if you're really memory hungry, like me. }-) and also have its own power supply (like this UltraDisk has.) The UltraDisk can draw power from the ST thru the cartridge port, but also has a jack for an AC adapter. It will retain it's memory even if the ST is turned off. As long as the jack is plugged in, the memory stays intact, even if unplugged from one ST (and, say, inserted into another, for a quick "file transfer" of 4 Megabytes as fast as you can plug in a cartridge! }-) Your board should be just as capable.

Also, a suggestion which you're free to disregard. I haven't seen the technical info on the UltraDisk, so I don't know how they do things, but this should be possible. The primary use of this thing, as I see it, is as a RAM *disk*. Disks are generally used as *block* devices. Instead of requiring 3 reads per *byte* of data written, how about this - all writes are always done in *blocks*. Say, 32 or 64K per block. When you want to read a particular block, you "write" its

block number to your input addresses, and the entire 64K gets bank-switched into your cartridge port address space. When you want to write a block, you only "write" one address. Then you write all the bytes in the block in a loop.

Maybe 64 or 32K is too large a unit for general use. After all, disk sectors are only 512 bytes each. How about -
first & second read specifies a 512 byte block #
third specifies a count of blocks to write.
Since you're acting as a RAMdisk, you're guaranteed that you'll always be doing I/O in chunks of at least 512 bytes. Using the count mechanism allows you to perform the equivalent of track write operations, for example.

Maybe it's too much trouble, I don't know, I haven't tried to work out the details myself. I know that my UltraDisk is slower for I/O than my Quantum hard drive, though, and I think it's because of the contortions you have to go thru to read and write byte by byte. If you could speed it up, it'd be awesome stuff.
--
-- Howard Chu @ University of Michigan

1132. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 18:14:51 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20359@watdragon.waterloo.edu>
Source record: 244074

In article <6157@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>What does the program FORMDIAL from the archives do? The index says it speeds
>up dialog boxes, but I got it and unarchived it, and it contains no
>documentation, and doesn't seem to affect system performance, and doesn't
>display any messages or anything, just exits. Programs like that make me
>nervous.

I found that FORMDIAL did indeed increase the speed that dialog boxes were
drawn at. (A performance benchmark program told me this.) I also
discovered that it affected the execution of some games (namely Empire)
hence I quit using it. (The speedup wasn't too dramatic anyway - you
won't notice it unless you actually run a benchmark of some sort.)

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1133. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 19:20:11 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34467@iuvax.cs.indiana.edu>
Source record: 244075

In article <NVXS1^@rpi.edu> kudla@pawl.rpi.edu (Robert J. Kudla) writes:
>In <26747@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>
>> A software pirate can literally mass produce 100's of copies
>> of software an hour.
>

>I can see perhaps even 50 copies in an hour, but "100's"? Baloney.

Times how many machines?

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1134. Re: Strange (?) Problem, need help!

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 19:33:23 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Jan31.193323.28036@sj.ate.slb.com>
Source record: 244004

Opinions expressed are the responsibility of the author.

In article <90029.124246O12@PSUVM.BITNET> O12@psuvm.psu.edu writes:
>Hello Everyone,
>
>I have a rather strange problem, I have written a GEM application
>which uses AES and LINE-A calls, and suffice it to say, it runs
>perfectly fine but has trouble exiting to the desktop
>properly and displays 3 bombs.
>
>The really wierd thing is the application runs and exits fine when
>launched from a shell other than the desktop, but then causes the
>SHELL to crash when you try exiting it to the desktop with 3 or 4
>bombs. Other programs can be launched from the shell before exiting it
>without error, the shell only crashes upon attempting to exit to the desktop.

Do you malloc() memory and change screens via Setscreen()? If you do,
you must be careful to save the original values of Logbase() and
Physbase(), and return to using them via another Setscreen() before
you exit. Otherwise, when your program exits, the memory you
malloc()'ed for your screen is freed, allowing it to be allocated by
other processes. If the desktop writes on the screen at the addresses
you left active, it can scribble all over the free-memory pool,
resulting in spectacular crashes.

As a general rule, one of the first things I create in each GEM
program is an initialization routine and a termination routine. These
share certain globals, such as the original values of Logbase() and
Physbase(), the initial palette, and so forth. Then I religiously
call my termination routine anywhere the program exits (such as within
fatal error handlers). This assures that things are put back the way
they were previously.

(Four bombs is an "illegal instruction" error. This suggests that
code in RAM is getting clobbered somehow. In my experience this
usually results from wild pointer references (storing through a
dereferenced, uninitialized pointer). Any code that does a malloc()
or close relative is suspect in that case.)

Copyright 1990 Greg Wageman DOMAIN: greg@sj.ate.slb.com
Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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1135. Re: ST stores in houses (was Monitor Burnout)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 19:57:47 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34472@iuvax.cs.indiana.edu>
Source record: 244067

In article <34386@iuvax.cs.indiana.edu> jburka@silver.ucs.indiana.edu (Jeffrey C. Burka) writes:

>Bits 'n PCs of Indianapolis runs out of a house...sort of. The store is
>in a house, but I'm not sure if anybody actually lives there. I may
>be mis-remembering, but I seem to recall that they had trouble with
>Atari over becoming a 'business dealer' because they were in a house
>as opposed to a flashy storefront (don't quote me on that one (at least
>not by name!)).

The "sort of" is right. The area is what was originally "Castleton" and was absorbed by UniGov back about 20 years ago to become officially Indianapolis (since we are within the county limits). Most of Castleton has been taken up by the mall (the largest in the state) and buhzillions of little strip malls, however, the Bash Street area (north and south of 82nd Street) consists of old houses that are occupied by one or more businesses now, mostly artsy-craftsy type businesses (antiques, crafts, etc.) with a vet, a couple accountants, a glass store and a computer store (;-) thrown in for good measure... but no, no one lives in the house... it just feels like it most days. ;-) As for the business center, that was true... Atari (well, one person at Atari, as we got it... one very important person, unfortunately) felt that we needed a ComputerLand image. Fortunately, the local user groups, the other local dealer (honest!) and numerous customers wrote lots of letters to lots of people at Atari and explained that, at least in this part of the country, people want a place where they can be comfortable asking questions, and ComputerLand was not a place they would go... in addition, several of these customers were already business customers and explained how we had really helped them out. One, unfortunately, had to write (and fairly angrily, may I add) that because of Atari's closed-minded policies (I think those were even his words), he was writing on one of the new departmental Macs rather than on the Mega system that he had hoped to be able to get from us. (That was his second letter... his first, to only one person, had received no response at all, which made him even less happy.)

On another point for good fortune, that particular letter to the Tramiels, Sig Hartmann, Bill Crouch, Augie Liguori and a few others, prompted a phone call to our customer from Bob Brodie... and eventually led to Bill Crouch's decision to let us carry the business line of equipment. (Even funnier is that the majority of our business customers are running off STs, while the majority of our home users are going with Megas *grin*... Most of the home users looking at 520s/1040s are parents...)

But no... the store isn't flashy. We'd rather spend the money on keeping nifty stuff in stock.

No one needs to quote you, Jeff... (*grin*) Just remember... I know where to find you...

>A good store with good support, software- and hardware-wise.

Thanks for the compliment!

(Honest, folks! I didn't bribe him!! It was totally unsolicited! I don't even think he knew I was here! Honest! :-)

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1136. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 20:07:25 UTC
From: kbad@atari.UUCP
Message-ID: <2013@atari.UUCP>
Source record: 244013

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

| ps. UK mags have been saying that disks formatted with the STE and TOS
| 1.6 are not readable by IBM PCs. Any comments?

Sounds suspiciously like a case of bad floppy or old DOS. The desktop formatting code did not change AT ALL between Rainbow and STE TOS.

Compatibility problems can arise with old MS-DOS versions which use a magical "media descriptor byte" rather than the proper parameter block information from the boot sector of a floppy. The "media descriptor byte" is not supported by GEMDOS, nor is it supported by Microsoft any more. Incompatibilities also exist among certain PC drives - not only with ST formatted disks, but with PC formatted disks as well.

Am I being paranoid, or has there really been a proclivity on the part of the press (UK and elsewhere) to slam the STE??? I've heard more negative rumours and outright lies about the STE than any other recent Atari development. I wonder why this is?

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1137. Re: Computer Music/ Software Synthesis

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 20:13:18 UTC
From: galanter@acns.nwu.edu
Message-ID: <3378@accuvax.nwu.edu>
Source record: 244069

In article <18943@dartvax.Dartmouth.EDU> squibby@eleazar.dartmouth.edu (Clark L. Breyman) writes:
> Question: Is there a public domain port of any software synthesis
> packages: cmusic, Csound, CARL Toolkit, Cmix ... for the ST?
>
> If the ports aren't PD, how do the distributors handle the copyright
> portion as UCSD & MIT and Princeton own the stuff?
>
> Is there a decent soundfile system for the ST? At what price?
> ADC's or just DACS? Variable Sampling Rate?
>
> Thanks,
> Clark

Not sure about the Csound stuff...but in terms of hardware Hybrid Arts makes direct to disc recording stuff for the ST/Mega that you could perhaps get documentation on to use for soundfiles. Also DigiDesign has announced 'SoundTools" for the ST/Mega which could be used. Also there is a 45 Meg removable disk drive (based on Syquest (?) drives) available for the Atari that would be good for sound files...should allow for about 4 minutes of CD quality audio.

Phil

|| Philip Galanter, Manager \\ 627 Dartmouth Place // AppleLink: A42 \\
|| Advanced Technology Group \\ Evanston IL 60208 // Compuserve: 76474,154 \\
|| Northwestern Univ. - ACNS \\ (708)-491-4050 // galanter@acns.nwu.edu \\

1138. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 20:18:43 UTC
From: matthews@umd5.umd.edu
Message-ID: <6061@umd5.umd.edu>
Source record: 244077

In article <27273@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
[stuff deleted]
> (2) The Atari communities theft ratio is higher than
> any other platform. (40-50% based on a two year
> old Compute! article.) There could be many reasons
> for this...my personal theory is that the Atari
> community sprung (somewhat) out of the old
> 8 bit Atari community, where game theft was
> rampant. Perhaps that philosophy held on into
> the ST community.
>
[yes, this is an important issue, in response to the text I just deleted]
> - Rob DeMillo | Internet: rjd@brown.cs.edu
> Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
> Planetary Science Group | Reality: 401-273-0804 (home)
>"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

Compute! is a very unreliable source, quite frankly. Matter of fact, there is no reliable way of giving a percentage of users who are pirates, for any machine (except maybe one that sells less than 100). In the "recent" fiasco about Spectrum Holobyte, the figures whoever it was who wrote the article (president of SH or some high position) put in figures and misinterpreted them. In that article, the percentage of ST pirates was less than any other computer (IBM, Apple).

It is my personal opinion, from my personal experiences and contacts, that the percentage of ST pirates is far less than IBM and Apple (everybody I know who has either of those brands of computers pirates; I know quite a few ST owners who are honest... and quite a few who aren't).

And that doesn't mean diddly squat.

The only relevant fact is there is too much piracy in the ST community.

Mike

1139. PUBLISHING PARTNER

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 20:54:49 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID1021.D900131.T165449.CHIASSA@UDEM>
Source record: 244008

I now have a STAR NX-2400 (EP-LQ compatible) printer that I would like to use with PUBLISHING PARTNER. If you have such a driver could you a) let me know it exist and b) send me a copy if it has
been released for distribution. Normally, I would call the closest BBS (SECTOR, Halifax, N.S.) but they had a recent fire and may not setup another BBS in the immediate future.
Thanks

1140. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 20:57:47 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34490@iuvax.cs.indiana.edu>
Source record: 244070

In article <1X1P|=@rpi.edu> kudla@pawl.rpi.edu (Robert J. Kudla) writes:
>In <34325@iuvax.cs.indiana.edu> stowe@silver.ucs.indiana.edu (stowe) writes:
>
>-> Caveat emptor. Let the buyer beware. If you are in an area where
>-> there is no dealer, learn to read... magazines, the network,
>-> information services, bulletin boards... there is no dearth of
>-> information available to the user who is truly interested in
>-> finding it. In the Age of Information, there is no excuse for
>-> buying blind except perhaps laziness... and stupidity.

>At any rate, I would hardly call the various software-review magazines
>a plethora of information. To trust a reviewer completely is utter
>stupidity; to trust two similar opinions might be all right, but it
>still doesn't mean anything you buy will be your cup of tea. So,
>without a demo, there are really two options: (1) don't bother buying
>the software or (2) pirate it and if you really think it's worth the
>$50, $100, etc, buy it then. At least, unless you're willing to just
>toss $100 in the toilet every now and then when you buy a MagicSac
>disguised as a Spectre.

As far as I'm concerned (and, hopefully, most of the people around here)
pirating is *NEVER* an option. Piracy is theft. Period.

I would never trust a single review, or for that matter, even two similar
reviews, however, a combination of factors will give the user an all-around
picture of the software. Even still, life does not guarantee anything.
No matter how long you demo a package, you may well still get it home and
find it's not your cup of tea.

The main point is trusting the dealer from whom you buy your software,
even if they're not "local". We have customers from all over the U.S.,
not just our local area. As I stated in a portion of my posting that
was not quoted, returns are often a case-by-case basis. If someone buys
a package from us and returns it, say, a week later with some legitimate
comments, criticisms, etc., about the package, there's no problem. (For
example, we had a customer buy Weird Dreams... a few days later they came
back with it and some legitimate comments about why they did not enjoy
the game. We issued a store credit which they saved and used against
some service they had done on the machine later.) Now, if the customer
tries to return something every single time (or an extrodinary percentage
of the time), yes, then we're going to think twice about accepting the
return.

To give you an idea of how often this happens, though... in the two years
we've been open (and heaven-only-knows-how-many sales), I can think of
only 3 times off-hand when something has been returned because the customer

wasn't satisfied. 1) Weird Dreams (as stated), 2) A book that turned out to be too elementary for the user's needs, and 3) Migraph's Hand Scanner (because the user couldn't find a way to import the resulting IMGs into Art & Film Director without dithering his pen & ink drawings). Now, there could possibly be a few more, but certainly nothing extrodinary.

Choosing the right dealer honestly can make all the difference... there are some really good people out there. Just as there's no need to buy blindly, there's also no need to throw money away.

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1141. subscribe info-atari16 Jeffrey Contompasis

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 21:02:00 UTC
From: JCONTOMP@TUFTS.BITNET
Message-ID: <9002010805.AA10131@ucbvax.Berkeley.EDU>
Source record: 244099

```
Subscribe JCONTOMP@TUFTS
```

1142. Epson LQ800 driver for Mac

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 21:09:21 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5532@blake.acs.washington.edu>
Source record: 244073
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Could someone direct me toward the best Epson LQ800 driver
that presents the least amount of flaws?

Also.. do these drivers emulate Imagewriter?
Will ATM work with them?

Thanks a lot..

-kevin
ramsiri@blake.acs.washington.edu

1143. Re: Monitor Burnout/ Should got a M

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 21:25:05 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34493@iuvax.cs.indiana.edu>
Source record: 244072

In article <3047@pur-phy> piner@newton.physics.purdue.edu.UUCP (Richard Piner) writes:
>In article <48596a9b.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:

>>My question is:
>>Are there any other ST dealers in the USA which operate out of a house??
>>I mean stores with retail sales, not just mail order.

> Bits & PCs is an exculsive Atari dealer in Indy. They are located in
^^^^^^^^^ (ooh, I like the sound of that! *grin*)
>a house. It is impossible to find unless you know the neighborhood.
>They have Spectre GCR and MAC ROMS by the way. They also have a BIG
>dog, so leave your cat in the car.

Hi Richard!

You've probably already read my posting about the "house" that isn't a home.

Actually, we're not at all tough to find... you just got directions from
the wrong person. :-)

Yes, there is a large dog there sometimes, but she has no malice towards
felines... curiousity, perhaps, but no malice. She has one huge benefit,
though... she keeps the attention of the children that parents bring in
but don't watch! :-) (Well, the dinosaur collection helps, too.)

Can someone tell me why it is that parents let their children get away
things at a store they would *never* let them get away with at home?

(Heck, no... we don't mind if Johnny/Johnette rips open 15 boxes
of software, pounds on the keyboard, yanks the machine off the desk
with the joystick or pulls the phone out of our hands while we're
trying to talk with another customer so s/he can say "hello"...)

Please... those of you who are parents and take your kids to your local
computer store... do your dealer a favor and don't expect the salesfolks
to babysit. Thank you thank you thank you!

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1144. Re: Fancy Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 21:40:09 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34497@iuvax.cs.indiana.edu>
Source record: 244076

In article <8471@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>On the subject of fancy screen savers...
>
>There is a very nice one on Genie called STARSTRK.ARC (file #13445) that
>displays random starbust pattern. Stars are in color on a color monitor
>It's very nice on a mono monitor because you don't just get the black/white
>reversal but a real screen saver. The downsides: 1) it's a ACC rather than
>a autofolder item(i.e. it takes one of the six precious spots) 2) the idle
>timeout length is hardwired to 3 minutes. All in all it's the best(and
>certainly the most entertaining) screen saver around.

This is a neat one, I must admit, although there are some things that
object to STARSTRK's presence, so if you have problems running something,
try removing it from your DAs.

It especially is neat in a dark room... I happened to turn off the lights
but not the system when I went to dinner one evening.

Btw, the black/white reversal is probably safer than an all-black screen saver.

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1145. Re: Terminal Program

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 21:55:50 UTC
From: wallace@oldtmr.dec.com
Message-ID: <1451@engage.enet.dec.com>
Source record: 244079

In article <892@ztivax.UUCP>, mjk@ztivax.UUCP (Michael John Kaelbling) writes...
>does anybody know about terminal programs for the Atari ST handling Kermit

Try UNITERM it is a great terminal emulator (VT100/VT200/TEKTRONIX) with
kermit and xmodem/ymodem support built in. UNITERM is a public domin program.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

1146. Re: GDOS, Write, 24 pin printers

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 22:11:02 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440099@hplsla.HP.COM>
Source record: 244086

```
|Without dragging my system to a computer store, I have pretty much
|decided on either an Epson LQ-510 or a Panasonic KX-P1124 24 pin
|printer.
|
|My question is if the LQ-800 printer driver that is included with
|Microsoft Write works with either of the two machines. I use GDOS,
|and would like to use the fonts that are used in Write.
|
|Are there specific drivers for either LQ-510 or 1124 out there,
|that are compatible with GDOS?
|
|The Epson, of course, uses Epson codes, but is the LQ-800 driver
|compatible? The Panasonic has LQ-2500 emulation, is it compatible?
|
|I prefer the features of the Panasonic, but if the Epson works
|better with the WP and system I have, then Epson it is.
|----------

I have the KXP-1124 and have used two sets of 24-pin GDOS printer drivers
and fonts with it. They both work very well. One set of fonts is from
Migraph; these are LQ-800 fonts. The second set came with LDW Power v1.1,
and they are for the Star NB15. These are verifiably different fonts (using
cmp) but I can see no difference in the results.

Migraph told me that the LQ-800 fonts do not make use of the full 360 dpi
resolution of the KXP-1124; they are 180 dpi fonts. Just the same, the GDOS
print outs are excellent. Migraph has 360 dpi fonts for the NEC P6 which I've
heard are compatible with LQ2500 and KXP-1124. So far, I've not had any
compelling reason to purchase them, I'm quite happy with the results I get
right now. (I wouldn't mind a better selection of fonts, though. Sans Serif
and Dutch get a little stale).

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%
```

1147. Re: Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 22:16:06 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440100@hplsla.HP.COM>
Source record: 244087

```
| Sorry if this has come up before, but I am really in need of info
| regarding a reliable way to verify the integrity of the FAT.
| Hopefully, the program should also go ahead and fix lost clusters,
| etc. as automatically as possible.
|
| ----------
```

I've been told several times that ICD's CLEANUP.PRG is the best thing going for the ST. I have a demo version that I ran on a severely corrupted partition, and it claimed it could have repaired it (since it was a demo version, it did not do the repairs :-( ).

Which reminds me, I need to order a real copy!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%%%

1148. Multi-tasking on the ST (and questions bout 16Mhz 68000)

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 22:20:03 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <897@watserv1.waterloo.edu>
Source record: 244083

Is there a multi-tasking OS available for the ST? I'd like to
be formatting a TeX document while I preview another, and other related
multi-tasking sorts of things. What is available?
What can you tell me about 16Mhz 68k retrofits for the ST?
What is the best board in your opinion and what will it cost? What
are the pros and cons of buying and installing a 16Mhz board?

Brett L Maraldo

1149. Re: reserving memory

Newsgroup: comp.sys.atari.st
Date: 1990-01-31 23:11:57 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8473@pogo.WV.TEK.COM>
Source record: 244088

in <11830072@hpldola.HP.COM> you write:

>Let's say my application is loaded, wakes up and says, "I wonder how much
>memory I can use". It goes out and does a Malloc(-1L) to find out how
>much available memory the OS has. Then it says, "I want all but 50K".

Malloc(-1L) does not return the amount of free memory available to the system
only the size of the largest contiguous block. If your memory is fragmented it
will return less than the true available memory.

>1) malloc() (or Malloc()) all but 50K of the available memory and manage
> that chunk of memory itself. I just can't believe this is necessary,
> shouldn't malloc() be able to do this (see #3 below)?

see #3

>2) Malloc(50K) before any call to malloc() then Mfree() that 50K right
> after the call the malloc() to keep 50K always free for the OS.
> Yuck!, but could be workable on a single tasking OS.

Ugly hack that fragments allocated block structures!

>3) set some switches so that malloc will never take the last 50K of
> memory from the OS. This seems preferable, but I don't know what
> the switches are for MWC (or any other compiler for that matter).

Not available with stock malloc fuctions. Malloc is a VERY unreliable
memory manager and it is best to use the OS call as infrequently as
possible. The most elegant way to do it is to write your own malloc that
limit the total number of Malloc blocks to LESS than 16 and dynamically manage
those blocks as required. Find the source to some public domain C comiler if
you need a prototype for these types of routines.

****
* Bob Luneski :-) bluneski@pogo.WV.TEK.COM *
* (author: Diamond Back) *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
****

1150. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 00:25:22 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Feb1.002522.6913@murdoch.acc.Virginia.EDU>
Source record: 244025

In article <34467@iuvax.cs.indiana.edu> stowe@silver.ucs.indiana.edu (stowe) writes:
#In article <NVXS1^@rpi.edu> kudla@pawl.rpi.edu (Robert J. Kudla) writes:
>In <26747@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>
>> A software pirate can literally mass produce 100's of copies
>> of software an hour.
>I can see perhaps even 50 copies in an hour, but "100's"? Baloney.
#Times how many machines?

Maple comes with a 403 page reference manual and a 115 page tutorial.
I'd be hard-pressed to copy this quickly. It also comes with support,
which no pirate can copy. Maple is good software, and costs good money
for a reason. It also has a little built-in anti-pirate protection
because of the good manuals.

Can we stop beating this dead horse already? It was boring a year ago
when we had an inconclusive discussion about it.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

1151. ST-Log program status

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 00:52:09 UTC
From: blee@plains.UUCP
Message-ID: <3278@plains.UUCP>
Source record: 244090

The following is taken from the top of a file called 'READ_ME.NOW'
along with a program called 'DOMINO'. I include it for the questions
about the status of ST-Log disks.

> <<<<< E X T R E M E L Y I M P O R T A N T M E S S A G E >>>>>
>
>Programs from ST-Log may be transmitted by modem and included in
>user group libraries. This service is provided to benefit Atari
>users and groups. Programs from ST-Log may *not* be included on
>disks sold by commercial organizations such as public domain
>dealers. Unless otherwise stated within a program, programs from
>ST-Log are copyrighted by ST-Log/ANALOG and the magazine retains
>the right to control program distribution. (Programs featured in
>the PD Parade column are in the public domain.)
>
[discription of magizine deleted]...

Is Usenet considered a group library? Just a question.

Blaine Lee
blee @ plains.nodak.edu still haven't figured out how to add a
automatic signature...

1152. Resettable RAM Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 01:06:46 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <908@watserv1.waterloo.edu>
Source record: 244093

Can someone tell me where I can find a resettable ram disk?
RDY.PRG from MWC will only allow a partition to 700k. I would like
to make a 1.5M partition. It would be great if the M-Disk utility
that was posted to binaries was resttable; it doesn't appear to be.

Brett L Maraldo

1153. Re: Terminal Program

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 01:11:38 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6208@eagle.wesleyan.edu>
Source record: 244084

In article <892@ztivax.UUCP>, mjk@ztivax.UUCP (Michael John Kaelbling) writes:
> Hi,
>
> does anybody know about terminal programs for the Atari ST handling Kermit
> protocols? A program that does both terminal emulations, and the normal
> Kermit functions like send and receive would be even more appreciated.
> Right now I'm working with a very primitive Kermit for the ST. It's not
> [...]

Check out Uniterm in the comp.binaries.atari.st archives on
terminator.cc.umich.edu ... Kermit support, full vt52, vt100, vt200, tek4010
emulation...great program.

Nick

--
_=_-_=_-_=_-

1154. 16 x 256K chips for sale

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 01:33:21 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000006@ux1.cso.uiuc.edu>
Source record: 244085

If anyone is interested, I've got 16 256Kbit ram chips
for sale. (For upgrading a 520ST to 1 meg yourself?)

I don't know a going price, but I'll start at
$40... is this reasonable?

-Gregory M. Lemperle-Kerr

1155. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 02:01:14 UTC
From: ignac@electro.UUCP
Message-ID: <1295@electro.UUCP>
Source record: 244012

In article <1940@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>If the shareware author does really want to see any money he
>has to find out how he can "encourage" the user to pay. This
>can be done be offering some additional benefit for paying. I
>tried this with my Arcgsh from version 2.1 upwards: From time
>to time a dialog box pops up and asks the user to pay for the
>program. He then can click any button and the program
>continues. This procedure has two advantages:
>
>1. Occasional use of Arcgsh: The user can take full advantage
> of the program without paying. The "Please pay your
> shareware donation" dialog boxes he can ignore. He is not
> *forced* to pay. The boxes will not disturbe him too much
> because he uses Arcgsh seldom.
>
>2. Regular use of Arcgsh: The frequent popping up of those
> dialog boxes gets really annoying and the user wants to get
> rid of them. And this is exactly what he gets if he pays his
> shareware donation.
>
>Experience has shown that this procedure works very well.

this is actually a very common technique among shareware authors.
before quickst went commercial, the last couple of demo shareware versions
that loaded from the auto folder would purposely put all kinds of
ordering information and "propaganda" on the screen and forcibly made the
user press a key before continuing. this way, people who didn't want to
upgrade to the shareware version (with no such messages or keypress waits)
could still use the program, but they would have to endure the "press any
key" condition EVERY time they would reboot. we got lots of shareware
contributions after that, with almost all letters asking (hoping!) that
the registered owner version not have such things. and of course, that
is the incentive of registering: you get a clean, properly working version
with enhancements and further bug fixes from when the shareware version came
out and the entitlement to receive future updates whenever they become
available.

of course, there are people who will actually take the time and disassemble
shareware programs and remove the offending code which pops up the
dialog boxes, or forces a keystroke before continuing, etc. for the
three hours they spent disassembling and debugging, even someone working
at mcdonalds at $5 an hour could have broken even (at least for quick st)
by sending in their contribution ... but that's their choice!!! :-) :-) :-)

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

1156. C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 03:23:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Jan31.222501est.58651@ugw.utcs.utoronto.ca>
Source record: 244003

Can someone on the net tell me where I can get this program?

1157. Re: Shareware MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 03:52:25 UTC
From: david@bdt.UUCP
Message-ID: <1107@bdt.UUCP>
Source record: 244016

In article <869@dalarna.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>As I own MT C-Shell and found no differences between the recently
>posted RTX and the one I already had, I wonder why you write
>"This shareware version"...

The shareware version is the exact same binary. The difference is that
registered owners of the MICRO RTX developers kit receive technical
support, while those with the shareware version (i.e. they're not
registered) are on their own.

>Anyway, what I want to know is how the shareware regristration
>affects users of the MT C-Shell (or vice versa). That is (e.g.)
>Do I have to register if I already owned it before (though I didn't
>register my copy of MT C-Shell) ?

The shareware version of MICRO RTX has absolutely nothing to do
with MT C-Shell and has no effect whatsoever on it. MT C-Shell
and MICRO RTX are entirely different things. The MT C-Shell
system uses the MICRO RTX kernel, but the two products are
completely different. MICRO RTX is the libraries and docs
for programmers that want to try and write something like
MT C-Shell or whatever application they want to write. MT
C-Shell is an end-user application that presents a Unix-like
environment.

>
>--
>Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
>Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
>D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
>Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1158. Re: MT-C Shell

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 04:20:23 UTC
From: david@bdt.UUCP
Message-ID: <1108@bdt.UUCP>
Source record: 244018

In article <1846@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>On a different subject, can anyone tell me about David Beckemeyer's MT-C
>shell? I wrote to the man himself but he never replied (I guess he's to
>busy).
>

I couldn't reply because mail to you just keeps bouncing.

MT C-Shell is an operating system for the Atari ST that presents
a multitasking/multiuser Unix-like envrinment from which you can
run both MT C-Shell specific programs and standard TOS/GEM programs.

MT C-Shell is NOT shareware. It is a commercial product. It
sells for $129.95 retail. If you can't locate it locally, you
can order direct by calling (415) 530-9637, or send mail to
the address in the sig. below.

MICRO RTX has recently been released as shareware. This is the
low-level kernel upon which MT C-Shell is built. It could be
the basis of other multitasking systems, which you write yourself
in C or assembly or the language of your choice. MICRO RTX
includes all the documentation describing how to use it in your
programs.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1159. Re: Terminal Program

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 04:58:35 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9001312121.AA05873@fsucs.cs.fsu.edu>
Source record: 244095

In article <892@ztivax.UUCP>, mjk@ztivax.UUCP (Michael John Kaelbling) writes:
>Hi,
>
>does anybody know about terminal programs for the Atari ST handling Kermit
>protocols? A program that does both terminal emulations, and the normal
>Kermit functions like send and receive would be even more appreciated.

Good ol Uniterm 2.0e will do this and more. A very robust and powerful
program. Also, for about $15, one can buy Flash. It does NOT include
Kermit protocol, but there is a desktop accessory that gives it that
capability (which is either shareware or pd, I am not sure). I use
flash myself (without Kermit) because it is much easier to understand
for a novice (which I recently was). Also, it looks better on a color
monitor (IMHO). With a mono, Uniterm is stunning, allowing super teeny
tiny text as an option (really nice with big listings). Uniterm is free,
and probably the most capable and error free terminal program for the ST.
--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1160. Re: Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 05:04:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2947@water.waterloo.edu>
Source record: 244001

In article <1990Jan31.032956.28008@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>Sorry if this has come up before, but I am really in need of info
>regarding a reliable way to verify the integrity of the FAT.
>Hopefully, the program should also go ahead and fix lost clusters,
>etc. as automatically as possible.

There is something called FSCK that is available from panarthea.
You can get an index for panarthea by sending mail to

archive-server%panarthea.ebay@sun.com

and include this line:

index binaries

To get the file I think you want include this line:

binaries/volume3 fsck

To get instructions, include this line:

help

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1161. Getting rid of blinking cursor?

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 06:38:48 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <6231@rice-chex.ai.mit.edu>
Source record: 244030

I've written a program in Laser C which invokes an editor via Pexec() and
after the user exits does some other stuff before ending. The blinking
block cursor stays on throughout the program's run and then follows all
the way onto the desktop. It sits there flashing on a window or the background
until the next program is run. It's apparently harmless, but annoying.

Is there a command that gets rid of this troublesome object?

John Purbrick
jpexg@ai.mit.edu

1162. Re: Resettable RAM Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 07:55:43 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002010514.AA10434@fsucs.cs.fsu.edu>
Source record: 244096

In article <908@watserv1.waterloo.edu>, bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>
> Can someone tell me where I can find a resettable ram disk?
>RDY.PRG from MWC will only allow a partition to 700k. I would like
>to make a 1.5M partition. It would be great if the M-Disk utility
>that was posted to binaries was resttable; it doesn't appear to be.
>
>Brett L Maraldo

Coderam, included on the Codehead Utility disk, is the best ramdisk program I have used (of many). It is reset-proof (really), and supports many different sized partitions (from a menu at bootup, will go to a user-default in about 5 seconds). This program, along with the others on the disk, are well worth the price. These guys churn out some of the freshest and most useful code for the ST's.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1163. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 07:59:13 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002010521.AA10485@fsucs.cs.fsu.edu>
Source record: 244014

In article <1998@moscom.UUCP>, tmb@moscom.UUCP (Tom Bellucco) writes:
>Let's compare apples to apples here...it makes sense to want 3 seperarte
>items that perform their tasks perfectly than 1 item that performs 3 seperate
>tasks half-ass.
>
>Look at the list of software that wouldn't run on the Megas! You bought a
>piece of software for an ancient IBM PC, it worked on a PS/2. period.
>
>As for wives, the one you described is taken. :-)
>
>--
> Tom Bellucco - moscom!tmb@cs.rochester.edu or {...}!rochester!moscom!tmb
> ------------------------------------
> "Whatever I said, I didn't mean it...unless, of course, you liked it!"
> #include <std.disclaimer>

Ah, such a simple answer for such a complex question. I would say that it
makes sense to emulate a mac on an ST, because it does an equal or BETTER
job of it than the mac itself about 99% of the time, for much less money.
If you want to do work with a PC, buy one and set it up next to your ST.
The biggest flaw with the PC emulators out now is that they don't really
out-perform the real PC's, and are only of use (but valid use) to:

a: people who only need PC compatability occasionally.
b: people who have very small desks, and no money for furniture
(but plenty for hardware add-ons).
c: hacker-types that just want to do it for the fun of having
two or three machines in one casing.

As always, these statements are all IMHO, and I intend to get a PC emulator
board because I fit in group c.
--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1164. Re: AES function appl_tplay() and appl_trecord()

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 08:02:32 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9001291045.AA02077@freya.dmswwu-ether>
Source record: 244007

Michael Mueller <K298027%CZHRZU1A.BITNET@CUNYVM.CUNY.EDU> writes:
> I'd like to use the functions appl_tplay()| & appl_trecord(). Unfortunately, I
> still have old ROMs of 1985 (don't ask me the TOS version). As far as I could
> nderstand, these functions only work with newer TOS versions.

Correct. That's *why* there are newer TOS releases. It's a pain for
developers to keep their software running on TOS 1.0! UPGRADE!

> Does anybody know what is the bug in the old ROMs ? Is it reasonably possible
> o implement these functions by soft ? Where could I get the listings (in C, ev
> in ASM) ?

As far as I remember, the 'event keys' returned by TOS 1.0 are
wrong. Basically, the functions work.

+-+
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
eMail: ONM07@DMSWWU1A.BITNET

1165. Software/mouse problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 08:52:16 UTC
From: blee@plains.UUCP
Message-ID: <3284@plains.UUCP>
Source record: 244009

Hi I am having trouble with some PD/sharware programs and my mouse.

TUZZLE 1988 Armin Daubmann
SQUIXX 1986 Michael Kolb
DOMINO_2 1987 Mulsoft

All of these will start and run but seem unable to read the joystick.
Yes..., they do run correctly on a friend's older cpu with a with 1.0 TOS.

Uniterm 2.0e from terminator.cc.umich.edu

It does everything that it is supposed to with one extra: after using
it for a while (especialy moving between many menus/screens/boxes) it
will start leaving small boxes (aprox[###]) arround after moving over
menu selections, and the mouse will disapear. Am I alone in this??
Other than that a great system.

My last complaint: The *#$@ mouse will swap up for down occasionaly after
swaping disks (in the short time that the pointer disappears while
redrawing a window) I can see no pattern nor is it easy to repeat
(it will revert to correct _sometimes_). Is there a patch?

My system:
1040 STf (the standard U.S. ST) 1.2 TOS, bought Dec. 89
1 meg, 1 drive, mono, no DA's or ACC's

What can be done? are there patches, new versions, or anything else??
how about loading TOS 1.0 into ram(how do I do this(please gime me source
not a discription))?

please email me...I'll repost summary.
thanks.

Blaine Lee Hey Dude! Lets parity!!!
blee @ plains.nodak.edu

1166. Re: Monitor Burnout/ Should got a MAGNAVOX!

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 09:49:18 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2498@sactoh0.UUCP>
Source record: 244023

Uh, I hate to tell you, Philips owns Maganavox. Sylvania too.
Rather, Magnavox and Sylvania, is part of NAP- North American
Philips. A few years ago, they were once owned by GTE, but Philips
bought them.

On a side note, Zenith is the only American (practically) consumer
electronics company left. RCA is owned by the French (Thomsen) and
Sylvania/Magnavox by the Dutch. But no one says anything about the
Europeans, because they are white. But mention Sony buying
Columbia, and you hear xenophobic prattle.

But I digress...
Mark Newton-John

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

1167. TOS 1.6, Piracy, STe.

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 10:25:16 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <.1.Feb.90.10
Source record: 244080

Firstly on the subject of Floppies. I have access to three 'IBM' compats with 3.5 Inch floppies. An AMSTRAD portable, an IBM PS/2 Model 70 and an Apricot Zen-i. Now the lattter two have 1.44 Meg disks in. They often have problems reading disk formatted on the Amstrad, (They too think they are 1.4 meg format.) so I suspect there may be a bug in DOS3.3 (which what all the machines are using). Also IBM released a 'patch' for the ROM BIOS in some PS/2 machines so if that is missing it might cause the problems. However disks formatted on my STE seem to work fine in the Amstrad and the 'real' IBM, but I have not done any 'extensive' tests.

On the subject of the STe one recent add I saw said they only had STe's. However we don't have FCC testing in the U.K. so I suspect thats the delay in the USA.

I think the piracy issue is a bit emotive. I guess one problem is that most PC's are used as part of some business activity. So they have a software budget, so if you write a PC package you stand a good chance of selling at least a few copies, so if some get pirated you don't notice much. (assuming of course its not a game). In fact most people I know with PC's have several pirate copies of very expensive packages that they 'copied' from their employers machine. With ST'S I guess the business market isn't there. So the piracy looks much worse. In fact I know several teen-agers with ST's and in general if they like a game they go out and buy a copy. In general they seem to have less pirated s/w than most 'personal' PC users.

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.
P.S. I suppose I ougft to say the above is my personal opinion.
PPS. Ken, Any chance of getting the TOS1.6 Med Res Boot fix posted here or do I have to mail my disk to ATARI for a fix. (Nope the dealer I bought from dosn't have it in his local shop, his Tech Support center is moving house so I can't ask them until next week).

1168. OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 10:55:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9002020807.AA08400@ucbvax.Berkeley.EDU>
Source record: 244082

So, Rich Covert is terribly cross that Atari have started selling the STe over here first, eh? Well, everything has to be sold somewhere first, and it seems fairly logical to release the STe in the area where ST's do best. Why should everything be sold in the USA first? The idea that this degrades America to the status of a Third World Country is a) insulting to LDC's, b) insulting to Europe (should we have got it after the USA to confirm our status) and c) indicative of the sort of inferiority complex that hardware scrolling won't cure.

Honestly, some people.

Jan Ameij.

If democracy means Coke, Pepsi, Apple Pie and Apple Corp, I vote Communist.

1169. Wanted: Minix QL guru

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 10:55:33 UTC
From: croes@fwi.uva.nl
Message-ID: <397@fwi.uva.nl>
Source record: 244098
Cross-posted to: comp.os.minix,comp.sys.atari.st

Hello QL users everywhere,

Thank you again for all your replies. Clearly the QL is not dead yet! I even got reactions of the sort "I have allways been considering to buy a QL, with Minix working on it I certainly will".

Let me emphasize that the current version is *not* going to be distributed in any way. It is about four times as slow as on the ST, supports only 720K disks, and all the bugs are not out yet. Many things can be and should be improved.

Due to circumstance and lack of time I am not able to do further work on Minix QL myself. I am therefore looking for a person or persons who are willing to do this. Candidates must have:
- a Sinclair QL with
- at least 640K of memory
- at least one 720K 3 1/2" disk drive, Cumana or Cumana compatible (flp1_*d2d must work for reading/writing the whole disk)
AND
- a Atari ST with Minix
AND
- some way to transfer files from the ST to the QL (for example, XOVER).

You will need the ST to compile the kernel, and a 3 1/2" drive for fast file transfer. It is possible to work with a QL only, but this will slow down things considerably.

Anybody interested?

--

Felix Croes (croes@fwi.uva.nl)

1170. uniterm documentation wanted

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 11:22:54 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <387@wc37.idca.tds.philips.nl>
Source record: 244017

I'm looking for the documentation of the Uniterm 2.0 d package. I don't know if this is the most recent release, but it is the most recent version I've got.

Who can give me a pointer to this info? If a new version of Uniterm is released I'd also like to know.

TNX


```
- ------------------------------------------------------------------------
| / o / / _ Wilko Bulte Uucp : ..!hp4nl!philapd!wilko
|/|/ / / /( (_) Internet: wilko@idca.tds.philips.nl
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652
------------------------------------------------------------------------
```

1171. Shareware MICRO RTX and MGR ????

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 11:52:04 UTC
From: agrusow@exunido.uucp
Message-ID: <1947@laura.UUCP>
Source record: 244010

Now that most of us have a shareware Multitasking kernel, has anyone given
a thought to porting MGR, the Bellcore Window Manager, to TOS ???

I might try it, as soon as I've finished the Ghostscript port, which will
still take some time, but perhaps someone else is already busy with it?

Just thinking...

Michael


```
_____________________________________________________________________
/ Michael Vishchers | History repeats itself.\
| michaelv@watzman.uucp | Has to. |
| (agrusow@exunido.uucp) | No one listens. |
| (I think) | (steve turner) |
\_____________________________________________________________________/
/ Home address:: Frohnhauser Str. 233 D-4300 Essen 1 West-Germany\
_____________________________________________________________________
```

1172. Re: SAMPLERS

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 12:22:10 UTC
From: bartho@obs.unige.ch
Message-ID: <539@obs.unige.ch>
Source record: 243907

In article <90012920243630@masnet.uucp>, barry.manning@canremote.uucp (BARRY MANNING) writes:
> Anyone out there know of any samplers coming out for the ST that cost a
> fortune NOT 8BIT - but 16bit ie like Replay but 16 bit with midi
> ie you run your sequencer on the st with the sampler in say the
> cartridge port and enter via a cheap cheesy keyboard . I dont wanna buy
> the far east variety at 3g's +++ they are too expensive. Come on you
> smart engineers - if its around 400 bucks - should sell like hot
> cakes. Regards Barry
> ---

In ST Computer (germany) september 1989, p171, is an advirtisement for a 16 bit AS Soundsampler Maxi Plus for 588. DM (about 350$), by KaroSoft, Juergen Vieth, Biesenstrasse 75, D-4010 Hilden, West Germany. tel (US?) 21 03 4 20 22.

This seems to be what you want, and also what I want! At least it is in my wish list since about a year (I saw the ad earlier).

Now a question again to the net: has any one used such a nice beast and could report on it. (i am nostly interested in the hardware, not so much with the soft to use it.) Forth for that is GREAT !

Paul Bartholdi, Geneva Observatory
bartho@cgeuge54.bitnet

1173. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 12:54:42 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <1945@castle.ed.ac.uk>
Source record: 244032

In article <1998@moscom.UUCP> tmb@moscom.UUCP (Tom Bellucco) writes:
>Look at the list of software that wouldn't run on the Megas! You bought a
>piece of software for an ancient IBM PC, it worked on a PS/2. period.

Wow, there were programs that ran OK on the Mega's too. Have you ever
tried to get some DOS 3.2 programs to run under DOS 4.0.
Har! That's a laugh.

> Tom Bellucco - moscom!tmb@cs.rochester.edu or {...}!rochester!moscom!tmb
> ------------------------------------
> "Whatever I said, I didn't mean it...unless, of course, you liked it!"
> #include <std.disclaimer>

Mark Davidson.
(Well that's my two pence sterling).

1174. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 13:14:15 UTC
From: focke@gmdzi.UUCP
Message-ID: <1957@gmdzi.UUCP>
Source record: 244091

If your Formdial is the same like mine it works like this:

Formdial increases the speed of closing dialoges. If you open a dialog-
box Formdial saves the screen in memory. If you close the dialog, it
restores the screen.
The application needs no time to redraw the window under the dialogbox.

Stefan Focke

1175. Screen Saver: STARSTRK

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 13:17:08 UTC
From: focke@gmdzi.UUCP
Message-ID: <1958@gmdzi.UUCP>
Source record: 244092

Hello,

can anyone post this ACC to the net or dirctly to me?

Thanks

Stefan Focke (focke@gmdzi.uucp)

1176. Your Net connections

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 13:45:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9002020812.AA08645@ucbvax.Berkeley.EDU>
Source record: 244094

Current Notes Magazine's Junkyard Pussycat is visting the InterNet this month.

He would like letters from users giving a representative sample of the ways theyhook up to the Net. Send E-Mail to JOHNBARNES@ENH.NIST.GIV for forwarding to the Pussycat.

He has promised to upload the column to the Net for your amusement(?).

In your letter say something about your job (student, professor, developer, etc)and indicate what machinery you use to get onto the net. Any experiences that you have had where the Net has been particularly helpful to you would also be appreciated.

1177. Junkyard Pussycat's address

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 13:48:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9002020812.AA08658@ucbvax.Berkeley.EDU>
Source record: 244097

The proper address for mail to the Junkyard Pussycat is

JOHNBARNES@ENH.NIST.GOV

BITNET users may find that JOHNBARNES@NBSENH works. UUCP users are on their own, although there are surely a number of ways.

1178. All BBS's speak English??

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 14:05:54 UTC
From: av74381@korppi.tut.fi
Message-ID: <10973@etana.tut.fi>
Source record: 244022
Cross-posted to: alt.bbs,comp.sys.atari.st

I have been running a local bbs on Atari ST for couple of years here
in Finland. Some of the BBS's youngest users don't speak English very well
and they have hard time understanding the functions of the bbs.
I have used Steven Grimm's BB/ST and now my system runs Michtron's Multiuser
BBS program. I have had good experience of both of these programs but
I would like to make things little easier for my users and get a Finnish
speaking BBS software. There are also other confusing things than language,
for example dates should be of form dd-mm-yy, not mm-dd-yy. Time
should be military time, not AM/PM form.

I don't know any commercial bbs programs which could
be translated TOTALLY (without serious hacking ;-)) into another language.

For best results I quess I should write my own piece of software,
or port some PD bbs on my system.

If there exists any PD bbs software INCLUDING the source code (Citadel?),
would you please e-mail me how to get these.

I Arto Vesterinen I Internet av74381@tut.fi I
I Tampere University of Technology I UUCP tut!av74381 I
I Finland I Bitnet av74381@fintut I

1179. C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 14:22:00 UTC
From: ESC@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900201142254.8.ESC@DJINN.SCRC.Symbolics.COM>
Source record: 244005

Date: Wed, 31 Jan 90 22:23:00 EST
From: Greg Csullog <01659%AECLCR.bitnet@ugw.utcs.utoronto.ca>

Can someone on the net tell me where I can get this program?

It is distributed in North America by Digidesign, Inc. Their phone number is 415-327-8811. There are a number of mail order places that sell it along with music stores that sell MIDI software for the ST.

1180. Re: Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 14:24:16 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570056@otter.hpl.hp.com>
Source record: 244006

HiSoft's address is:

HiSoft, The Old School,
Greenfield, Bedford
MK45 5DE

+44 525-718181

Fax: +44 525-713716

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1181. In DEFENSE of MAGNAVOX...Where's the Facts???

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 14:44:37 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <3787@cuphub.cup.edu>
Source record: 243912

In article <1990Jan30.182032.26630@agate.berkeley.edu>, johnf@stew.ssl.berkeley.edu (John Flanagan) writes:
> If this is the same monitor which was being sold under the Commodore
> nameplate as the 1084 for a while, it is junk. Ask any 1084 owner

WHY is it "JUNK"? maybe you could enlighten me(us) on this...
I have had NO PROBLEMS WHATSOEVER with mine. (It is a year newer than the Commodore-1084 model that Magnavox made--but for all intents and purposes, it's the same monitor...)

> (like me). Commodore eventually dropped Magnavox as their manufacturer
> and went back to whoever made their original Amiga monitors (Phillips, maybe?).

Maybe you should do your research a little better commode-door owner!

PHILLIPS CORP. IS THE PARENT COMPANY OF MAGNAVOX!!!
Therefore: If you got a Phillips (mostly in U.K.) monitor, you got yerself a Magnavox...

I WOULD like it if you would post the "PROBLEMS" you and "OTHERS" had with it and WHY IT WAS SO "TERRIBLE"...

>
> John Flanagan Space Sciences Laboratory
> johnf@sag4.ssl.berkeley.edu University of California
> (...!ucbvax!sag4.ssl!johnf) Berkeley, CA 94720
> Manners Maketh Man. (415) 643-6308
--
+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| / message at logon. |
+---+

1182. A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 15:01:24 UTC
From: news@mrsvr.UUCP
Message-ID: <1981@mrsvr.UUCP>
Source record: 244024

Sender:
Reply-To: krieg@jupiter.UUCP (Andrew Krieg)
Followup-To:
Distribution:
Organization: GE Medical Systems, Milwaukee, WI
Keywords: disk format st-log
From: krieg@jupiter.uucp (Andrew Krieg)
Path: jupiter.uucp!krieg

1) I recently found on a local BBS a program that supposedly formats Atari disks to 1 Meg (on a DS drive). Since I personally have never succeeded in formatting past 810K I was wondering if this program could really work or if it could really screw up a disk.

2) Has anyone been contacted by LFP about a refund to their now defunct subscription to ST-LOG? Or is it time for a long distance call.

--
==
= Andrew Krieg The Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Hey kid, how'd you like them glasses melted into your head?" =
= - Superman, the Mover =
==

1183. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 15:08:01 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20396@watdragon.waterloo.edu>
Source record: 244029

In article <485d8c5b.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>well, once again Atari Corp has shown how much it cares about the
>USA market by releasing its new products overseas first. I really wonder
>just how committed Atari corp is to the USa market anyway??
>
>So, I am happy that the STe isn't Vaporware but it just joins the group of
>other Atari products that have never been sold here in the USA. Like th
>entire line of PC clones, the TT, and now the STe. Geez, when will Atari ever learn
>that the USA is not some hick third world country?

The PC clones never made it to the USA? I'm almost certain that I've seen
them in a store here in Kitchener, Ontario, Canada.

Steven W. Klassen +-----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +-----------------------------+

1184. Re: What's so good about an STE?

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 15:35:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <48629f95.20b6d@apollo.HP.COM>
Source record: 244036

In article <1942@laura.UUCP> hh@trillian.informatik.uni-dortmund.de (Hasko Heinecke) writes:
>That's what I like most: Everybody keeps telling me about really cute
>features (68030 support, >4 MB memory, more colors, more sound) but nobody
>knows how to access them. This was a hint, people of Atari!

Presumably registered developers know how; they just aren't allowed to
tell you.

1/2 ;-)

--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

1185. Reliable CHKDSK

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:13:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9002020809.AA08491@ucbvax.Berkeley.EDU>
Source record: 244019

The best tool that I have found for cleaning up FAT's is Hard Disk Sentry from Beckenmyer Development tools. I find it essential because certain Atari programs (apparently including dBMAN) sometimes mangle the directory structure of a hard disk when they crash.

SENTRY is very good about rebuilding a mangled directory structure.

Michtron also peddles something in their utilities pack and ICD is selling a product called CLEANUP. I have not had any experience with either of these.

1186. Re: Wordup 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:18:47 UTC
From: covertr@force.UUCP
Message-ID: <4862c5ef.14a1f@force.UUCP>
Source record: 244042

In article <76439@tut.cis.ohio-state.edu>, weaver@tut.cis.ohio-state.edu (Andrew Weaver) writes:
>
> No, there is no direct Postscript output. The manual states that WU can
> be used with UltraScript ST and the SMM804. It also advertises NeoCept's
> TurboJet, an HP LaserJet driver for GDOS.
>
> Standard disclaimers apply; i speak for myself.
>
> --
> Andrew Weaver | weaver@tut.cis.ohio-state.edu
> West Side Leader | Spring '90: v30188@vax1.cc.uakron.edu
> Fairlawn, OH | bs0401@file01.ecgf.uakron.edu
> | c17246@akronvm.BITNET

Andrew, save yourself the $40 and do NOT buy the TurboJet GDOS printer driver from Neocept!! Buy the GDOS printer driver set from Migraph instead!!

I know because I was foolish enough to buy the TurboJet drivers without asking first, and was it ever a mistake. First, the GDOS driver for my Panasonic KXP4450 Laser Partner printer does not allow complete grpahics on a page. I bought the shareware program IMG CAT from the author on GEnie and when I wne to print out a catalog of IMG pics d/led from GEnie it would only print 6 pics from page, the rest of the page was blank. I asked on GEnie about it and was told that the TurboJet GDOS driver was at fault. I went out and bought the Migraph GDOS printer drivers and everything now prints fine. I have been told that there are other programs which don't work well with the Neocept TurboJet GDOS drivers.

And to boot it all, the Migraph drivers were cheaper than the Neocept TurboJet!!

So, try to order the Migraph GDOS drivers and you will be happy!!

Standard disclaimers apply; i speak for myself.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1187. Re: Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:27:47 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1255@lzsc.ATT.COM>
Source record: 244020

In article <1990Jan31.032956.28008@gpu.utcs.utoronto.ca>, romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
> Sorry if this has come up before, but I am really in need of info
> regarding a reliable way to verify the integrity of the FAT.
> Hopefully, the program should also go ahead and fix lost clusters,
> etc. as automatically as possible.
>
fsck.prg was previously posted. It works well up the 16 meg partitions.

Since TOS 1.4 supports up to 32 Meg partitions, I have modified fsck.prg.
I will send it to anyone who writes.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1188. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:35:21 UTC
From: covertr@force.UUCP
Message-ID: <4862d4c4.14a1f@force.UUCP>
Source record: 244031

In article <2010@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
>
>
> People who are interested in an English language version of the package
> should definitely contact Borland and let their voices be heard. As
> I've mentioned in previous posts, this is a fine development system.
> Despite some quirks, it's really fast and generates excellent code.
> It deserves to be seen in English speaking markets, but that won't
> happen unless and until Borland perceives a market for it.
>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Ken, you seem to really like Turbo C from the Germans. Have you tried
the Version 5 of the Lattice C from the English company Hisoft yet??
I am sure that others here would like to know what you think of the
vers 5 lattice c compiler.

I have asked my local Atari store to try to locate the Lattice C compiler, but
Michtron (who distributes other HiSoft products like WERCS and the C Interpreter)
does not distribute the Lattice C compiler here in the USA. So, my dealer is trying
to locate another source for it. Meanwhile, I wait.

Also, I hear that my dealer has a source for the commerical Flowcharting program
that is available in England. He says that he should be able to get it in a month
or so. I hope that it is as good as some of the flowcharting programs on the Mac, because
that is the only program that is out for the Mac that I can't find for the ST.

So, Ken have you tried the Lattice C vers 5 compiler? What do you think?

Thanks.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1189. Help Needed with MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:37:49 UTC
From: gossa@chefs.dec.com
Message-ID: <8016@shlump.nac.dec.com>
Source record: 244038

Hi I need some help with installing MICRO RTX. (I can't evaluate it's usefulness to me if I can't even get it to work !!) .

I managed to assemble a .BIN library from the RTXBIND.S source by slightly altering it to fit my C compilers needs. (Assembled using HISOFT's DEVPAC 2 for LATTICE C v3.04).
The .PRG is in the AUTO folder on an otherwise blank floppy, (I Don't have a HARD DISK so there no problems there). On booting from the floppy the Copyright Notice is displayed and the system exits to DESKTOP, so it looks like the system has installed.
If I compile a simple program i.e. turning the code fragment for RTX_INSTALL into a program which prints out "Installed" or "Not Installed" then it compiles, links (with the MICRO RTX library) and executes without crashing but does not print out either of the above messages.
On Investigation using MON ST I discovered that the program was falling over at the TRAP #5 in RTX_INSTAll with an 'Illegal Trap' message. (Is this due to MON ST stealing/reseting the TRAP #5 vector ??). TRAP #5-#15 all point to the same address is this correct ???
Is there something going on in the STARTUP of Lattice C which causes problems with MICRO RTX ?? I'd love to find out as the system looks like the answer to my dreams.

- Andrew (Goss) -

P.S My system is a 520STFM with 1/2meg intenal,1meg external drives and TOS v1.3 in ROM and is as bought.

1190. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:39:05 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1256@lzsc.ATT.COM>
Source record: 244021

In article <9001310813.AA11452@ucbvax.Berkeley.EDU>, FRACHEL@umiami.Miami.EDU ("Franklin E. Rachel") writes:
> Hello,
>
> I am planning on building a hard drive system for my 1040 st, and
> was wondering which host adapter you people prefer. I have heard
> many good things concerning the one from BMS (I think thats it)
>
Indead, BMS, SUPRA, and ICD are all in this pond.
I Like BMS, because I like dealing with the people there.
SUPRA and ICD will sell you a complete package.
The BMS is marketed direct and by EA Brown (Minneapolis,MN) who
will also sell you the box and boards to run your own drive.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1191. Re: C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 16:52:10 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5550@blake.acs.washington.edu>
Source record: 244035

In article <90Jan31.222501est.58651@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Can someone on the net tell me where I can get this program?

There are several mail-order houses that carry it.. unfortunately, i don't have an ST mag around right now, but i recall calling a house about 3 weeks ago inquiring about prices... i believe i was quoted in the neighborhood of $472.00 .. this is a damn good price...
I paid $475 originally (a year+ ago) and have put in another 80-100 in updates. The current version is 2.2 which includes the new

"Softlink" program- a partitioning/multi-tasking piece of code:
YOu can create up to 9 separate partitions for GEM or TOS each with a virtual desktop... The "multi-tasking" feature is ONLY with respect to the added ability of NOTOATOR being able to run concurrently with a word processor etc.. in other words.. one can have NOTATOR playing sequences in the background while you write a report..
In addtition, if you have another midi program you like to use.. NOTATOR can record all midi events being generated by the "other" midi program.. that's pretty slick. ANyway, i don't know how good the task switching abilities are.. nor if the "multi-tasking" features are reliable... Believe it or not, i have had NOTATOR 2.2 update with Softlink for over 10 days now and have yet to install it on my hard drive... I have been having so much fun with my new GCR, i've barely been in ST mode...

-kevin
ramsiri@blake.acs.washington.edu

1192. Re: TURBO-C Question!

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:00:39 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Feb1.170039.14207@pcsbst.pcs.com>
Source record: 244045

joep@tnosoes.UUCP (Joep Mathijssen) writes:

->I'm trying to compile 'BISON' on my ST using the TURBO-C compiler. After
->a few changes the compilation was successful, but the linker still gives
->some weird errors.

-> "16 bit PC relative overflow"

->How can I solve this problem without changing compiler? Is there
->an option that I don't know.

There is a suitable option, but don't expect me to remember its name.

->Or SHOULD I use another compiler? The only one I'm prepared to use
->is the GCC-compiler. But will this compiler work correct on an 1MB atari.

No, TC is (very) okay.

--
I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet
I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

1193. Big troubles with STEs ???

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:12:09 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280007@hpgnd.HP.COM>
Source record: 244026

Hi there,

I really get confused with all rumours I have heard about STE machines.

I have red that they do not work properly with a monochrome monitor.
Especially they would get lost if one try to use the new capabilities
(Hardware scrolling , new blitter) on a monochrome monitor.

It is a famous French ST magazine "ST-Mag" which wrote that...
It seems there are some big problems with STEs.

They have also written that external drives 3'5 and 5'1/4 could not be
accessed properly with STE machines .

Has anybody met these problems with STEs on monochrome monitors or
with external floppies ?

Is it a hardware problem or a TOS 1.6 problem ?
Is there the same problem on TOS 1.4 machines ?

Will STACY allow external 5'1/4 disks ?

Thanks a lot for your answers.

1194. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:16:55 UTC
From: kbad@atari.UUCP
Message-ID: <2015@atari.UUCP>
Source record: 243922

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

| GST say it's something inside TOS (or GEMDOS or whatever layer
| it might be), so I was rather hoping the problem might go away with TOS
| 1.4.

Now why doesn't that surprise me? Not to bash GST, but I have found
that a lot of problems similar to this are a result of bad programming
practices. Not intentional, but just because the developer wasn't
aware of some restriction or another. It's all too easy to blame TOS.

I would like to know exactly how the GST products get their keyboard
input, in gory detail. *IF* I knew that, then I might be able to
figure out what causes the problem. I strongly suspect that the
problem is caused by mixing input modes between AES/VDI/GEMDOS/BIOS.
That has been known to produce results like this. If it is _not_ that,
then there is a good chance that it _is_ a bug in TOS, and I want to
fix it!!!

| People can go for months without it striking, and then have it
| happen twice in a day. (Sunspots??? :-))

Yep, sounds a lot like the ol' cosmic rays. It is really unfortunate that
this particular bug is not easily reproducible. Of course, if it were,
it would probably have been fixed long ago... :-/

| I'm waiting for the bug to strike while I'm running Wordplus from within
| NeoDesk, so I can try sending a few wind_update() calls. Would this do
| any good?

While you're at it, don't forget to sprinkle the chicken's blood on the
keyboard and dance about, chanting at the monitor.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1195. SAMPLERS: The one that I want...

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:17:00 UTC
From: ZDEE050@elm.cc.kcl.ac.UK
Message-ID: <9002270812.AA13603@ucbvax.Berkeley.EDU>
Source record: 244027

SAMPLERS: I have been trying to find a decent sampler at "the right price".
What I need is something a bit more professional then the likes of REPLAY
(8-bit, mono, minimal MIDI, designed for L-M Rez gaming types....), but not
quite up to ADAPI,II,AKAI-S900 spec.

In fact, what I could do with is (in order of importance):
At least 2 outputs (pref 4) and able to bung different sounds down each.
A good MIDI control - not just note on/off, pitch etc, but control too.
Support/upgrades etc.
12 bits (though 8 can still sound good)
Good Mono display.
Priced 200-300 quids. (Pounds Sterling to you across the pond....)

I have looked quite a bit, and no body seems to have a package to fit the bill.
I had hoped Germany would have something - Their stuff is generally 10-20 times
better then UK offerings, but my best chance seams to be the ProSampler by
Galaxy coming out in March (so they say...). G-Datas' AS sound sampler III is
16 bit MONO! no good for me.....

As for the Britsh offerings, Tony Racine at AVR has some good ideas, except
that he does not think the market exists for what I want. I put this down to
him not knowing about the recording industry. (Think: Most Studios have at
least one ST (for running Pro-24 etc) so a good sampler using a Mega as control
and memory would really sell. If the studios use them, bedroom studios like
mine will too to maintain compatability)

The biggest joke is POWER COMPUTING (I noticed that someone else on the net
seems to question this firm....). They "market" MOUSE MUSIC, which on paper
looks good (8 bits only, but Stereo, so more than one ouput), but talking to
various people (including Chris, the programmer) got me worried, there were
problems they said.... So I asked Power Computing for a Demo. The weeks passed,
Ken (of PC) kept saying it would be with me of friday/friday/friday etc. What
finally convinced me was when Chris left the company - after falling out with
the hardware designer! I would never now touch Power Computing with a
bargepole, a very very long one too!

So: If anyone out there knows of a Sampler that has multiple outs, please let
me know!!!

Thanks,

Fraser Stephens, UK.AC.KCL.CC.OAK::ZDEE050

1196. Re: Want pseudo-trap handler examples

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:27:01 UTC
From: kbad@atari.UUCP
Message-ID: <2016@atari.UUCP>
Source record: 243906

saj@chinet.chi.il.us (Stephen Jacobs) asks about critical error and terminate handlers.

Intercepting the critical error handler is simply a matter of grabbing logical vector 0x101 using Setexc(), and doing the appropriate thing with the arguments sent to your error handler by the bios. This is documented in the GEMDOS manual in the "extended vectors" section.

Grabbing the terminate vector to "recover" from a ^C is not the way to avoid having ^C terminate your application. Use GEMDOS raw i/o (Crawcin() and/or Crawio()) and roll your own string reading routine.

--
||| Ken Badertscher (ames!atari!kbad)
||| Atari R&D System Software Engine
/ | \ #include <disclaimer>

1197. Re: EMULATORS

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:27:35 UTC
From: phoenix@ms.uky.edu
Message-ID: <13936@s.ms.uky.edu>
Source record: 244033

In article <1998@moscom.UUCP> tmb@moscom.UUCP (Tom Bellucco) writes:
>Look at the list of software that wouldn't run on the Megas! You bought a
>piece of software for an ancient IBM PC, it worked on a PS/2. period.
Ah, no. Yes, most of the material that SURVIVED until now from that
era works - because people followed the (few) programming guidelines that
would help insure that slight differences would not crash their code. The
ST is a more complex machine and has more rules (which doesn't excuse the
problem; published guidelines are published guidelines, and if the software
doesn't follow them, that's not Atari's fault) and therefore more violations
of those rules - and more crashes upon grades.
I do remember software that wouldn't run on the AT, much less a PS/2...
fortunately, I haven't seen any of that kind of material in quite a while.
It's not just Atariland where this happens. I use Amiga systems (three
at the home/office right now) and haven't had any problems when upgrading,
except with a couple of games (and we know who you are, Psygnosis! :-( ).
However, there are others out there who have had this happen. So the problem
is everywhere; people just don't pay attention to the rules.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

1198. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:29:51 UTC
From: phoenix@ms.uky.edu
Message-ID: <13937@s.ms.uky.edu>
Source record: 244034

In article <2013@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>Am I being paranoid, or has there really been a proclivity on the part
>of the press (UK and elsewhere) to slam the STE??? I've heard more
>negative rumours and outright lies about the STE than any other recent
>Atari development. I wonder why this is?
It's because they've gotten tired of slamming Commodore-Amiga. (He
said, with half a smiley face.) It seems that some people just have to
have SOMETHING to look down upon, to make them feel alright about the
machines they purchased...
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

1199. Re: FSCK Warning (was: Is there a (reliable) CHKDSK for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:35:43 UTC
From: canada@crash.cts.com
Message-ID: <1325@crash.cts.com>
Source record: 244043

In article <2947@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>There is something called FSCK that is available from panarthea.

I used this program until I formatted my hard drive to have partitions
bigger than 16 megabytes (allowable under TOS 1.4). I had no problems with
FSCK *until* it tried checking partitions over 16 megs, then it gave false
readings (ie. bad sectors where there were none). Others in the local
atari club (San Diego) have reported the same thing. Be careful...
--
Diane Barlow Close
{nosc, ucsd}!crash!canada
canada@crash.cts.com
Free Canada -- Trade Mulroney

1200. SPICE

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 17:52:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <E58565397B9F604933@UBVMS.BITNET>
Source record: 244028

Does anyone know if SPICE (I guess it would actually be PSPICE) is there somewhere for the ST?
If not, is it public domain?
If so, does anyone know where I can get the source? (I guess this question doesn't, but as long as I've asked it...)

John
v067majp@ubvmsd.cc.buffalo.edu

1201. Re: Fancy Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 18:17:36 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Feb1.181736.26556@udcps3.cps.udayton.edu>
Source record: 243905

In article <8471@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>On the subject of fancy screen savers...
>
>There is a very nice one on Genie called STARSTRK.ARC (file #13445) that
>displays random starbust pattern. Stars are in color on a color monitor
>It's very nice on a mono monitor because you don't just get the black/white
>reversal but a real screen saver. The downsides: 1) it's a ACC rather than
>a autofolder item(i.e. it takes one of the six precious spots) 2) the idle
>timeout length is hardwired to 3 minutes. All in all it's the best(and
>certainly the most entertaining) screen saver around.
>
>***
>* Bob Luneski :-} bluneski@pogo.WV.TEK.COM *
>* *
>* The opinions expressed herein are my own and in no way reflect the *
>* opinions of Tektronix, Inc. *
>***

My personal opinion about this screen saver are mixed. I like the concept, but
it has this strange problem of messing up screen draws (even the GEM Desktop).
I have found another program, which instead of having starbursts, has the
Atari fuji symbol. I'll post it to comp.binaries.atari.st and see what
everyone thinks...

Jim vanleeuw@udcps3.cps.udayton.edu

1202. Re: Epson LQ800 driver for Mac

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 18:32:04 UTC
From: la062594@zach.fit.edu
Message-ID: <772@winnie.fit.edu>
Source record: 244039
Cross-posted to: comp.sys.atari.st,comp.sys.mac

I am currently using the EPSON LQ Printer Driver which I purchased at an EPSON dealer here locally. As I recall, it cost around $45. The program came on two MAC disks and included System 6.0.2 , as well as a cable to hook a MAC PLUS to the printer (I sold mine to someone for $10, which made the driver a bit more affordable.) As there is mention made in the manual about a program called Printworks, I believe this program was used to write the driver originally, so buying Printworks might be another option. The driver works in 180 x 180 and 180 x 360 modes, and does a very good job printing. ATM does work quite well with it. As far a Imagewriter emulation goes, the driver uses standard MAC fonts, but for good print quality, you must have a font 2 1/2 times larger than the one you wish to use installed in the system, i.e. if you want to use a 10pt. font, you must have the same font installed at 25pts. There is also a desk accessory included to allow you to match the internal fonts of the printer to the screen fonts of your choice....

John P. Karp

I

1203. ICD's Cleanup (was Re: Is there a (reliable) CHKDSK for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:06:54 UTC
From: matthews@umd5.umd.edu
Message-ID: <6071@umd5.umd.edu>
Source record: 244046

In article <5440100@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>I've been told several times that ICD's CLEANUP.PRG is the best thing going
>for the ST. I have a demo version that I ran on a severely corrupted
>partition, and it claimed it could have repaired it (since it was a demo
>version, it did not do the repairs :-( ).

I have ICD CLEANUP, and it did save me lots of times.

However, there is one small catch (I believe). It only works with ICD host adaptors.

I can't confirm this, as I only have an ICD, but I remember trying to run it off of floppy when my hard drive was really on the fritz, and it said 'no ICD host adaptor present' and aborted. (the DMA bus was locked, I think)

Mike

1204. dates and time (Was: All BBS's speak English??)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:27:02 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2950@water.waterloo.edu>
Source record: 244044
Cross-posted to: alt.bbs,comp.sys.atari.st

In article <10973@etana.tut.fi> av74381@korppi.tut.fi (Vesterinen Arto) writes:
| ...
| I would like to make things little easier for my users and get a Finnish
| speaking BBS software. There are also other confusing things than language,
| for example dates should be of form dd-mm-yy, not mm-dd-yy.

I agree that mm-dd-yy is not good, but neither is dd-mm-yy has its problems,
too. There is international agreement on this form yyyy-mm-dd and
that is why ISO has standardized it. Everybody understands it the
first time; for instance 1990-02-01 would not likely be mistaken to
mean Jan 2nd. (It makes perfect sense if you consider the logical
continuation yyyy-mm-dd hh:ss.) You should make your bulletin
board conform to the new standard so that young bbs users will
learn the "best" way.

| Time should be military time, not AM/PM form.

What makes the 24 hour clock "military" time. There are lots of items
used by military personnel, but that does not make the item "military".

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1205. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:45:27 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1153@carroll1.cc.edu>
Source record: 244048

In article <20396@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
:The PC clones never made it to the USA? I'm almost certain that I've seen
:them in a store here in Kitchener, Ontario, Canada.

That's not the USA.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1206. C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:46:00 UTC
From: ESC@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19900201194645.7.ESC@DJINN.SCRC.Symbolics.COM>
Source record: 243928

Date: 1 Feb 90 16:52:10 GMT
From: ogicse!blake!ramsiri@ucsd.edu (Enartloc Nhoj)
...

in updates. The current version is 2.2 which includes the new

"Softlink" program- a partitioning/multi-tasking piece of code:
YOu can create up to 9 separate partitions for GEM or TOS each with
a virtual desktop... The "multi-tasking" feature is ONLY with
respect to the added ability of NOTOATOR being able to run concurrently
with a word processor etc.. in other words.. one can have NOTATOR
playing sequences in the background while you write a report..
In addtition, if you have another midi program you like to use..
NOTATOR can record all midi events being generated by the "other"
midi program.. that's pretty slick. ANyway, i don't know how
good the task switching abilities are.. nor if the "multi-tasking"
features are reliable...

I have used the features in "Softlink" and I'm not terribly impressed. It is
nice to be able to get back to the desktop and run some simple things without
having to exit out of Notator but I have found that I lose certain things when
switching between partitions, like the state of the key click. Also, I have
yet to find a MIDI program that works with SoftLink. I didn't expect my
hostile Dr.T patch editors to work but TurboSynth, from Digidesign didn't
work! I was able to bring up the program and do all the normal operations but
I could not use any MIDI functions in TurboSynth. I have reported these
problems to Digidesign. Softlink also requires a minimum of a 2 meg system
and with that you can only have 2 partitions, Notator and one other partition
of around 700KB. Things are a lot easier with a 4 meg system.

I will say that I have been impressed with the support from Digidesign for
Notator. I have received several timely updates from them for free or a very
reasonable cost. The update to 2.2 costs $30 but I did not have to pay for it
since I had reported several bugs that were to be fixed in that release.
However, the most glaring of the bugs, severe timing problems when playing
MIDI format files, is still there. Sigh, maybe someday I will be able to
import files from other sequencers.

1207. Re: A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:55:08 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002011954.AA16642@fsucs.cs.fsu.edu>
Source record: 244047

In article <1981@mrsvr.UUCP>, news@mrsvr.UUCP (News Manager) writes:
>
>1) I recently found on a local BBS a program that supposedly formats Atari
>disks to 1 Meg (on a DS drive). Since I personally have never succeeded in
>formatting past 810K I was wondering if this program could really work or if
>it could really screw up a disk.
>
This may be possible with some really packed disk formats, but the media
would be highly unreliable. I have seen formatters go out to 83 tracks,
11 sectors reliable ON PARTICULAR DRIVES. You just have to experiment
and see how much stuff you can cram on a disk reliably. I have found
that 82 tracks, 10 sectors, twisted works fine for me and most of the
other drives I encounter, but I still run into one occasionally that will
not read a disk. It seems to be the track number that gives drives
problems, anything above 80 is not guarenteed. I use 80 tracks, 10 sectors
twisted for anything I would cry over if I lost, just to be safe.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1208. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 19:56:01 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002011956.AA16674@fsucs.cs.fsu.edu>
Source record: 243924
Cross-posted to: comp.lang.c++,comp.sys.atari.st

In article <451@pico.oz>, akenning@pico.qpsx.oz (Alan Kennington) writes:
>
>I'm amazed that I haven't seen any mention of C++ for the Atari ST.
>Does anyone if there is such a thing? After all, the IBM PC has had it for
>years now.
>
>ak.

I believe the GNU C++ compiler has been successfully ported over to the
ST domain, and I also understand that the FSF is developing interest in
ST's (net rumor). Another nifty story is their response to Apple legal
silliness.
--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1209. SF 354 ===> double sided drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 20:27:38 UTC
From: JTT106@psuvm.psu.edu
Message-ID: <90032.152738JTT106@PSUVM.BITNET>
Source record: 243901

I have two SF 354 drives and would like to upgrade one of them to a

double sidded drive. I tried to directely replace the drive mechanism with

a sony double sided mechanism. This didn't work. Does anyone out there

know how to upgrade one of these things, I know it can be done I have

seen direct replacements for sale in magazines.

John T.

1210. Re: Resettable RAM Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 20:47:54 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440102@hplsla.HP.COM>
Source record: 243904

```
|
|Coderam, included on the Codehead Utility disk, is the best ramdisk program
|I have used (of many). It is reset-proof (really), and supports many different
|sized partitions (from a menu at bootup, will go to a user-default in about
|5 seconds). This program, along with the others on the disk, are well worth
|the price. These guys churn out some of the freshest and most useful code
|for the ST's.
|
| Mickey Boyd
```

Another recommendation for CODERAM (and the Codehead Utilities). I just upgraded to the latest version. It not only is resetproof, but it supports drives A-Z, can overlay with an existing drive, can use the blitter to make it even faster than a regular RAM disk, can be used as a boot disk... and some other stuff I can't recall. I don't recall the size limit, but it is in excess of 1.5 MB.

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%%%

1211. Emulators, et al...

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 20:53:46 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900201.14534518.019609@SFA.CP6>
Source record: 244037

Tom Bellucco writes:

"Let's compare apples to apples here...it makes sense to want 3 seperarte
items that perform their tasks perfectly than 1 item that performs 3 seperate
tasks half-ass."

This is in reference to running emulators on an ST. In my biased
opinion, it depends on the quality of the emulator. I'm running Spectre
GCR, the Macintosh emulator on a monochrome monitor and the end result
is a faster 3.7 megged Mac Plus. I run PageMaker, FullWrite, and am
typing this letter via my RedRyder 10.3 terminal program for the Mac. As
far as all end results are concerned, my ST is a Mac while in GCR mode.
The only 'half-ass' job is in the fact that the emulator is lousy at
copy protected games which I could postively care less about. I use the
ST side for games, if need be. David Small has so extended my ST that
I have two computers on my desk.
Extension of the computer is what emulation is all about. We are
fortunate that Spectre GCR is so solid that the extension actually turns
the computer into another system. Tom's statement is just not correct
as far as the GCR is concerned.
Indeed, I have FEWER CRASHES which using the GCR than I do while in
native host ST mode. by crashes, I mean the cute little cherry bombs and
this is with TOS 1.4, which has made my ST even more solid that it
originally was.

"Look at the list of software that wouldn't run on the Megas!"

WHAT LIST????? I've had a Mega2 ST since December of 1987 and I've
yet to run across any problems. Are there problems with games, where
is the difficulty? Someone tell me so that I can convince the software
that I use that it is not supposed to run. Typical software that I
use daily is Flash 1.61, WordPerfect, Dungeon Master, Blood Money, Xenon II,
HotWire, Falcon, Populas, and all the popular utilities from the CodeHeads
and DoubleClick. I've lots more but these are the ones which come to
mind. Also note that I've been collecting ST software since summer of 1985
and haven't discarded anything yet. I do know that Arkanoid used to not
work, or something like that. I never had it anyway. Oh well...
Speaking of incompatibilities...
Since upgrading to TOS 1.4, I have noticed that Captain Blood stopped
working on me. Everything else seems clean to me. Anyone know anything?
Regarding emulation again... it is a concept allowing extension of
the host machine. We are fortunate in that we have such good emulators
that they seem to replace the host, the ST.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1212. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 21:53:33 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9002020814.AA08780@ucbvax.Berkeley.EDU>
Source record: 243929

RE help, C division
how ever do I read something like a structure in and out of a file,
in C-on-a-VAX? I was trying to do a little database deal (I think), and
structures in a file seemed the only way to proceed. All suggestions
gratefully received. Thanks.
j harris fairbanks\alaska where the cars don't go thru the ice
until mid May!

1213. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 22:00:51 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440103@hplsla.HP.COM>
Source record: 243909

As a shareware end-user, I'd like to throw in my two cent's worth.

My assumption with shareware is this: "what you see is what you get".

I'm under no legal obligation to register AND the developer is under no legal obligation to fix bugs or enhance the product.

So, if I get a program that has too many bugs or otherwise is not fully functional, it gets dragged to the trashcan. No exceptions.

The last shareware program I registered for was SUPRBOOT. It is fully functional and I have not encountered any significant problems after several months of use. If it was never updated again, I would be happy.

Now, you (the shareware author) may disagree with my approach to this situation, but if you want my financial support, that's what it takes.

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%%%

1214. Re: (repost) POOLFIX3.ARC (really fast-load bit)

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 22:16:24 UTC
From: apratt@atari.UUCP
Message-ID: <2017@atari.UUCP>
Source record: 243927

bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>in the recently posted poolfix3.prg and the older rainbow patch, i
>noticed that the 'dont clear bss' bit is not set in the header. is
>there a reason for this?? any consequences if we set this ourselves.

It's not a "don't clear BSS" bit -- it's a "don't clear HEAP" bit! The BSS is the uninitialized storage your program declares that it will need: the C language guarantees that this will be zero, and the ST compiles by zeroing it when you're loaded. The REST of the memory you get allocated, above and beyond your declared BSS, is the heap. For reasons I do not know, GEMDOS originally cleared all of that, too. That's real slow on a 68000 with 4MB of memory, so I added that bit to tell Pexec "You don't have to clear my heap." Programs with that bit set load faster. Not all programs can stand it: MS Write, for one, expects all that space to be clear.

>apratt: how about sending out a binary diffs (a convenient way is to
>hexdump, and send out context diffs of the hexdumps) from the t1.4
>image, that fixes these problem, so that those of us with eproms can
>fix them. (i really hate auto\patches).

There is zero chance of this. Atari's policy is, "The only TOS we have to support is the one in Atari masked ROMs." If you have EPROMS, you don't have an Atari-supported OS. This way Atari gets out from under the burden of supporting whatever code happens to be in your EPROMs, with whatever "patches" and "fixes" and "improvements" you or somebody else put there.

Before you jump all over me, of course, I'm being pedantic. I know that real TOSes can be in EPROMs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1215. Re: IBM PC / ATARI ST Disk Screwed Up

Newsgroup: comp.sys.atari.st
Date: 1990-02-01 23:20:33 UTC
From: rona@hpdml93.HP.COM
Message-ID: <15480006@hpdml93.HP.COM>
Source record: 244040

I have heard that you should format the floppy on the same
drive that you intend to do your file writing with.

Try formating the disk on the Atari using DC Format
or some other utility that allows you to use the
IBM boot sector. Then try again.

Most of my transfers are done in the opposite direction
from what you want. That is, I format the floppy with

format B: /N:9 /T:80

on the HP to get a 720 K format. Then I write the files
on the HP. When I take the disk home, I can read them
without trouble.

I hope that this helps.

Regards,

Ron Abramson

phone: (208) 323-4293
email: rona@hpdml92.HP.COM
uucp: hplabs!hpdml92!rona

1216. Stacy's Power

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 01:04:53 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <2741@umbc3.UMBC.EDU>
Source record: 243902

I recently heard from my local dealer that the Stacy is going to run off of ordinary C-cell batteries! Also, the dealers should have them by March! Wow, I guess Atari doesn't want to be stuck-up like the other laptop makers and actually use rechargable battery packs! Now when your computer runs out of juice (about 15 seconds with a hard drive), you can run to your local thrifty store and pick up eight more! Gee, thanks !!!

Chuck Rickard

1217. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 03:11:04 UTC
From: david@bdt.UUCP
Message-ID: <1131@bdt.UUCP>
Source record: 243911

In article <2006@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Yes, Fdup / Fforce will gag when you get too deep, but Hblank is not
>the answer. If you want to link programs with temporary files, great!
>Add command-line options to each program in the chain which say, "Use
>this file for input, that one for output." I had hoped that J.Bammi
>could win you over to this point of view.

Or you could just use MICRO RTX which has working Fdup / Force as
well as Popen (pipe popen) so you don't even need to use temporary
files.

For example:

```
int pfd[2];
int sav0;

sav0 = Fdup(0); /* save stdin */
Popen(pfd); /* create pipe */
Fforce(0, pfd[0]); /* force child to read pipe as stdin */
Pexec(100, "child.prg", tail, env); /* start child (fork) */
Fforce(0, sav0); /* restore stdin (child is running now) */
Fclose(sav0); /* release the saved handle */./

/* write whatever we want to pipe */
Fwrite(pfd[1], (long)strlen(data), data);

/* close write side */
Fclose(pfd[1]);
```

You could also use multiple pipes to run several programs in
a chain. You can also use Fdup / Fforce once on two different
programs and Pexec one to write to the pipe and the other to read.
For example, the equivalent (in simple terms) of the shell command
"prog1 | prog2" can be done with:

```
int sav0, sav1;
int pfd[2];

Popen(pfd);
sav1 = Fdup(1);
Fforce(1, pfd[1]);
Pexex(100, "prog1.prg", tail, env);
Fforce(1, sav1);
sav0 = Fdup(0);
Fforce(0, pfd[0]);
Pexec(0, "prog2.prg", tail, env);
Fforce(0, sav0);
```

```
Fclose(pfd[0]);
Fclose(pfd[1]);
Fclose(sav0);
Fclose(sav1);
```

>
>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1218. Memory Expansion (summary)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 03:34:21 UTC
From: mwjester@wsucsa.uucp
Message-ID: <12334@wsucsa.uucp>
Source record: 243932

A few weeks ago, I asked if there were any well-regarded memory expansion boards for the 1040ST. Responses were few but from all over (Europe, N. America, Australia); here is basically what I found out:

Frontier Software produces a 2.5M board called Xtra-Ram, available in Australia ($A200). My correspondent (Thanks, Rupert!) believes Frontier is an English firm; if so, this might be available in UK/EEC/Canada. The product is evidently quite solid.
Whoops! Almost forgot - that's the unpopulated price.

Datafree (Toronto) has a 2/4M board for the 1040, but it apparently was designed for some particular version of the motherboard, and the docs do not help if you have the wrong one. No price given; you may want to verify beforehand that it will work in your particular machine.

ZRAM (LA) was under consideration by one correspondent: price is right (US$119 unpopulated) and docs apparently good.

Tech Specialties (sp?), Houston - some folks swear by them, others at. My local dealer (no, not an oxymoron yet) has dealt with them over the past year and installed their boards, and says he has had no complaints with the product. Their catalog does have lots of info. If I go this route, I will do it through my local guy, having heard some of the horror stories in this newsgroup.

DISCLAIMER: I am affiliated with NONE OF THE ABOVE. The sample was very small, so the evidence is more anecdotal than statistically significant. Your mileage may vary.

I had some email replies bounce, so I would like to thank all who replied.

Max J.

1219. Re: All BBS's speak English??

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 03:46:39 UTC
From: pozar@hoptoad.uucp
Message-ID: <10000@hoptoad.uucp>
Source record: 243910
Cross-posted to: alt.bbs,comp.sys.atari.st

In article <10973@etana.tut.fi> av74381@korppi.tut.fi (Vesterinen Arto) writes:
>I have been running a local bbs on Atari ST for couple of years here
>in Finland. Some of the BBS's youngest users don't speak English very well
>and they have hard time understanding the functions of the bbs.
>I would like to make things little easier for my users and get a Finnish
>speaking BBS software.
>I don't know any commercial bbs programs which could
>be translated TOTALLY (without serious hacking ;-)) into another language.
>If there exists any PD bbs software INCLUDING the source code (Citadel?),
>would you please e-mail me how to get these.

The next version of Fido will be multi-lingual. You will be
able to port it to any language you want via text configuation
files. This will include "ANSI" (note quotes) escape sequences
to paint different colour text and graphics.

As soon as it comes out, I will upload it to SIMTEL. Look
for "Fido 12s".

Tim

--
Tim Pozar Try also...
Internet: pozar@toad.com
Fido: 1:125/555
PaBell: (415) 788-3904
USNail: KKSF / 77 Maiden Lane / San Francisco CA 94108

1220. TeX Metafont distributions

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 04:20:22 UTC
From: csrobe@icase.edu
Message-ID: <1990Feb2.042022.924@icase.edu>
Source record: 244041

I have spent the last 3 days retreiving and downloading the Metafont files from panarthea. I got metafont.arc, cm_mf.arc, mf_two.arc, and newfonts.arc.

However, when I try to build cmss8 (which loads cmbase.mf, which loads roman*.mf, which finally load greeku.mf which isn't in any of these archives.

1) Can somebody send me greeku.mf (uppercase greek) or tell me where I can find it?

2) Has anybody successfully built a font suite with the mf distribution in Panarthea?

Thanks,
-chip
--
* Charles S. Roberson 1328-F Mt. Vernon Ave. Williamsburg, VA 23185
* Home: (804) 229-5530 Work: (804) 221-3420
* csrobe@cs.wm.edu ...!uunet!cs.wm.edu!csrobe 71500.2056@compuserve.com
* "Experience the feel of fur -- slam your fingers in a car door!"

1221. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 07:16:59 UTC
From: pfuetz@zgdvda.UUCP
Message-ID: <1267@zgdvda.UUCP>
Source record: 243908
Cross-posted to: comp.sys.atari.st,comp.lang.c++

Hallo!

Sure there is one of the best C and C++ compilers available for ATARI
ST.
GNU-C, GNU-C++, and all other GNU-Software are available for TOS and
minix from terminator.cc.umich.edu via anonymous ftp.
Hope this helps.

Matthias

1222. Re: In DEFENSE of MAGNAVOX...Where's the Facts???

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 07:31:45 UTC
From: kudla@pawl.rpi.edu
Message-ID: <A124R_@rpi.edu>
Source record: 243923

In <3787@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
(in response to someone saying how terrible the 1084 is)

Just to avoid any confusion, I'd like to say right off that you're a
dick. Second, advertising ELITE BBSES!!!!!! in your name is generally
regarded as being juvenile, especially if you're posting to the net
and said ELITE BBS!!!!! is a pirate board. Finally, you should really
take care of that Caps Lock problem. Loose wires can often cause
strange artifacts such as those reproduced immediately below.

-> I WOULD like it if you would post the "PROBLEMS" you and "OTHERS"
-> had with it and WHY IT WAS SO "TERRIBLE"...

I've got a 1084, and I don't really hate it 'cause it's not a bad
monitor for video work. However, it's got a few problems like
occasionally screwing up interlaced pictures badly by, well,
de-interlacing them. The result is often an unreadable flickery
screen. You wouldn't see this because your machine only does 320x200
in color (IE on a 1084-like monitor). (Unless your ELITE!!! machine is
actually an 8-bit, in which case it's marginally less.) It can be a
pain, in any case.

Gotten any rad kuel bitchen new warez lately?
--
Robert Jude Kudla <kudla@pawl.rpi.edu>

We foolish and happily hold on to sanity.

1223. Re: Help Needed with MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 08:18:45 UTC
From: hoenig@genesis.informatik.uni-kl.de
Message-ID: <3518@incas.informatik.uni-kl.de>
Source record: 244049

gossa@chefs.dec.com (Andrew Goss) writes:

> Hi I need some help with installing MICRO RTX. (I can't evaluate it's
>usefulness to me if I can't even get it to work !!) .

> On Investigation using MON ST I discovered that the program was falling
>over at the TRAP #5 in RTX_INSTAll with an 'Illegal Trap' message. (Is this due
>to MON ST stealing/reseting the TRAP #5 vector ??). TRAP #5-#15 all point to
>the same address is this correct ???

I have the same problems in my Turbo C-Environment. At least I can
test the programs after leaving the environment, as Turbo C restores the
vectors. I temporary solved the problem by writing a tiny program which
copies the trap-vectors to the area of user-vectors, befor starting the
C-environment. I changed the RTX_INSTALL-function to set the trap-vectors
back to these vectors befor executing the trap. But I still hope for a
better solution.

Good luck.

Helmut Hoenig

1224. Hebrew in the character set

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 08:28:14 UTC
From: qralph@dna.lth.se
Message-ID: <1990Feb2.082814.4988@lth.se>
Source record: 243921

Hi,
Someone wondered about the "useless" Hebrew characters in the character set. Why, it is part of an ongoing education process. For us Atarians it is necessary to know
1) German
2) Hebrew
3) a smattering of English to read Usenet News.
What's wrong?
(Well, learn Swedish, then you can read my booklet about TurboC for Atari too ;-))

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

1225. Re: (repost) POOLFIX3.ARC - fix to TOS 1.4 and STe TOS

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 08:59:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4284@brahma.cs.hw.ac.uk>
Source record: 243945

In article <BAMMI.90Jan30155547@dsrgsun.ces.CWRU.Edu>
bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>apratt: how about sending out a binary diffs (a convenient way is to
>hexdump, and send out context diffs of the hexdumps) from the t1.4
>image, that fixes these problem, so that those of us with eproms can
>fix them.

I doubt if Atari are going to buy this idea, nice though it is. I would prefer
if they started shipping out complete fixed images to subsiduaries now. Just
like they did with TOS1.6 when they found some real showstopping bugs.

The bugs must be in fixed ROM version 1.5 at Atari so why not?

>(i really hate auto\patches).

Yup! Me too! But I would love an \auto path to make our 21 TOS1.0 ST lab
a bug free one.

The general concensus of opinion here is that TOS 1.6 would have been better
called TOS1.4E. Unless of course 1.4 is the end of the road for us old ST
owners and future revisions will only be for STE's.

>bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
>domain: bammi@dsrgsun.ces.CWRU.edu
>GEnie: J.Bammi

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1226. PD cshell sources wanted

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 09:11:08 UTC
From: rodney@merkur.sub.org
Message-ID: <2511331@merkur.sub.org>
Source record: 244050

Hi out there.

For I'm about to write a news- and UUCP-Package for the ST,
and I'm not willing to write a shell, too, I'd be very pleased
to get sources for a Unix-like Cshell anywhere.

ByTheWay, is there anyone out there on the net who already
wrote such stuff? Otherwise, what about porting **IX "rn"
to the ST?

Greetings,
Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________________ -> No warranty at all. <- _____________________/

1227. gnucc on ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 09:34:30 UTC
From: wilko@idca.tds.PHILIPS.nl
Message-ID: <388@wc37.idca.tds.philips.nl>
Source record: 243930

Recently I received the GNU c compiler for the Atari ST. Unfortunately it
came without any (not even a readme) documentation. I have been experimenting
with running it from gulam, but sofar this hasn't been very succesful. My
guess is that I have to set up some environment variables, but I don't what
variables are needed.

Maybe somebody can help to obtain this info. A source for the documentation
of Atari GCC is also appreciated. (Cannot ftp unfortunately).

_ ____
| / o / / _ Wilko Bulte Uucp : ..!hp4nl!philapd!wilko
|/|/ / / /((_) Internet: wilko@idca.tds.philips.nl
* Philips Information Systems Nederland
* Hardware Development Department, Apeldoorn, bldg V1-B1, ph 055-432652

____

1228. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 09:37:10 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1990Feb2.093710.1506@newcastle.ac.uk>
Source record: 243943

Perhaps all the STE slagging is because some of the rumours the mags put out were so wild they believed it themselves. Then they were put out when it didn't turn out to be a TT with a cray inside it.

trev
ARPA :Trevor.Kirby@newcastle.ac.uk JANET: Trevor.Kirby@uk.ac.newcastle
UUCP :...!ukc!newcastle.ac.uk!Trevor.Kirby PHONE: +44 91 222 7594
FAX :+44 91 222 8232 TELEX: uk+53654-UNINEW_G
SNAIL:Computing Laboratory, University of Newcastle upon Tyne, UK, NE1 7RU

1229. Re: Resettable RAM Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 09:47:18 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510001@hpbbi4.HP.COM>
Source record: 243903

I use a resetable RamDisk called FLEXDISK. I use
it for development purposes and it survived most crashes.
You could changes the size of this RamDisk via an accessory without
an extra reset. Its a valueable tool to me.

It costs about 70DM ($40-$50). The distributor is

Application Systems
6900 Heidelberg
Germay

1230. Repost of emacslsp.uaf please.

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 10:52:48 UTC
From: cmp7131@sys.uea.ac.uk
Message-ID: <1281@sys.uea.ac.uk>
Source record: 243925

Please could some kind soul either mail me direct, or repost, the emacslsp.uaf file which was in comp.binaries.atari.st recently. The file was violently chewed in transit. TIA

2E

==
Matt Plumtree -- cmp7131@uk.ac.uea.sys or cmp7131%sys.uea.ac.uk@ukc.uucp
cmp7131%sys.uea.ac.uk@UKACRL or cmp7131%sys.uea.ac.uk@cunyvm.cuny.edu
----
"We like to make peoples' ears bleed" - Dr. Alien
I disclaim all knowledge of any diclaimer
==

1231. Re: ST Format, TOS 1.4 moans directed at Atari UK (was: HAPPY NEW YEAR, ALL!)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 12:16:07 UTC
From: gjh@otter.hpl.hp.com
Message-ID: <570057@otter.hpl.hp.com>
Source record: 243913

> It's because they've gotten tired of slamming Commodore-Amiga. (He
> said, with half a smiley face.) It seems that some people just have to
> have SOMETHING to look down upon, to make them feel alright about the
> machines they purchased...

Yes, this *is* a known psychological phenomenon. Anyone wishing to know more (those "enquiring minds", for example) should look up Festinger's cognitive dissonance theory and the empirical work surrounding it. Doesn't explain anti-STE attitudes adopted by journos though, they shouldn't be affected by cognitive dissonance, not being personally involved in resource expenditure decisions (the engine of cognitive dissonance).

Graham
======

Disclaimer: My opinions above are exactly that, mine and opinions.

1232. gnuemacs (posting to comp.binaries.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 12:34:21 UTC
From: maume@warwick.ac.uk
Message-ID: <389@lily.warwick.ac.uk>
Source record: 243944

Concerning the recent posting of GNUEMACS to comp.binaries.atari.st
Please could someone email me parts 1 - 5 as out site didn't receive them.

Thanks in advance

| JANET maume@uk.ac.warwick.cu
MARK | ARPA maume@cu.warwick.ac.uk
MAPLETHORPE | BITNET maume%uk.ac.warwick.cu@nsfnet-relay.ac.uk
| UUCP maume%uk.ac.warwick.cu@ukc.uucp

1233. Re: Gemini Desktop

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 12:49:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90020304365325@masnet.uucp>
Source record: 243914

I am looking for the newest version of the Gemini desktop. I like the version I have, but Mupfel is a little flakey. If I like the newest version and it permanently replaces the GEM desktop on my machine, I will, of course, send in the required 50DM.

I don't mind if the new version is in German only. Is there anyone who would mind sending it directly to me? I no longer read this newsgroup, so please send all answers directly. Thanks.

meggin@vm.epas.utoronto.ca
David Megginson, Centre for Medieval Studies

~ Via ProDoor 3.2aR

1234. Re: In DEFENSE of MAGNAVOX...Where'

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 13:19:28 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000007@ux1.cso.uiuc.edu>
Source record: 243926

Why didn't you just let it go, you ass. Now you've
created a forum for Elite etc. bashing rehashing.

-Greg

1235. Re: What's so good about an STE?

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 13:22:16 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280008@hpgnd.HP.COM>
Source record: 243915

Hi there,

I really get confused with all rumours I have heard about STE machines.

I have red that they do not work properly with a monochrome monitor.
Especially they would get lost if one try to use the new capabilities
(Hardware scrolling , new blitter) on a monochrome monitor.

It is a famous French ST magazine "ST-Mag" which wrote that...
It seems there are some big problems with STEs.

They have also written that external drives 3'5 and 5'1/4 could not be
accessed properly with STE machines .

Has anybody met these problems with STEs on monochrome monitors or
with external floppies ?

Is it a hardware problem or a TOS 1.6 problem ?
Is there the same problem on TOS 1.4 machines ?

Will STACY allow external 5'1/4 disks ?

Thanks a lot for your answers.

1236. Cross-compiler

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 13:25:17 UTC
From: alex@hpgnd.HP.COM
Message-ID: <4280009@hpgnd.HP.COM>
Source record: 243916

Hi

Is there any Cross-compiler from UNIX to ST in the world ?

It could be nice to have such a compiler , for exemple to use with
a C++ pre-processor .

1237. STE Criticisms in UK - unfair but understandable?

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 13:59:23 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2097@syma.sussex.ac.uk>
Source record: 243959

From article <2013@atari.UUCP>, by kbad@atari.UUCP (Ken Badertscher):
> Am I being paranoid, or has there really been a proclivity on the part
> of the press (UK and elsewhere) to slam the STE??? I've heard more
> negative rumours and outright lies about the STE than any other recent
> Atari development. I wonder why this is?
>

I too think the STE's been slammed a little unfairly. Perhaps it stems from confusion about some of its features, leading to over-high expectations. Some people thought the STE would be able to display lots more colours on screen at once, without special tricks. When they found out you could still only have 16 in low-res (albeit from a wider choice) they were disappointed. Premature references to an 'Amiga basher' increased this disappointment.

Also, the way they were introduced in the UK didn't help. They came in 'through the back door' without any proper announcement (and, in one version I heard, as a result of Atari UK's bad estimates of the amount of stock they'd need before Christmas).

It doesn't help either that the STE doesn't come with its own manual (there's a loose 'addendum' sheet to the STFM manual), doesn't come with any demo programs (or even an enhanced control panel accessory, I think) which take advantage of its new features, and doesn't come with any of the fixes which Allan Pratt posted here a while ago. Non-technical users who are bothered about the bug that prevents bootup in medium-res first have to find out about the fix then have to get it from somewhere - which isn't always easy.

No doubt later shipments will overcome these teething troubles (well, we live in hope). In the meantime, just to show all is not doom and gloom, I have a friend who's just bought a 1040 STE and is really pleased with it.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1238. C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 14:08:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb2.091202est.58653@ugw.utcs.utoronto.ca>
Source record: 243917

Thanks to all the great netters who replied to my request for info!

1239. STE? Where? Here! (was: Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 14:13:25 UTC
From: wally@dragos.uucp
Message-ID: <1990Feb2.141325.17162@dragos.uucp>
Source record: 243918

References: <1990Jan7.084927.19588@csusac.csus.edu> <720.25ada423@miavx1.acs.muohio.edu> <483f7298.14a1f@force.UUCP> <1098@dutrun.UUCP>

Sender:
Reply-To: wally@dragos.UUCP (The Walrus)
Followup-To:
Distribution:
Organization: Orbital Mind Control Lasers, Inc.
Keywords: STE TOS 1.6 Mythos in the Machine.

In article <1098@dutrun.UUCP> etelree@dutrun.UUCP (C.van Reeuwijk) writes:
>In article <483f7298.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>>What new systems?? The Mythical 1040STe?
>Believe it or not, but this message was typed using a 1040STe!! At least
>in Holland, they are not at all mythical, but widely available for
>a price only f 300.= (about $150.=) above the normal 1040STf price.
>
>Kees van Reeuwijk

They certainly aren`t mythical here in the Great White North. My favorite Ataridealer has had 1040 STE`s in stock for over a month now.

At least, I`ve never seen an ST with stero outputs, extra DB9 ports everywhere,and SIMMs on the motherboard... :)

To be fair, the first ones they received came with the regular 1040STf manual,
and the control.acc did not access the extra colours available. Just a short
addendum sheet telling us that more info would be forthcoming, and what
"All them thar extry holes iz far"...

So I suppose the moral of the story is: Thumb your nose at the FCC, and take
a drive accross the border to Friendly Free Trade Canada, and buy `em now.
<How far North? Uhm, Edmonton, Alberta... >

--
O o Wallace Harshaw
( ) somewhere around here...
"] [" <you don't have to understand it, just look at it...>

1240. information wanted

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 14:14:04 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Feb2.141404.9314@newcastle.ac.uk>
Source record: 243963

Does anybody know of a public domain program that will analysis electronic networks on the ST. If possible the program should handle both active and passive components. I have used a program on an apollo workstation that that does this call Hspice (also Mspice) and I was wondering if there is a cut down version for the ST.

Second question. I am starting to learn C, can anybody recommend books to learn from. I have already 'C The programming language. Version 2', but I would also like a couple of other books to study from.

Thanks in advance

1241. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 15:00:38 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <8040@shlump.nac.dec.com>
Source record: 243931

In article <2015@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes...
>grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>
>| GST say it's something inside TOS (or GEMDOS or whatever layer
>| it might be), so I was rather hoping the problem might go away with TOS
>| 1.4.
>
>Now why doesn't that surprise me? Not to bash GST, but I have found
>that a lot of problems similar to this are a result of bad programming
>practices. Not intentional, but just because the developer wasn't
>aware of some restriction or another. It's all too easy to blame TOS.
...
no fair, Ken, it's not GST's problem.

About a year ago I posted this same problem with Word Perfect Atari.
It too drops into "slow mode" now and then, when it eats up the keyboard
buffer about one key every few seconds, treats the screen as if the
mouse button were stuck down, and if you're lucky lets you (slowly!)
request a save before you have to reboot.

Word Perfect Corp. says it's a problem with TOS. The net-consensus was
that it's a problem with TOS. It occurs in numerous GEM programs, such
as Word Perfect and 1ST_WORD+. It is VERY frustrating, and is one of
the main reasons I bought a PClone recently! MS-DOSs eats it raw but
at least it gets debugged.

It takes maybe half an hour to an hour running Word Perfect to get the
bug, though I'm sure it would take a lot longer if somebody were trying
to debug it... Now would anyone from Atari like to try to FIX it?

>While you're at it, don't forget to sprinkle the chicken's blood on the
>keyboard and dance about, chanting at the monitor.

Funny, Ken, but that does seem to be about the right way to keep an
application running on the ST!

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388
(Opinions are the author's own. Sharing requires permission.)

1242. PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 15:01:54 UTC
From: paulm@ccicpg.UUCP
Message-ID: <56432@ccicpg.UUCP>
Source record: 243919

Has anybody in this whole wide world got PC-DITTO II working ???

I could run down to Computer Games+ tomorrow and pick up PC-SPEED
if I wanted to but PC-SPEED does NOT support hercules monochrome
graphics and I here that PC-DITTO II will. I have both color
and monochrome monitors and my monochrome gets 99% useage over
the color (color for games only).
If any body has it working I'd be very interrested in hering about
it and the MONOCHROME support.

THANX, Paul

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1243. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 15:25:11 UTC
From: dcw@doc.ic.ac.uk
Message-ID: <1529@gould.doc.ic.ac.uk>
Source record: 243958

In article <1989@atari.UUCP> kbad@atari.UUCP (Ken Badertscher) writes:
>You can purchase developer documentation by itself for a significantly
>reduced price. The latest release of the developer documentation is
>professionally printed, indexed, and includes several new addenda.

(Reduced from $300, for those not following this thread)

I would be interested in knowing exactly WHAT this "significantly reduced
price for the documentation alone" is. Is it on sale to the general
public? Or do you have to become a Registered Developer (complete with
non disclosure agreement) in order to see a word of it?

I have spent some time studying the original (circa 1985) developer's
documentation, and, in my opinion, it is a badly photocopied, badly written,
incomplete and misleading set of junk.
I'm very glad to hear Ken say that Atari are finally getting round to
producing a decent version. Only 5 years late, I guess..

(All this may be complicated by the fact that I'm in the UK, and Atari UK
are generally regarded as even worse than Atari US...)

Finally, may I say that I am not trying to criticise Ken or any other of
the Atari employees who spend some of their time being "visible" on the
Net. I have two Ataris (one being repaired :-), I like them, but I think
the level of technical information freely available to anyone - general public
or developers - has been appalling ever since the ST was released.

Duncan

Duncan White, | Doctor: "I'm sure I've forgotten something.."
Dept. Of Computing, | Shopkeeper: "Haven't you forgotten something?"
Imperial College, | Doctor: "Yes..but what?"
London SW7 | Shopkeeper: "Money"
England, | Doctor: "Oh no, that wasn't it"
The Earth. | (wanders off looking puzzled, without paying)
(or Gallifrey?) | Survival episode I, 22nd Nov 1989

1244. HiSoft

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 15:53:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4296@brahma.cs.hw.ac.uk>
Source record: 243953

Recently I posted an article here about bad product support from various UK companies. One of these companies was HiSoft who market Dave Small's Spectre (Mac Emulator). Since reading the article, HiSoft have phoned me and apologised for the lack of support due to them being very busy and being a rather smaller organisation than I had originally thought.
They assured me of much better support and update information in the future. Indeed they are going to send me a software update today.
This posting is to clear the air and to let Dave Small himself know how HiSoft have reacted to my criticism and are not as bad as I made them out to be. HiSoft themselves are able to read newsnet articles but are unable to reply to the net as yet.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

1245. Re: All BBS's speak English??

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 16:09:13 UTC
From: ALC@psuvm.psu.edu
Message-ID: <90033.110913ALC@PSUVM.BITNET>
Source record: 243957
Cross-posted to: alt.bbs,comp.sys.atari.st

Certainly... PCBoard 14.2 can be designed to run under any language.
All messages are stored in a separate file which can be easily edited
using a utility which comes with the system. There are already several
language files available on Salt Air, the support BBS for PCBoard.

1246. How to get hold of GCC for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 16:30:51 UTC
From: gossa@chefs.dec.com
Message-ID: <8050@shlump.nac.dec.com>
Source record: 243952

Can anyone help me in getting hold of a copy of GCC for the ST.

I'm not able to get it by FTP so could someone post it to comp.sources.atari
or mail it to me.

- Andrew -

1247. MicroEMACS 3.10 Cursor/Bell

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 16:42:22 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <B#3Y4*@masalla.fulcrum.bt.co.uk>
Source record: 243954

I've just compiled up MicroEMACS 3.10 on my ST (Using MWC), and at first
I thought all was hunky-dory. Then I went and used it on another machine which
happened to have the monitor sound turned up (mine's turned down 'cos I don't
like keyclick). Imagine my surprise when, every time the cursor was XOR'ed,
a sound like a chiming bell was emitted. Not the normal beep/click sound, but
a *really* annoying bell sound. I then tried it on my own machine with the
sound turned up, and it does exactly the same. I hate it!

Has anyone else experienced this? If so, what the heck causes it? I can't
see anything obvious, and I've certainly never come across it in the
documentation anywhere. All help gratefully received.

Thanx in advance,

-Chrisl.
--
"Time is an illusion. Lunchtime doubly so."

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

1248. barcodes

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 16:47:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9002030804.AA02021@ucbvax.Berkeley.EDU>
Source record: 243920

Does anyone know of a program to generate and print barcodes??

Please respond by mail, since I have no time to read this discussion.

Chris Evelo
MFAGKCHR@HMARL5 (BITNET/EARN)

1249. Re: Help Needed with MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 16:47:01 UTC
From: rxg3321@ultb.isc.rit.edu
Message-ID: <2083@ultb.isc.rit.edu>
Source record: 243956

I'm using the Sozobon C compiler, which is supposed to be Alcyon compatible, and it compiles RTXBIND.S to RTXBIND.O fine, and then I put it in my libraries directory and #include <RTXBIND.H>, but I can't get my programs to link with it. Can anyone tell me how to fix this problem?

I also have gcc, but I don't know enough assembly to convert the file to one gas will accept. I'll be happy if I can get it to work with either compiler. Also, people have been talking about bugs in Fforce, Is there another way to use the pipes supplied in micrortx? or a patch for Fforce? or does micrortx patch Fforce? micrortx seems like a fantastic package, and I will register for it if I can use it effectively.

thanks in advance.

Robert Getter

ps. this is my first post, so no signature this time, maybe next time.

1250. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 17:13:52 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20464@watdragon.waterloo.edu>
Source record: 243946

In article <1153@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:
>In article <20396@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>:The PC clones never made it to the USA? I'm almost certain that I've seen
>:them in a store here in Kitchener, Ontario, Canada.
>
> That's not the USA.
>

True...however, it seems strange that they would be available here in
Canada but not just a few miles to the south (USA) - especially since
they should be the same machine (same power supply, same video, etc.).

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1251. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 17:24:00 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20465@watdragon.waterloo.edu>
Source record: 243949

In article <1325@crash.cts.com> canada@crash.cts.com (Diane Barlow Close) writes:
>I used this program until I formatted my hard drive to have partitions
>bigger than 16 megabytes (allowable under TOS 1.4). I had no problems with
>FSCK *until* it tried checking partitions over 16 megs, then it gave false
>readings (ie. bad sectors where there were none). Others in the local
>atari club (San Diego) have reported the same thing. Be careful...

Here is a question about the 16 meg partition limit. I purchased an
Atari Megafile 60 a number of months ago. From the part number I
believe it used a Seagate drive. The manual that came with it
mentioned the 16 meg limit, however, the utilities which came
with it allowed me to make larger partitions. I decided to experiment
with this. I made a partition a fair bit larger than 16 meg (I believe
it was about 24 meg but I don't recall for sure) then tested it by
copying a program onto it multiple times (giving it a unique name each
time) and then reading the files (actually some selected copies of it
from throughout the hard drive) and everything worked fine. I have
kept my large partition and have not had a problem with it yet (although
I also haven't filled more than about 11 meg on that partition, except
of course during the test I mentioned earlier).

Does anyone have comments on this? Did some of the later versions
of TOS 1.0 or 1.1 or whatever it is in my 1040, allow for larger
partitions? Did some of the later versions of the driver program
allow for larger partitions, patching TOS appropriately? Did I
just get lucky during my test and is my >16 meg partition going
to be unreliable for long term use? I am being sure to back
everything up on occasion (usually every 4 months unless I add
something significant to the drive in which case I back it up
immediately following the installation) just in case. (Actually
I would do this anyway.)

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1252. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 17:28:53 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20466@watdragon.waterloo.edu>
Source record: 243950
Cross-posted to: comp.lang.c++,comp.sys.atari.st

In article <9002011956.AA16674@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>I believe the GNU C++ compiler has been successfully ported over to the
>ST domain, and I also understand that the FSF is developing interest in

Can anyone confirm this and give a location (ie. archive or ftp site)
where it can be obtained?

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1253. Re: Stacy's Power

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 17:35:29 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20467@watdragon.waterloo.edu>
Source record: 243966

In article <2741@umbc3.UMBC.EDU> chuck@umbc5.umbc.edu () writes:
>I recently heard from my local dealer that the Stacy is going to run off of
>ordinary C-cell batteries! Also, the dealers should have them by March!
>Wow, I guess Atari doesn't want to be stuck-up like the other laptop makers
>and actually use rechargable battery packs! Now when your computer runs out
>of juice (about 15 seconds with a hard drive), you can run to your local
>thrifty store and pick up eight more! Gee, thanks !!!

So...if you like rechargeable batteries, buy rechargable C-cell batteries
and a recharger! If you think it's a waste and will mostly run the Stacy
from an adapter or something, don't bother.

Some might argue that using ordinary batteries is even better than a
custom rechargable battery pack since you can use the 'fast' rechargers
advertised by some companies. On the down side, you will have to
actually remove them in order to recharge.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1254. Re: C-lab notator

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 17:40:08 UTC
From: gandet@mars.jpl.nasa.gov
Message-ID: <2735@jato.Jpl.Nasa.Gov>
Source record: 243951

In article <90Jan31.222501est.58651@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
>Can someone on the net tell me where I can get this program?

NADINE's Music in Hollywood carries NOTATOR as well as the SMPTE add-on called UNITOR. MIDI CITY, in LA, used to carry the largest selection of MIDI software in the city, but they went out of business at the end of January. Have heard rumours that GOODMAN Music in Hollywood may pick up MIDI CITY's market, if not their inventory.

Tom Gandet Telos/Jet Propulsion Lab - NASA
gandet@mars.jpl.nasa.gov Work: (818) 351-2341 x239

1255. Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 19:53:22 UTC
From: wngai@ics.uci.edu
Message-ID: <25C9E532.8848@paris.ics.uci.edu>
Source record: 243955
Cross-posted to: rec.games.frp,comp.sys.atari.st

Can anyone of you people out there tell me the answer to the following
brainteaser???

Ok, you are in a Jungle and it is getting dark. You must find
your way out of the jungle. In the Jungle lived two tribes, one tribe
is good and always tells the truth while the other tribe is bad and
alway tells lies. You are on a dirty path and came upon a Y-intersection.
Right in front of you is a sign pointing right and reads "This way to
Safty------->". Behind the sign is a native, You can only ask him
one question with a yes or no Answer to determine if the native is telling the
truth or lie and determine which way is the right way out of the jungle.
Remember you are Allow to ask only one question and it must have a yes
or no anwer.

If you have an answer, please tell me by sending it through e-mail!!
Thank you!

Wayne

wngai@Paris.ics.uci.edu

1256. Problem with asm in MEGAMAX-C --- Thank's

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:16:51 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9002030804.AA02160@ucbvax.Berkeley.EDU>
Source record: 243933

Hi,

I'd like to thank everybody who answered my question via MAIL or in this discus
sion. I got so many answers that I can't reply to everyone to do so, please for
give me.

I copied a little program from a magazine which was written for GST macroassemb
ler, and I just didn't realize that MEGAMAX-C only used relocatable code. That
was the whole story !!!

Michael Mueller, Brain Research Institute, CH-8029 Zuerich, Switzerland
EARN/BITNET: <K298027@CZHRZU21A.BITNET>

1257. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:25:10 UTC
From: brazil@pawl.rpi.edu
Message-ID: <3&3+Y|@rpi.edu>
Source record: 243960

In article <20465@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
>mentioned the 16 meg limit, however, the utilities which came
>with it allowed me to make larger partitions. I decided to experiment

Those would be HDX 3.0. HDX 3.0 allows partitions up to 1 GBy (that's 1024 MB in case you didn't know.), It also allows more partitions per physical drive.

>partitions? Did some of the later versions of the driver program
>allow for larger partitions, patching TOS appropriately? Did I

See above.

>to be unreliable for long term use? I am being sure to back
>everything up on occasion (usually every 4 months unless I add
>something significant to the drive in which case I back it up
>immediately following the installation) just in case. (Actually
>I would do this anyway.)

The only problem, however, is that many disk utility programs, such as DL II, and TuneUp(i think), don't know how to handle the larger partitions. Make sure you find out if a utilities package can handle the big partitions before you fork() out $$$$ for it. You might not get your money back.

-Tim Onders
brazil@pawl.rpi.edu
70135.563@CompuServe.COM

1258. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:28:45 UTC
From: brazil@pawl.rpi.edu
Message-ID: <6&3+1|@rpi.edu>
Source record: 243961
Cross-posted to: comp.lang.c++,comp.sys.atari.st

In article <20466@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
>Can anyone confirm this and give a location (ie. archive or ftp site)
>where it can be obtained?

Yes, G++ exists for the ST. It's available from terminator.cc.umich.edu
for anonymous FTP (archive server too I think). However, it requires
at least two megs of memory, and preferrably four.

-Tim Onders
brazil@pawl.rpi.edu
70135.563@CompuServe.COM

1259. Re: Multi-tasking on the ST (and questions bout 16Mhz 68000)

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:31:23 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10736@stag.math.lsa.umich.edu>
Source record: 243962

In article <897@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
> Is there a multi-tasking OS available for the ST? I'd like to
>be formatting a TeX document while I preview another, and other related
>multi-tasking sorts of things. What is available?
Two major setups to try out. Dave Beckmeyer's just released his Micro-RTX kernel as shareware. Of course, to take advantage of it, you need some software that'll do the right system calls. You can buy his MT C-shell, which would probably be a good idea anyway, if you like a Unix-style environment. Or you can hack up your own shell to use his code...

> What can you tell me about 16Mhz 68k retrofits for the ST?
>What is the best board in your opinion and what will it cost? What
>are the pros and cons of buying and installing a 16Mhz board?
Jim Allen's Turbo-16 board (Fast Technologies) is probably the only one worth looking at. $300, but 100% speed increase.

Btw, I'm not affiliated with either of these guys.
--
-- Howard Chu @ University of Michigan

1260. Re: Resettable RAM Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:35:05 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10737@stag.math.lsa.umich.edu>
Source record: 243968

In article <908@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
> Can someone tell me where I can find a resettable ram disk?
>RDY.PRG from MWC will only allow a partition to 700k. I would like
>to make a 1.5M partition. It would be great if the M-Disk utility
>that was posted to binaries was resttable; it doesn't appear to be.

RDY from MWC also comes with complete source code. You should look at it sometime.

Anyways, I'd guess you were only trying to use RDY from the GEM interface. There's no fixed size limit in the RDY program itself, those are just the limited choices you get from the dialog. I set it up from the command line; used 2 meg with no trouble at all. In msh, try:
rdy CMD=MAKE DISK=M SIZE=1500
or something like that...
>
>Brett L Maraldo

--
-- Howard Chu @ University of Michigan

1261. Re: Shareware MICRO RTX and MGR ????

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:42:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10738@stag.math.lsa.umich.edu>
Source record: 243970

In article <1947@laura.UUCP> agrusow@exunido.UUCP (Michael Vishchers) writes:
>Now that most of us have a shareware Multitasking kernel, has anyone given
>a thought to porting MGR, the Bellcore Window Manager, to TOS ???

I've been thinking about it as well. Shouldn't be that hard. Dunno what kind
of memory requirements it'll end up with, though...
--
-- Howard Chu @ University of Michigan

1262. Re: Getting rid of blinking cursor?

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:46:40 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10739@stag.math.lsa.umich.edu>
Source record: 243964

In article <6231@rice-chex.ai.mit.edu> jpexg@wheaties.ai.mit.edu () writes:
>I've written a program in Laser C which invokes an editor via Pexec() and
>after the user exits does some other stuff before ending. The blinking
>block cursor stays on throughout the program's run and then follows all
>the way onto the desktop. It sits there flashing on a window or the background
>until the next program is run. It's apparently harmless, but annoying.
>
>Is there a command that gets rid of this troublesome object?

Yep, Cursconf, for cursor configuration. Lets you set it to steady or
blinking, set the blink rate, or disable it completely. (cursconf(0)).

I guess I'm glad I started out with MWC 3 years ago, and picked all these
little things up from their (excellent!) documentation... }-)
--
-- Howard Chu @ University of Michigan

1263. Re: SPICE

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 20:52:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10740@stag.math.lsa.umich.edu>
Source record: 243965

In article <E58565397B9F604933@UBVMS.BITNET> V067MAJP@UBVMSC.CC.BUFFALO.EDU (Arion) writes:
>Does anyone know if SPICE (I guess it would actually be PSPICE) is there
>somewhere for the ST?
>If not, is it public domain?

SPICE is supposed to be in the public domain, but I've never seen source code for it, only PD versions of Mac & PC PSPICE. Good luck finding it, maybe you can convince someone to port it when you get hold of the source.
--
-- Howard Chu @ University of Michigan

1264. Re: SPICE

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 21:11:23 UTC
From: mitchell@janus.Berkeley.EDU
Message-ID: <34085@ucbvax.BERKELEY.EDU>
Source record: 243971

In article <10740@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <E58565397B9F604933@UBVMS.BITNET> V067MAJP@UBVMSC.CC.BUFFALO.EDU (Arion) writes:
>>Does anyone know if SPICE (I guess it would actually be PSPICE) is there
>>somewhere for the ST?
>>If not, is it public domain?
>
>SPICE is supposed to be in the public domain, but I've never seen source
>code for it, only PD versions of Mac & PC PSPICE. Good luck finding it,
>maybe you can convince someone to port it when you get hold of the source.
>--
> -- Howard Chu @ University of Michigan

The source code for Spice (including a 720K MS-DOS version) can be
obtained from:

EECS/ERL Industrial Liaison Program
479 Cory Hall, UC Berkeley
Berkley, CA 94720
(415) 643-6687

Note: Spice is NOT a public domain program. If you have any questions,
please call the office, do NOT respond to this account.
-Evan Jay Mitchell
mitchell@janus.berkeley.edu

1265. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 21:18:38 UTC
From: dparsons@jarthur.Claremont.EDU
Message-ID: <4117@jarthur.Claremont.EDU>
Source record: 243973
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <25C9E532.8848@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
> Ok, you are in a Jungle and it is getting dark. You must find
>your way out of the jungle. In the Jungle lived two tribes, one tribe
>is good and always tells the truth while the other tribe is bad and
>alway tells lies. You are on a dirty path and came upon a Y-intersection.
>Right in front of you is a sign pointing right and reads "This way to
>Safty------->". Behind the sign is a native, You can only ask him
>one question with a yes or no Answer to determine if the native is telling the
> truth or lie and determine which way is the right way out of the jungle.
>Remember you are Allow to ask only one question and it must have a yes
>or no anwer.

"If you were from the other tribe, would you tell me that this sign
really does point out the way to safety?"

If the safe path is path A, and the sign points down path A:
A truth-teller will say no, as he realizes the liar would lie.
A liar would also say no, as he would have to lie.

If the safe path is A, and the sign points down B:
A truth-teller will say yes, and a liar would also say yes.

Whichever answer comes up, take it at it's opposite meaning. In this
situation you are combining a truth with a lie, which gives a lie, just as
1 * -1 = -1. Hope this helps.

A A A A
. . . . . -=--=--=--=-
. . @@/////////////@@@@@@@@@@@@@@@@@@@@@@@@@@|-^--^--^--^-\,,
. . . .:.@/////////////@@@@@@@@@@@@@@@@@@@@@@@@@@|-v--v--v--v-/``
. . . The Mighty Mace of Self-Destruction -=--=--=--=-
V V V V
Lord Daniel, dparsons@jarthur.claremont.edu

1266. ZMODEM WITH UNITERM

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 21:19:05 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25C9F949.14597@paris.ics.uci.edu>
Source record: 243972

Has anyone sucessufully integrating ZMODEM protocol with Uniterm?? If is, which ZMODEM program do you use? If it's shareware or PD, could you send me a copy of it?? Thanks

wayne

wngai@paris.ics.uci.edu

1267. Re: barcodes

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 22:21:18 UTC
From: csrobe@CS.WM.EDU
Message-ID: <9002022221.AA27041@cs.wm.edu>
Source record: 243934

I noticed that someone was asking about barcodes recently and in my metafont searches for [La]Tex, I discovered the barcodes.mf. I know nothing more that what it says in the header and I have not tried it. If you decide to use this you will need TeX (or LaTeX) and metafont (available from archive-server@panarthea.ebay.sun.com).

barcodes.mf can be anonymously ftp'd from sun.soe.clarkson.edu's pub/tex-fonts directory. I will also ship a copy to comp.sources.atari.st for Steven Grimm to post. (Sorry, I think it is a bit too big to post to this list/newsgroup.)

cheers,
-chip
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary Ma Bell: (804) 221-3455 [W] -=-
-=- Williamsburg, VA 23185 (804) 229-5530 [H] -=-

Fur: The look that kills.

1268. Floppy drive 1.44 meg woes!

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 22:24:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9002030029.AA23185@jade.berkeley.edu>
Source record: 243975

I'm haveing a few problems hooking up my 1.44 meg teac. I was wondering if anyone could check some things for me. My problem is that i cant access the HD mode of the drive but the DD is ok. (My setup is a mega, useing the teac as drive B and a simple manual switch for changing HZ.)

What i've done so far:
1)Moved jumper on teac, setup is now jumpers at D0,and OP.
2)Took line 19, CLK, off the WD 1772 and the 8hz from the same.
3)Took line 39 off the shifter (right 40 pin chip?) for the 16hz.
4)Put a manual swith so that CLK and be choosen as 8 or 16hz.
Thats it....

Symptoms: Drive will not work in HD mode but will in DD mode.
When formating, -8, or -6 is returned. (sector not found/ or seek error)

I'm lost as to what to do now. Every thing seems to check out. Since some are using the same TEAC drive, i was wondering if anyone could double check my settings.

Any help would be apreciated.

PS: Bitnet sometimes goes out at my location. If posting a message, please send a duplicate copy to my mail box.

Stuart Carter
University Of Louisville
Physics Dept

1269. MX2 Multitasking Kernel Problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-02 22:36:34 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <947@watserv1.waterloo.edu>
Source record: 243967

Hello. I recently downloaded MX2 to be used in a Gulam
enviornment. Now, I'm no programmer and the manual that came with
the distribution looks like it's written for a person who is intimate
with the system. I can type 'mx2' from the shell alright, and things do
happen, but I can't seem to get processes to run in the background or at all.
All I can really do is start cli and login, get a new shell, at that's
it. Maybe I am confused, but am i not supposed to be able to set
processes running (any processes?). This doesn;t seem to happen.
Can somebody please set me straight and/or give me a little tutorial on
how to use MX2? Thanks.

Brett L Maraldo
Searching for multitasking on the ST,
without having to learn to programme...

-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1270. Aegis Manuals

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 01:41:50 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Feb2.205600est.58731@ugw.utcs.utoronto.ca>
Source record: 243935

I have two copies of the Aegis Animator manual left. First 2 requesters I will mail it out to.
Peter

1271. A Better GIF Viewer?

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 01:41:51 UTC
From: jjung@nunki.usc.edu
Message-ID: <7814@chaph.usc.edu>
Source record: 243977

I've recently become interested in GIF pictures. But the problem I have is that all the GIF viewers I've seen are limited to only showing images as big as the screen allows. If the GIF picture is in any way bigger than the screen size, then the whole picutre gets squished one way or another.

So, all I want to know is : Is there a GIF viewer for the ST's that will _not_ condense the picture down if it's bigger than the screen size? (I imagine such a thing would use either a window system or the arrow keys to allow the user to scroll through the whole picutre without loss of resolution.)

Post or E-mail any responses you have. (If I get no replies, I guess I'll just have to wait for the STe or the TT to come out in the U.S., maybe they'll be able to handle GIF pictures better! :-)

Thanks in advance.

John

1272. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 01:50:41 UTC
From: valentin@cbmvax.commodore.com
Message-ID: <9595@cbmvax.commodore.com>
Source record: 243936

In article <20464@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
>True...however, it seems strange that they would be available here in
>Canada but not just a few miles to the south (USA) - especially since
>they should be the same machine (same power supply, same video, etc.).

The difference is FCC testing vs CSA testing. Although the EMI standards set by these regulatory bodies are similar, they are not identical.

Valentin
--
The Goddess of democracy? "The tyrants Name: Valentin Pepelea
may distroy a statue, but they cannot Phone: (215) 431-9327
kill a god." UseNet: cbmvax!valentin@uunet.uu.net
- Ancient Chinese Proverb Claimer: I not Commodore spokesman be

1273. Re: Facts, not only talking a

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 02:13:16 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4125@jhunix.HCF.JHU.EDU>
Source record: 243937

In article <90020121141238@masnet.uucp> ron.sharp@canremote.uucp (RON SHARP) writes:
>So. If Atari has been improving its deal for developers, why haven't
>they been telling anyone about it?

Haven't you heard? They're not allowed to tell!

1274. Re: Memory Expansion (summary)

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 02:31:23 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Feb2212620@dsrgsun.ces.CWRU.Edu>
Source record: 243938

i guess i should add my two bits :-)
i expanded memory in my 1040 using a John Russell Innovations
SIMMS based expansion board. the board lets you use either 1M Simms or
256K Simms, but you cannot mix them. There are four Simm sockets on
the board, and you can populate either 2 or all 4 sockets. It will
accomodate either the x8 or the x9 Simms (they can be 80ns, 100ns or
120ns simms, 150's will work too,but are not recommended, and are hard
to find in any case). An additional feature of this board is that it
comes with sockets for two shifters. you pull the existing shifter out
of its socket and install it in one of the sockets on the board. you
can optionally buy a second shifter, and plug it into the second
sockets for an expanded pallette (the board comes with software to
support the JRI 4096 color technology).

installation is quite easy if you are the handy type (6 solder points
and two headers, took about 30 min total). it fits (very snug) under
the shield (low profile SIMMS are *really* required for this). i have
had the board in for over a month, and its been doing great. to me it
made a lot of sense to use Simms instead of discrete chips, as they
can easily be re-used or moved to other machines, including future
atari ones. (they are quite cheap too now -- $85-90/1M Simm -- look at
the ads in computer shopper).

JRI can be reached at:
john russell innovations
PO Box 5277
Pittsburg, CA 94565 (yes, pittsburg CA not PA)
(415) 458-9577

Unpopulated board costs $125 + shipping

#include<std.disclaimer>
--
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1275. EXCEL 2.2 ON SPECTRE WITH A 1 MEG ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 02:44:29 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9002030806.AA02368@ucbvax.Berkeley.EDU>
Source record: 243939

A simple question really: Does Excel 2.2 run on a 1 meg ST with Spectre? I can't seem to get it to run...I seem to get some sort of "bus error". You can post to the net, or email to me directly. Thanks very much (as always!).
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

1276. Re: A Better GIF Viewer?

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 04:09:55 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002030411.AA01765@fsucs.cs.fsu.edu>
Source record: 243940

In article <7814@chaph.usc.edu>, jjung@nunki.usc.edu (John Jung) writes:
>
> I've recently become interested in GIF pictures. But the problem I have is
>that all the GIF viewers I've seen are limited to only showing images as big as
>the screen allows. If the GIF picture is in any way bigger than the screen
>size, then the whole picutre gets squished one way or another.
>
> So, all I want to know is : Is there a GIF viewer for the ST's that will
>_not_ condense the picture down if it's bigger than the screen size? (I imagine
>such a thing would use either a window system or the arrow keys to allow the
>user to scroll through the whole picutre without loss of resolution.)
>
> Post or E-mail any responses you have. (If I get no replies, I guess I'll
>just have to wait for the STe or the TT to come out in the U.S., maybe they'll
>be able to handle GIF pictures better! :-)
>
> Thanks in advance.
>
> John

Digispec, a desktop accessory included with the Computer Eyes Digitizer (I think) will give you the option to view the top, center, or middle. You can also adjust colors and grey-scale values, and reevaluate the picture with the new colors/intensities. It will also allow you to save the pics in Spectrum format. Only problem is that I do not think it is available by itself (I am not sure on this one).
--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1277. HELP: ICD HDUTIL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 04:31:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb2.233343est.58642@ugw.utcs.utoronto.ca>
Source record: 243941

I set up a new ICD 85 meg FA.ST drive and everything was OK until I formatted partition H (the last one) as a Spectre partition. Now my system will not boot from HD (the same problem happened on SH204 and Megafiles when a Spectre partition was set up).

I tried to run the ICD HDUTIL.PRG code but I get two bombs. The disk seems to have come in damaged.

Could someone E-mail me UUENCODED copies of the .PRG and .RSC files for HDUTIL so I can set up the HD to boot from HD again?

As an aside, I am still trying to get more info on Dave Small's comments about an Appletalk board for the ST. Is this a Mega only board or can it be put into an ST?

1278. Re: Stacy's Power

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 04:58:54 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <2749@umbc3.UMBC.EDU>
Source record: 243942

In article <20467@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>In article <2741@umbc3.UMBC.EDU> chuck@umbc5.umbc.edu () writes:
>>I recently heard from my local dealer that the Stacy is going to run off of
>>ordinary C-cell batteries! Also, the dealers should have them by March!
>>Wow, I guess Atari doesn't want to be stuck-up like the other laptop makers
>>and actually use rechargable battery packs! Now when your computer runs out
>>of juice (about 15 seconds with a hard drive), you can run to your local
>>thrifty store and pick up eight more! Gee, thanks !!!
>
>So...if you like rechargeable batteries, buy rechargable C-cell batteries
>and a recharger! If you think it's a waste and will mostly run the Stacy
>from an adapter or something, don't bother.
>
>Some might argue that using ordinary batteries is even better than a
>custom rechargable battery pack since you can use the 'fast' rechargers
>advertised by some companies. On the down side, you will have to
>actually remove them in order to recharge.

I was mainly trying to say that this tends to make the Stacy look like the kind of product you might find in a toy store, albeit a $1500 toy. Tandy, a company known for its overpriced products, has a laptop for $1500 that comes with two drives, P/S ports, internal slots, and a rechargable battery pack that charges in one hour. And also, who in their right mind wants to carry around a charger that can hold 8 (or more) batteries! That would be at least a third of the size of the laptop intself! If they included an internal FAST charger, that would be different, but C-cells are an inefficient use of space. Battery packs can hold more and take less space.

Chuck Rickard
University of Maryland
Baltimore County
(chuck@umbc5.umbc.edu)

1279. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 07:04:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb3.070418.13493@gumby.cc.wmich.edu>
Source record: 243979

In article <6157@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>
> What does the program FORMDIAL from the archives do? The index says it speeds
> up dialog boxes, but I got it and unarchived it, and it contains no
> documentation, and doesn't seem to affect system performance, and doesn't
> display any messages or anything, just exits. Programs like that make me
> nervous.

I agree that the documentation for FormDial is minimal, or non-existent.
Which is unfortunate, since it's an interesting idea. What it does is to
speed up screen redraws (make them instaneously, actually) after you CLOSE
a dialog box. It does this by reserving a 32 kB chunk of memory (and you
thought it took only 500 bytes!), where it saves a portion of the screen
during a formdial (reserve, ...) call which preceeds a dialog box draw.
Then it intercepts the formdial (free,...) call and blits the image back
when the dialog exits, avoiding the redraw.

The reason it displays no messages is that it's intended to be run from the
AUTO folder. If you don't know that, I can see why you'd be nervous. Ac-
tually, you should be nervous of *any* program of doubtful parentage, with
no documentation!

If your dialogs commonly cover fairly small, or simple areas, you may not
notice the speedup very much. If they tend to cover very large, or complex
areas that takes lots of time to redraw, you will notice it. But you might
not attribute it to FormDial, unless you know that is what it's for.

Most programs work OK with FormDial, but some don't and will hang, probably
because they got sloppy and don't balance their calls to formdial properly
(just my guess). Whether it's worthwhile for you will depend on how tight
memory space is, and if you ever run ill-behaved programs that cause it
to hang.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1280. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 07:11:10 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb3.071110.13656@gumby.cc.wmich.edu>
Source record: 243947

In article <20359@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
> I found that FORMDIAL did indeed increase the speed that dialog boxes were
> drawn at. (A performance benchmark program told me this.) I also

Nope, not actually the dialog box draws. They're done at the same speed as usual. It's the *redraws* when the dialog boxes are closed that get sped up. By a lot.

I scratched my head over this a while myself, since QuickIndex indicated that dialogs were running almost TWICE as fast. I watched REAL close, but couldn't see any difference at all in how fast they were drawn. Then I noticed how fast they were closed. Bingo. See my previous posting for other comments.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1281. Re: STE

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 09:20:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90020304365342@masnet.uucp>
Source record: 243948

We have STE's in the dealer's stores in Toronto. Is Atari neglecting
the North American market? Absolutely. Has done for years.

~ QNet 2.03: NorthAmeriNet: System EX-10 Canada * (416) 275-4248 *

1282. Re: Atari's Quarterly Results

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 11:12:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90020307365770@masnet.uucp>
Source record: 243969

A firend of mine bought an Atari PC clone over a year ago in Toronto.
He says it's a superior clone.
---
* Via ProDoor 3.2aR

1283. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 11:28:18 UTC
From: piet@cs.ruu.nl
Message-ID: <2388@ruuinf.cs.ruu.nl>
Source record: 243984

Would somebody care to describe exactly under what circumstances you run into
the TOS redirection bug?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!hp4nl!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

1284. Re: TURBO-C Question!

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 16:51:46 UTC
From: mboen@nixpbe.UUCP
Message-ID: <784@nixpbe.UUCP>
Source record: 243986

>I'm trying to compile 'BISON' on my ST using the TURBO-C compiler. After
>a few changes the compilation was successful, but the linker still gives
>some weird errors.

> "16 bit PC relative overflow"

Try setting the option for absolute calls. The problem you're encountering stems from the compiler setting everything for PC-relative calls and Gnu BISON is simply too big an object for this to work even though the separate functions may compile just fine. Don't nail me on it but I think that's the -P option.

Best of luck.

M. Boening
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1285. Chaos Maps?

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 16:52:28 UTC
From: sandy47@ucsco.UCSC.EDU
Message-ID: <10635@saturn.ucsc.edu>
Source record: 243974

I noticed a mention of Chaos Strikes Back maps on this group recently, but all personal mail I've tried to send to track them down has bounced. I'd be very pleased to receive information on BBSs which have such information or preferably copies of such map files.

We have a group here that is struggling through, but we cannot easily communicate among ourselves without a map reference.

Any help would be greatly appreciated.

Thanks in advance.

Larry

1286. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 17:59:48 UTC
From: ajy2208%ritcv@cs.rit.edu
Message-ID: <1581@cs.rit.edu>
Source record: 243985

In article <20464@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>In article <1153@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:
>>In article <20396@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>>:The PC clones never made it to the USA? I'm almost certain that I've seen
>>:them in a store here in Kitchener, Ontario, Canada.
>>
>> That's not the USA.
>>
>
>True...however, it seems strange that they would be available here in
>Canada but not just a few miles to the south (USA) - especially since
>they should be the same machine (same power supply, same video, etc.).
>
>

Ahh, I wish that were the case. Sigh.. I live just south of
Canada (Rochester, NY) and on a recent excursion to Toronto I
was surprised to see all the Atari support available!!! I also
got to play with some of Atari's new hardware, like the Stacy.

>Computer Science Major | Support the poor...buy fur! |

^^^^^^^^^^^^^^^^^^^^^^^^^^
huh?

Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu
Institute of Tech. _____
Computer Science /___ / {rutgers, ames}!rochester!ritcv!ajy2208
_____/ / ajy2208@ritcv.cs.rit.edu GEnie: A.Yarusso

1287. gemdos, bios, xbios

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 18:43:11 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6288@eagle.wesleyan.edu>
Source record: 243988

A few questions for you atari hackers out there...

First, how can I read a character from the keyboard without echoing it to the screen? Currently, I am polling the keyboard with bios(1, 2) which returns a -1 when a key is pressed, then reading the key with gemdos(1) which echoes it to the screen. Is there a function similar to gemdos(1) which will give me the value but not echo it to the screen?

Second...can someone describe the parameters for xbios 8 and xbios 9 (Floprd and Flopwr)...I'd like to use these to make a disk-to-file-to-disk conversion program but the only docs I have on system calls for the st is a header file (OSBIND.H) ... not much to work with. Anyone know of a text file anywhere that has at least some description of these functions?

Thanks,
nick

--
_=_-_=_-_=_-

1288. Re: All BBS's speak English??

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 18:54:58 UTC
From: randy@m2xenix.UUCP
Message-ID: <565@m2xenix.UUCP>
Source record: 243989
Cross-posted to: alt.bbs,comp.sys.atari.st

The new version of Fido, 12s, and the upcoming (17 March) version of Opus are multi-lingual. There are utilities to translate all commands, prompts, etc. into most languages. I do not believe any of the test crew for these have yet tried languages that use extended character sets, e.g. Finnish, so that may reveal bugs.

--
..!uunet!m2xenix!randy randy@m2xenix.psg.com (Randy Bush)

1289. Supra, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 20:31:24 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5586@blake.acs.washington.edu>
Source record: 243987

I thought i'd pass on my experience with Supra v3.37 and GCR.

Upon getting GCR about 2 weeks ago, i reformatted my Quantum 80S
with Supra 3.37. According to many sources, including Dave Small
and Supra themselves, Supra will allow you to create partitions
greater than 16 MB (i have TOS 1.0) as long as the larger partition(s)
are not used for GEMDOS. I proceeded with the following setup
under the Supra format utility:

C:\ 9
D:\ 9
E:\ 6
F:\ 15
G:\ 4.5
H:\ 10
I:\ 30 (30.19 = remainder)

I planned on using C-F for GEMDOS and G-I for Mac.
(I know these partition sizes/order may look strange, but the
were set like that for a reason.. obviously)

I watched Supra format the 164,000+ sectors totalling about 84MB.
0 bad sectors.. all looked fine.

I loaded up a few ST utilities.. including Spectre. Ran the
SPectre program to set defaults etc. When i came to the "format"
menu .... i noticed some strange things: Not only did Spectre
see the above 7 partitions, but there were partitions 8 and 9
of 12MB and 6MB resepectively. Partition 7 (I:\) still showed
30MB.. as a matter of fact, all the partitions were recognized
by Spectre and formatting the last 5 (including the "suprises")
worked flawlessly. I must have gone back into GEM desktop to
"show info" on my drives a zillion times.. the GEMDOS drives
added up correctly. Figuring i was not risking damaging anything...
i proceeded to install Spectre .. load in the Mac System file(s)
etc.. loaded up a few programs.. and so on.

The Mac OS saw all 5 partitions with sizes of 4.5,10,30,12 and 6
in that order. I was curious about the last partitions even
existing.. so i wrote to them .. ran programs off them...
i wrote to all five partitions.. in each case, the sizes
updated correctly.. as i put stuff in and took stuff out.

I somewhat suspected the 30 MB partition was not for real..
even though both Spectre and the Mac OS "saw" 30 MB in there.

For two weeks, i have used GCR with only a few crashes.. not nearly
as many as I get with GEM/TOS, ironically. Anyway, this morning,
i tried running Multi-finder.. well.. there were instant problems
recognizing drives and so on.. i didn't know if it was a function
of cache or system allocated memory or what..since i didn't know
much about multi-finder yet... in any event, i had to turn multi
finder off and work from finder. Since i don't have that much
mac stuff.. i created a bunch of folders in the 30MB partition
and copied programs and data into it....

Wouldn't you know it.. i couldn't put anymore than 12 MB inthe
partition.. even though the OS said there were 17MB or so left..

Well.. of course, by this time i realized that the partitons
were identical in size to the ones i had BEFORE i reformatted them
for Spectre/GCR.

Seems that the Supra format utility didn't do what it said it would
do... thinking back.. i definitely recall Supra prompting me
at the time of formatting that the 30MB partition could NOT be
used with GEMDOS... i clicked on "OK" or whatever..to say..
"go ahead". Either i "think" i clicked on there and didn't..
maybe i am at fault.. however, how does one explain Spectre's
"seeing" the 30MB... passing that info to the MAC OS and the
MAC OS updating the partiton etc...

Anyway.. this is the 6th time i have reformatted my drive..
not a fun thing to do... the result is that i continue
to "throw away" lots of ST software.... I figure today.. when
I reformat my drive, I'll make a small C:\ for a few startup
programs.. another larger partition for NOTATOR.. the
rest of my drive will be mac.

Any hints about the Supra format...? Do i have a bad version?
I remember going through hell when i first got the Supra
format utility that didn't like my Quantum... even though
it recognized the controller.... Is this another Supra
surprise? or another case of USER IDIOCY.. which i admit
i am rather successful at....

Thanks for the insights

-kevin
ramsiri@blake.acs.washington.edu

BTW: i have written to David Small about this a couple of times,
but he's been too busy to respond... so anyone out there
who can tell me what i am doing wrong will be much
appreciated.

1290. Spectre GCR--SoundMaster questions--Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-03 20:55:41 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900203.14554087.021491@SFA.CP6>
Source record: 243976

Hello Spectre GCRers,

I've some questions egarding SoundMaster and hard drive backup. First SoundMaster:

Since the ST runs faster than a Mac Plus, sounds are slightly off, a bit squeaky. The quest is to make the sounds play at the correct speed. Using a program named SoundMover 1.51r, which works with SND files, sound speed can be changed by small increments rather than the larger block increments.
To get SoundMaster files to SND file formats, use a program named SOUND->SND 1.2E It will pull the sounds out. Another conversion is also necessary, the sounds have to changed to a ResEdit type format (yeah, I know, but Rome wasn't built in a day...). This is easy with DiskTop. Change the TYPE and CREATOR to lower cased 'rsrc'.
Now click on SoundMover 1.51r. Close the sounds that are showing up in the left file list. Open up the file that you've been working with. You can now work with it and change its speed.
After saving your work, use Sound Leech to convert the file to a SoundMaster file.
It is here that something is missing in the process. SoundMaster converts the sound back to its squeaky format, in spite of its changed speed. I'm convinced that there is some pilot error here.
If anyone is willing to correct my steps and tell me what I'm doing wrong, let me know. I'll summarize so other ST Spectre GCRers can profit.

My final question is in regard to hard drive backups. Is there a program similar to Turtle for the Mac that will work with Spectre GCR? Although Dave's Mega-Minute hard drive image backup utility indeed works, I get a little spooked when I encounter a read error during restore. It would be nice to be able to back up individual files automatically. Don't really need to be a speed freak for dependable backups. Hard drive backups is the only thing missing on Dave's incredibly marvelous GCR. (can't wait for 2.5!!!)
Many thanks for everyone's help!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1291. Weirdness with High Density drives and the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 04:52:42 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002040453.AA12498@fsucs.cs.fsu.edu>
Source record: 243978

I have had the following happen to me, and am unable to explain or correct it. Anyone having a solution or an explination please post to this newsgroup, or reply to me directly.

The scenario:

1. I formatted a 3.5" floppy in Double Density mode on an 386 equiped with High Density drives (I used format b: /t:80 /n:9)
2. I then put some files on it, with the PC (not an st).
3. Took it home to my trusty ST, ready to blast through some editing with Tempus 2. Files read fine from the disk, in and out of subdirectories.
4. Take back my now edited and improved files, and shove the disk back into the 386.
5. 386 gives me no volume name (there was one), and no files.

After some experimentation, I have found that if I modify a disk in any way (with the ST), the contents will be gone as far as the 386 is concerned. I am most miffed.
--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1292. Atari 1040ST w/two monitors for sale (repost, lower price)

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 06:49:48 UTC
From: dorian@pawl19.pawl.rpi.edu
Message-ID: <*83XV#@rpi.edu>
Source record: 243980
Cross-posted to: misc.forsale,comp.sys.atari.st

Subject says it all. Please buy my ST.

First $599 takes the whole enchilada.

Buyer pays shipping.

--
|\ /\ ARPAnet: DORIAN@PAWL.RPI.EDU
| \/ __
| /\ / FoNet: (518) 276-7272
|/ \/ SloNet: Warren 107, RPI, Troy, NY 12180-3590

1293. Re: MicroEMACS 3.10 Cursor/Bell

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 07:27:15 UTC
From: harryk@bucsb.UUCP
Message-ID: <245@bucsb.UUCP>
Source record: 243981
Body handling: HTML body converted to readable text

In article chrisl@masalla.fulcrum.bt.co.uk.UUCP writes:
>I've just compiled up MicroEMACS 3.10 on my ST (Using MWC), and at first
>I thought all was hunky-dory. Then I went and used it on another machine which
>happened to have the monitor sound turned up (mine's turned down 'cos I don't
>like keyclick). Imagine my surprise when, every time the cursor was XOR'ed,
>a sound like a chiming bell was emitted. Not the normal beep/click sound, but
>a *really* annoying bell sound. I then tried it on my own machine with the
>sound turned up, and it does exactly the same. I hate it!
>
>Has anyone else experienced this? If so, what the heck causes it? I can't
>see anything obvious, and I've certainly never come across it in the
>documentation anywhere. All help gratefully received.
>
>Thanx in advance,
>
>-Chrisl.
>--
> "Time is an illusion. Lunchtime doubly so."
>---
>Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

1294. ICD OMTI RLL

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 08:02:19 UTC
From: HAHN_K@DMRHRZ11.BITNET
Message-ID: <9002040802.AA11691@ucbvax.Berkeley.EDU>
Source record: 243982

URGENT:
a friend of mine just bought an ICD OMTI 3527A RLL controller (plus
Atari-Interface of course) in order to use his NEC 42MB harddisk (ST 520
upgraded to 1MB with '85 TOS). The software allowed him to supply the
parameters requested; heads, cylinders, and all that. It finally requests
and accepts the bad sector list, then the FLOPPY drive works a few
seconds, and the message: 'ERROR 26' appeares.
No chance to find the error mentioned in ICD's 'manual'... :-((
So here we go: what's the meaning of this error# ? What else could
probably be going wrong ? Any hints 'bout the configuration ? Any pointers ?
Help is URGENTLY needed (my friend bought a gun yesterday...)

C'mon!
Klaus.

1295. Uniterm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 08:03:10 UTC
From: WACKER@CERNVM.BITNET
Message-ID: <9002040802.AA11879@ucbvax.Berkeley.EDU>
Source record: 243983

Can someone tell me how to deal with the GEM metafile which Uniterm produces when one hits Alt-F3? One gets a file which contains the picture on the graphics screen, but with much better resolution than the Atari screen (I think something like 4000 pixels horizontal times 3000 vertical, quite appropriate for the laser printer).

I tried to print it on the SLM804 with OUTPUT.PRG and the Diablo emulator. I got two identical-looking pages, each showing the picture, with the expected good resolution, but rather faint. Why do I get two pages?

When I try to print directly from Uniterm by selecting 'Printer' rather than 'Metafile' after hitting Alt-F3, I get an alert box telling me 'Unable to open VDI device'.

What I would really like however is to load the metafile into a graphics program to be able to modify it before printing (without loss of resolution of course). I tried two, Gemdraw and Arabesque. Both seem to have difficulties with the range of coordinates. It looks as if the high-order bits are just chopped off, so that several parts of the picture are folded on top of each other.

I would appreciate to hear from people who have succesfully done this kind of thing. Do I just have outdated versions of GDOS, OUTPUT and/or GEMDRAW? Uniterm and Arabesque are rather up-to-date though. Is there anything particular in ASSIGN.SYS one has to pay attention to? Can someone recommend a graphics program which can deal with this?

Sorry if this has come up before, I haven't followed this news group in recent months.

Thanks,
Klaus.
Acknowledge-To: <WACKER@CERNVM>

1296. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 10:15:25 UTC
From: kawakami@earthquake.Berkeley.EDU
Message-ID: <34112@ucbvax.BERKELEY.EDU>
Source record: 243996

In article <485d8c5b.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>well, once again Atari Corp has shown how much it cares about the
>USA market by releasing its new products overseas first. I really wonder
>just how committed Atari corp is to the USa market anyway??

1. I didn't know there was a sea between the USA and Canada.
2. I think Atari ships to other countries first because Atari diddles
too long figuring out how to market the machines here. The Atari
has a serious identity crisis.
2a. I don't think shipping to other countries is such a bad thing, especially
if the dollar is weak elswhere.

>
>So, I am happy that the STe isn't Vaporware but it just joins the group of
>other Atari products that have never been sold here in the USA. Like th
>entire line of PC clones, the TT, and now the STe. Geez, when will Atari
>ever learn that the USA is not some hick third world country?
>
>

I was always under the impression that most ST/Megas are sold in 1st
world countries like W Germany, Great Britan, Canada, and France.

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

1297. Re: Spectre GCR--SoundMaster questions--Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 15:12:36 UTC
From: matthews@umd5.umd.edu
Message-ID: <6080@umd5.umd.edu>
Source record: 243997

In article <900203.14554087.021491@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Hello Spectre GCRers,
>
> I've some questions egarding SoundMaster and hard drive backup. First
[stuff deleted 'bout sounds; the reason the sounds are played at a faster rate
on the ST is because the monitor's refresh rate is faster.. not sure if there
really is a way to get sounds to come out correctly]

> My final question is in regard to hard drive backups. Is there a
>program similar to Turtle for the Mac that will work with Spectre GCR?
[...]
Well... there is a commercial product called DiskFit that I hear is really
good. I don't have it, nor have I ever used it (there was supposed to be a
shareware version of it, but its origins were flaky so I deleted it Just In
Case). I've been scanning (sorta) the Mac anonymous ftp sites, and have found
a few pd/shareware backup programs, but none seem to fit the bill (they either
take 2 hours for 20 megabytes (YUCK!) or don't quite know how to get the total
files on disk.. maybe they don't like HFS, I dunno).
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Mike (matthews@umd5.umd.edu)

1298. The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 16:48:43 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900204.10484196.021631@SFA.CP6>
Source record: 243990

There has been an increasing amount of talk about the 'phantom typist' on the ST, in which the computer appears to slow down and whatever characters are stored in the keyboard buffer, appear, albeit slowly. Some programs which have keyboard commands, such as WordPerfect can have work saved when you see this happen by pressing the save file command, typically <S>. It may occur a minute later (!!!! grrr) but it will occur.

This was reported on GEnie back in 1987, denied by Neil Harris and questioned by John Towns. Well, no doubt, the phantom typist is so incredibly difficult to duplicate. I was able to get it to appear regularly in Flash only to find that WordPerfect and WordWriter could do it also after I bought those packages.

Ok, this is an old bug or design flaw. Denial of it won't make it go away. Neither will bashing Atari or Atari's engineers. What is needed is for everyone who encounters it to immediately (!!!) write down what was done to cause the phantom to show and post what happened. Isolation is the problem on this phantom, not scapegoating.

Several reports might allow Ken, John, or Allen to zero in better on the theory of how the Phantom Typist shows.

I've two areas of question about the subject. The first one is the ST keyboard itself. Certain keyboard combinations will trigger a function key. Very obnoxious especially when it is 3:00 am and one begins fat-fingering keys. YAWN

The second one is with Spectre GCR. I have had (twice, but in a year time frame) the Phantom Typist to show in Spectre GCR. Behavior is identical to his showing up in the ST, i.e., characters stored in the keyboard buffer appear very slowly, including keyboard commands.

Hope this helps (???!!!)

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1299. Re: STE? Where? Here! (was: Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 18:38:22 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25CC769E.12270@maccs.dcss.mcmaster.ca>
Source record: 243998

In article <1990Feb2.141325.17162@dragos.uucp> wally@dragos.uucp (Wallace Harshaw) writes:
> So I suppose the moral of the story is: Thumb your nose at the FCC, and take
>a drive accross the border to Friendly Free Trade Canada, and buy `em now.
> <How far North? Uhm, Edmonton, Alberta... >

Or you can try Hamilton, Ontario. Great place to shop for Atari
computers.

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

1300. Re: ICD's Cleanup (was Re: Is there a (reliable) CHKDSK for the ST?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 19:20:02 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2100@ultb.isc.rit.edu>
Source record: 243991

>I have ICD CLEANUP, and it did save me lots of times.
>
>However, there is one small catch (I believe). It only works with ICD host
>adaptors.
>
>I can't confirm this, as I only have an ICD, but I remember trying to run it
>off of floppy when my hard drive was really on the fritz, and it said 'no ICD
>host adaptor present' and aborted. (the DMA bus was locked, I think)
>
I also have ICD CLEANUP for my BBS hard drives, and it is VERY nice.
It does everything automatically. All you really need to do is stand
there and click on CONTINUE.

However, it DOES require the ICD Host Adapter, and it DOES cost $29.95
(from ICD). However, it's worth it. The last thing I want to deal with
are bad sectors on a BBS HD.

The program does let you get into the nitty-gritty (if you wish). It's
reconfigurable and gives you quite a few options.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

1301. STOS question

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 19:24:05 UTC
From: kawakami@eniac.seas.upenn.edu
Message-ID: <19959@netnews.upenn.edu>
Source record: 244000

Recently, I have had this urge to start writing little video games
on my ST. Does anyone out there know about STOS?
I recall seeing it a while back. It said something about sprites
and being a game development system. How does it work?
Does it offer a lot of power? Can you access any routines through C?
Is there something better for my need than STOS?

Thanks for the help,
Roland Kawakami
kawakami@eniac.seas.upenn.edu

p.s. What the heck is Atari's marketing strategy? Do they have one?
Are they selling to Europe to generate cash for the US market, or
do they have no such intentions?

1302. Re: SF 354 ===> double sided drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 19:24:47 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2102@ultb.isc.rit.edu>
Source record: 243992

In article <90032.152738JTT106@PSUVM.BITNET> JTT106@psuvm.psu.edu writes:
>
> I have two SF 354 drives and would like to upgrade one of them to a
>double sidded drive. I tried to directely replace the drive mechanism with
>a sony double sided mechanism. This didn't work. Does anyone out there
>know how to upgrade one of these things, I know it can be done I have
>seen direct replacements for sale in magazines.

Some drive mechs won't work on the ST. I do know that there is one
Sony drive that won't. I believe Jameco sells them for $59 or so.

Depending on what mech you had in the drive before, it could be easy or
hard. When I did the replacement on my old 354, it was a plug-n-play
affair. Recently, I did another replacement on a friend's 354, and it
was a nightmare. I guess Atari used different interface boards (those
boards that have the Atari connectors on them) for different mechs.

If you could tell us what mechs you have in those drives, it would be
easier to diagnose the problem. One simple thing you might check is the
drive ID jumper on the mech itself. Make sure it is on D0. You might
also have to play with the other jumpers to get it working correctly.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

1303. Re: Floppy drive 1.44 meg woes!

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 19:27:39 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2103@ultb.isc.rit.edu>
Source record: 243993

```
>
> I'm haveing a few problems hooking up my 1.44 meg teac. I was wondering

[Stuff deleted]

From what I know, you can't use HD on the ST. The controller chip
can't handle it. Just be glad it works in 720k mode. :^)

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS
```

1304. Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 19:56:43 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25CC88FC.14033@maccs.dcss.mcmaster.ca>
Source record: 243855

Someone asked for a list of Atari dealers in Canada. I've been to Toronto shopping for ST supplies, but I hated the traffic, and besides that, we have 2 great dealers right here in Hamilton:

Advantage Computers
247 Centennial Parkway North; Unit 11
Hamilton, Ont.
L8E 2X3
(416) 578 - 6966 store
(416) 578 - 7764 fax

JMG CompuShoppe
Harvard Square
801 Mohawk Rd West
Hamilton, Ont.
{ don't know postal code, sorry }
(416) 575 - 3200

JMG has some great specials, and I'm looking forward to their March sale. For some even better deals, come to the TAF show on April 1, 1990. In TO. Lotsa people and some great deals. I don't know the exact location or time, but a few other people should.

If you're ever in the area, drop me a line, I'd be happy to show people where the stores are.

What with free trade and all, I think it is quite legal to bring computers and equipment across the border duty free. But don't quote me on that.
--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

1305. Re: PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 20:37:40 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <34908@iuvax.cs.indiana.edu>
Source record: 243999

In article <56432@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>
> Has anybody in this whole wide world got PC-DITTO II working ???

No one I know...

> I could run down to Computer Games+ tomorrow and pick up PC-SPEED
> if I wanted to but PC-SPEED does NOT support hercules monochrome
> graphics and I here that PC-DITTO II will. I have both color
> and monochrome monitors and my monochrome gets 99% useage over
> the color (color for games only).
> If any body has it working I'd be very interrested in hering about
> it and the MONOCHROME support.

We have PC-Speed installed in a 1040ST. I don't know where you heard
that it doesn't support Hercules monochrome. That's what we use with
it. It does an excellent job.

We use monochrome probably 99% of the time as well, except for a few
games perhaps, and some graphics work.

We've been very happy with PC-Speed.

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu At night the Ice Weasels come.
-=-=- -=-=- -=-=-

1306. Testing that programs conform to TOS rules

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 20:56:38 UTC
From: knop@duteca
Message-ID: <721@duteca.UUCP>
Source record: 243854

I am getting bored of all those arguments against improving TOS,
because it involves changing non-documented features/bugs of TOS.

What we need is a means to test that an application does not use facts
about TOS that it should not rely on. With such a beast it is possible
that:
- programmers verify that they have programmed according to the rules.
- project managers verify that their programmers have programmed
according to the rules.
- buyers/users/owners of programs verify that programs are likely to
survive TOS upgrades.
- eventually, Atari creates a better TOS, because it is ensured that
the majority of application programs for their computers will
continue to work.
I believe that it is possible to create such a test suite.

What I am thinking of is a terminate-and-stay-resident program that
intercepts most (if not all) trap vectors. The test suite will make
sure that, in addition to really executing the requested trap:
- Successive mallocs NEVER return adjacent memory areas.
- The area just outside a malloc-ed area is not used by an application
program. (This can be done by regularly checking that the contents of
such memory areas have not been altered.)
- All registers that are not guaranteed to be preserved during a trap
are scrambled before return from that trap.
- All undocumented information in low memory (which is private to TOS)
is not there during normal program execution, but it is temporarily
restored DURING an intercepted trap.

In some of these cases this TSR program will be able to detect a
misbehaving application program as soon as it misbehaves, in other
cases the application program probably crashes the system shortly after
misbehaving.

There are probably many other undocumented properties of TOS that
might not be present in some future version. In general, the test suite
should make sure that undocumented properties will not work. The list
is only a start, there must be many more things that Atari can break
BECAUSE they are not documented.

Of course, the test suite will slow down the operation of the computer
during testing, that is the price that must be paid during development
to ensure better portability across TOS versions.

I am hoping for a vivid discussion on this topic.
- Do you think such a test suite is feasable ?

- Would YOU like to write such a test suite ?
- Which undocumented features/bugs should be added to the list ?
--

_____ __ __ __ __ ____ _____ _____ ______ _____ _____
| _ \ | |/ || \| | / \ | _ \ | _ \ | ___|| _ \ / ___|
| __/ _ | < | || || || __/ | __/ | >__ | < __ \
|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

1307. PANARTHEA ADDRESS DIFFICULTIES (NEW?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 21:17:32 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900204.15173008.021770@SFA.CP6>
Source record: 243876

For the past few months I've been successfully getting files from ARCHIVE-SERVER%PANARTHEA%CHROME@Sun.COM. Now I'm getting the following message "From: Mailer-Daemon@Sun.COM (Mail Delivery Subsystem) Subject: Returned mail: Host unknown"

Duh.... Ok, what have I done wrong THIS TIME?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1308. Re: drawings -< pic, laserjet, postscript??

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 22:21:47 UTC
From: chapman@fornax.UUCP
Message-ID: <273@fornax.UUCP>
Source record: 243994

In article <249@fornax.UUCP<, chapman@fornax.UUCP (John Chapman) writes:
<
< Does anyone have, or know of, a program which will let you
< create (relatively) simple line drawings and which will
< produce as output (in order of preference)
<
< 1. PIC commands
< 2. an HP LaserJet
< 3. Postscript
<

That is troff pic btw not pic format images. I haven't had a
reply to the original posting - surely someone has wanted to
do this before?

Thanks,
john

chapman@cs.sfu.ca
uunet!van-bc!syssol!john

1309. MWC resource.prg! Major bug found!

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 22:32:43 UTC
From: harryk@bucsb.UUCP
Message-ID: <249@bucsb.UUCP>
Source record: 243856

Hi world!

I'd like to report a major bug I found in the MWC's 'resource.prg' (you know it's the one that creates/modifies/edits resource files (.RSC)) I have the MWC compiler for over 6 months now, and among other things I was happy I could use a decent resource editor, like resource.prg. BUT, a month ago I purchased a 85 Mb seagate HD, along with the ICD faST HD kit, which I formatted to have 9 part itions. I'm working on a GEM application and until that time I was doing every-thing using disks and RAM-disk...naturally, I installed MWC in my new hard disk and everything was fine, until I tried to edit the resource file of my program!

Here it comes:

The 9 partitions I use are from C to K. When ruuning the 'resource.prg', it shows all the connected drives/partitions as icons on its OWN desktop. Well, icons A to H are ok, BUT the next icon, instead of having the letter I as its identifier, it has AGAIN the letter A .... icons J,K apear to be OK again. The trash-can icon is not OK at all..it is corrupted with just half of its drawings appearing in its interior and the name of the icon is not shown at all

If that was all, I wouldn't mind, but listen to this:

I tried to open the window for the partition I (which appears on the desktop as partition A) and i got an error alert saying something like: "you cannot access this device, check the connections" or something similar. OK, suppose I can live with it, and don't use partition I at all...but there is more.....

The resource file of my program is located in e:\mwc\src Lets try to load it so I can make the changes i want. I open the window for partition E and i'm get ting in the folder "mwc/src"...here is the file.. Now try to "Open" it..... ooppppsss......what's that?..an error message: "I cannot find .RSD file" what the %^%&$%*^*%%*% is it talking about? BOTH FILES ARE IN THERE(.RSC, .RSD) (.RSD is the corresponding .DFN file for RCS.PRG, or .DEF file for RCP.PRG) Let's ignore the error mesage, go on you stupid program.....whaaoo 3 bombs and back to the ST's desktop. AND now i have to reset my system...Shit!!!!

JESUS CHRIST, I can't even open the file...so the 'resource.prg' is useless

I tried to run it with no AUTO-programs and accessories present..same thing.
I tried to load some other .RSC files (for my previous project)...nothing.
I copied the program to drive A:, and ran it from there.....no luck.

I disabled the hd and ran it from drive a:\. Yes, it worked fine.....

Hmmm...maybe the ICD boot-utility is not compatible with the program. So, I made drive A:\ to be the booting drive, with the hard disk enabled. I tried again to run it from the hd..it didn't work, i tried from A:\..it didn't work.

Perhaps I should ask my friend Alex, who has a 65Mb Supra Drive. Well, it works fine with his system..but wait a sec....his hd has ONLY 6 partitions installed.

So I disabled partitions K,J,I and gave it another try! I cannot believe it!

IT WORKS FINE NOW....THE #@$%^&^%$#$ PROGRAM CANNOT WORK WITH MORE THAN SIX DEVICES INTALLED ON THE SYSTEM.

It sucks....I want all of my partitions, that's why i installed them

If anyone from Mark Williams read this article, I 'd like him to pass it to the guys who are reasponsible for this MAJOR BUG.

Being one of your customers and a person who uses his ST for programming mostly,I demand to get a fixed version of the 'resource.prg' file with no extra cost (or at least minimum-cost). It's a shame, such a good program to suffer from this kind of problems!

This article became too long. Sorry!

HARRY KARAYIANNIS
3rd year Computer Science
Boston University

PS: Of cource I will write MWC personally, to inform them about this bug; but I thought it was good for you to know about it too!

---------- SORRIE FOR ANIE MISPELSS----------
I am just another Greek!

1310. atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-02-04 23:36:03 UTC
From: michaela@iscuve.isc-br.com
Message-ID: <2734@isc-br.ISC-BR.COM>
Source record: 243852

I was wondering if anyone knew of an Epson Emulation for the Atari laser printer yet? If so how might I obtain it? Thanks.

1311. NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 00:14:54 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5599@blake.acs.washington.edu>
Source record: 243851

How many people could find ANY written material
either in the prerelease notes or in the manual
that says the new SOFTLINK runs on TOS 1.2 or higher?
Neither Digidesign nor Mikhail, C-lab's rep, ever
once suggested that my $30 plus phone calls etc
would amount to zip for the update.

Running SOFTLINK on TOS 1.0 yields:

ABORT TOS Unknown! Must be older than 1.2!

etc
etc
etc

Maybe i will keep my ST in GCR mac mode 100% of the time
instead of 90% from now on.

-kevin
ramsiri@blake.acs.washington.edu

1312. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 00:42:36 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <4894.25cc85ac@uwovax.uwo.ca>
Source record: 243853

In article <25CC88FC.14033@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> Someone asked for a list of Atari dealers in Canada. I've been to
> Toronto shopping for ST supplies, but I hated the traffic, and besides
> that, we have 2 great dealers right here in Hamilton:

Here in London, we alos have a great dealer

The Digital Centre
Anthony F. Crecca Prop.
920 Commissionaer's Rd E.
London, Ontario
681-2728

Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

1313. pc ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 01:22:00 UTC
From: BAKAY1B@UREGINAV.BITNET
Message-ID: <90Feb4.202805est.57477@ugw.utcs.utoronto.ca>
Source record: 243879

I have been considering purchasing pc ditto II, but I need to know a few things first. What level of IBM graphics does it support (ie EGA, CGA, etc)? Does it read atari joystick ports? Is there going to be a PC Ditto III in the near future? How difficult is it to hook up? Answers to any of these questions would be greatly appreciated.

Brook M. Bakay
Bakay1b@ureginav.bitnet

1314. need META.SYS

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 02:37:49 UTC
From: v067majp@ubvms.cc.buffalo.edu
Message-ID: <627.25cca0ad@ubvms.cc.buffalo.edu>
Source record: 243857

Does anyone know where I can get META.SYS?

John
v067majp@ubvmsd.cc.buffalo.edu

1315. Re: atari laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 03:28:20 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002050329.AA22294@fsucs.cs.fsu.edu>
Source record: 243858

In article <2734@isc-br.ISC-BR.COM>, michaela@iscuve.isc-br.com (Michael Albo) writes:
>
>I was wondering if anyone knew of an Epson Emulation for the Atari
>laser printer yet? If so how might I obtain it? Thanks.

I know of one called LaserBrain, a German program. I believe some if not
all the versions are PD, but I could be wrong. I have no idea how you could
go about getting it, but perhaps you could try some PD disk vendors.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1316. Page flipping using the VBL interrupt.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 07:28:19 UTC
From: marc@cpsc.UCalgary.CA
Message-ID: <2480@cs-spool.calgary.UUCP>
Source record: 243995

I posted here almost a week ago asking if anyone could tell me how
to flip between two graphics screens using the VBL interrupt.

Well, I didn't get any replies telling me how to do it, although
many people asked if they could have my results when I was done :-)

(BTW, almost all of my reply mail bounced back with a "host unknown",
or something similar.. If you want to re-write me, by all means ...)

I got it working on my own, and now have a slight degree of gray
scaling for diplaying certain specific pictures (I use it to display
the fractals I generate on a NeXT computer up at the university
on my monochrome monitor at home, which is originally why I wanted
to do the page flipping in the first place. Fratals are more
interesting in "colour").

The only problem is this: The flicker is annoying. It's not really
extreme unless you start working with more than 3 shades, but STILL.
The flicker would probably go away if I was doing the page flipping
on a colour monitor, between two colour images (to generate a
possibility of 512 colours on a medium rez. screen at a time instead
of 16), but that's just an educated guess (I havn't tried it).
I say this because if two corresponding bit mapped "pixels" are
roughly the same colour, as you flip between them there shouldn't
be a big shock to the eye. Rather, if you flip between a white
"pixel" and a black "pixel" at 70 Hz (I think that's the value,
or is it 60?), then they eye CAN perceive the change.

Can anyone think of a way to get rid of the flicker for a monochrome
picture? Maybe using the HBL would have certain advantages.

Thanks,

/\ _ _ \ iNet/Envoy : m.schroeder (org. id = kort)
(/ \/ \ / \ e-mail : marc@cpsc.UCalgary.CA
/ / / / \ ms@flip.cpsc.UCalgary.CA
/ / / (_/____/ Fidonet : Marc Schroeder @ 1:134/47
__/

Marc A. Schroeder * 1st year computer science
University of Calgary

1317. HELP! Floppy Drive not working out.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 08:11:04 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <34122@ucbvax.BERKELEY.EDU>
Source record: 243887

I'm having a big problem. I bought a 1.44Mb (high density) 3.5" floppy drive to replace the SS/DD drive I have now. My plan was to just pop the drive in and use it like an ordinary DS/DD drive, not a DS/HD drive. Well, it didn't work.

So far, all that happens is that the floppy acknowledges its existence. When I try to read, the light flashes on, but the computer cannot read the data on the diskette. When I formatted a diskette on it, the head did not move, and the end result was a diskette that claims to have 0 bytes used, 0 bytes free, and 0 everything else.

The drive is a Toshiba. That might have something to do with it; I recall seeing things about that drive before.

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

1318. Thanks

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 08:37:51 UTC
From: blee@plains.UUCP
Message-ID: <3317@plains.UUCP>
Source record: 243894

Thanks for those who responded to my problem with my mouse...Yes it was
a peskey virus. Vkiller did the work for me. My thanks to the author should
be in the mail soon...

For my other problems Nobody else has these problems??? I would realy
like have these programs running on my machine, has anyone hacked a
solution???
Tuzzle \
Domino 2 } No joystick access
Squix /
And Uniterm 2.0e is still easy for me to crash... all I have to do is
move through a few menus or dialog boxes and things get all messed up.

am I alone on this??? talk to me!

Blaine Lee
blee @ plains.nodak.edu Hey Dude, Lets Parity!!!
blee @ next210.nodak.edu -*Voice Mail!

1319. Turbo C 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 10:45:51 UTC
From: haacke@exunido.uucp
Message-ID: <1955@laura.UUCP>
Source record: 243859

Hi,

the Turbo C Compiler version 2.0 should be available at the end of February
or begin of March (i think March or April !!!)

it costs ca. 500DM (TC2.0 & Source-Level-Debugger & new version of MAS) only
in a packet -- komplett version.
the update from version 1.1 & BUG & MAS up to 2.0 & ... costs ca. 200DM

so long -- Dieter

| Dieter Fiebelko | With a rubber duck, :-) |
| fiebelko@gandalf.irb.informatik.uni-dortmund.de | one's never alone :-{ |

1320. Re: Floppy drive 1.44 meg woes!

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 11:49:33 UTC
From: swimmer@fbihh.UUCP
Message-ID: <343@fbihh.UUCP>
Source record: 243867

WSCART01@ULKYVX.BITNET writes:

>What i've done so far:
>1)Moved jumper on teac, setup is now jumpers at D0,and OP.
>2)Took line 19, CLK, off the WD 1772 and the 8hz from the same.
Are you sure it was the line 19? That is the read data line, I
think you want the line 18!

In a German computer magazine, "ST Computer" Jan 1990, there is a full
plan for building such an automatic interface.

Cheers, Ralf (using Morton Swimmer's account)

1321. Only in Canada? Pity.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 13:30:00 UTC
From: U009@CCIW.BITNET
Message-ID: <90Feb5.084435est.57905@ugw.utcs.utoronto.ca>
Source record: 243860

A few points:

I wouldn't bother trying to smuggle it into the US. Just declare it
and pay the duty. Better in the long run, especially if you eventually
want to depreciate it if you are earning money with it.
The Lynx I bought across the border only cost about 3 percent duty on the
unit and the games... the killer was the Federal Sales Tax at thirteen
percent (not that I intend to earn money! My kid probably will... can you
spell "hustler").

Re the non-USA availability of Atari stuff:
You got the Lynx, didn't you? Quit complaining :-)

I had to drive to Rochester in a snow storm to get mine (actually the
family gave me lots of encouragement to go... or else!)

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

The future lies ahead... and behind us lies... lies... lies.

1322. Re: Weirdness with High Density drives and the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 13:48:28 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <5670@hydra.gatech.EDU>
Source record: 243861

In article <9002040453.AA12498@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
}I have had the following happen to me, and am unable to explain or correct it.
}Anyone having a solution or an explination please post to this newsgroup, or
}reply to me directly.
}
} The scenario:
}
} 1. I formatted a 3.5" floppy in Double Density mode on an 386
} equiped with High Density drives (I used format b: /t:80 /n:9)
} 2. I then put some files on it, with the PC (not an st).
} 3. Took it home to my trusty ST, ready to blast through some editing
} with Tempus 2. Files read fine from the disk, in and out of
} subdirectories.
} 4. Take back my now edited and improved files, and shove the disk
} back into the 386.
} 5. 386 gives me no volume name (there was one), and no files.
}
}After some experimentation, I have found that if I modify a disk in any way
}(with the ST), the contents will be gone as far as the 386 is concerned. I
}am most miffed.
}--
Yep, I recognize this one. When it happened to me I found out that I
had a virus on my Atari boot disk (damn near all the rest of my atari
disks, too!). This virus was one of those guys that put something in the
boot sector and then sit around infecting any disk accessed in the Atari.
Run a virus fixer program on your Atari disks and get all of them cleaned
up and then the IBM to Atari to IBM transfers should work OK just like
you are doing them.

Have fun,
Terry

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

1323. mega2 discontinued

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 15:00:40 UTC
From: ak2w+@andrew.cmu.edu
Message-ID: <sZnNIMC00WBLM1FEhp@andrew.cmu.edu>
Source record: 243862

I just heard from J&R Music World that the Mega2 has
been discontinued. I had an order for one in with
them for about the last month and phoned to find out
about the delay. The bad news was the discontinuation.
The good news was that all of us with outstanding
orders would be getting a Mega4 for the price of the
Mega2. I assume that is just good customer relations?
Or does it mean that the Mega4 will soon be discontinued?

Alan Kennedy
English Dept.
Carnegie Mellon
Pittsburgh
ak2w+@andrew.cmu.edu

1324. Review of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 15:06:07 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <521.25cd965f@ccvax.ucd.ie>
Source record: 243863

As I recall some time ago the author (?) of Sozobon C was wondering
why no magazine had ever reviewed Sozobon. Well this months issue of
ST World (the UK mag) carries a review of both Sozobon and Mark Johnson C.
The reviews of both were in the main favourable. I also glanced through
the ST World awards list and saw that Sozobon C had been nominated in one
of the catagories. So it obviously has a following in Europe at least.

Padraig.

1325. Marketing Kibbitz--Not Technical

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 15:29:54 UTC
From: squibby@eleazar.dartmouth.edu
Message-ID: <19140@dartvax.Dartmouth.EDU>
Source record: 243864

It struck me that NeXT's practice of including copious software and especially gnuware with their computer as adding enormous value to their product: It can function out of the box and one need not A)get a net connection nor B) try to find a NeXT dealer with software to have a perfectly functional computer with good software. When I got my original ST (I traded it in after th ASIC's died), The inclusion of 1st Word, Neochrome, BASIC and LOGO was a nice bonus and saved me from dealers more than I had to.

Considering the amount of net traffic devoted to finding reliable dealers, wouldn't it make sense for Atari to adopt a similar policy and secure rights to distribute the good Atari PD and shareware (FSF software, Sozobon, ARC, ZOO, Gulam, TeX, Uniterm...) with the computer. It would be a hit to their compiler set (Alcyon tools), but wouldn't it they make it up in computer sales? It might also be a convenient way to distribute that portion of documentation that is publicly available (gemdos.arc on terminator, progem articles, pexec cookbook...) and a listing of all registered commerical software for the ST. It would enlighten the community regarding the true potentials of the machine.

Just an Idea,
Clark Breyman
squibby@dartmouth.edu

If this is not the forum for this sort of posting, please flame me by mail and I will refrain from further such postings.

1326. Problems with HP and other MS-DOS formatted disks.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 15:37:02 UTC
From: ivan@cvax.psi.ch
Message-ID: <408*ivan@cvax.psi.ch>
Source record: 243865
Body handling: Inline uuencoded payload not displayed: NEWBPB.PRG

There have been several messages lately about weird results when using diskettes formatted on IBM-type machines (especially HPs). Basically, the ST seems to trash the directories/FATs. This *MAY* be the same problem I ran into last year transferring disks to & from an HP-150. There are two problems with this, neither of which HP is likely to have changed in later machines:

a) the HP-150 insists that the first three bytes in the bootsector be an Intel JMP SHORT <displacement>/NOP, where the value of displacement is critical (can't remember the value off-hand :-(, this despite the MS-DOS developer's guide suggesting that any value of displacement is OK, as well as the 3-byte JMP LONG <disp>, to validate an MS-DOS diskette.

b) the HP-150 also uses *TWO* reserved sectors, and has DOS loading data in the second sector, after the boot sector. The Atari TOS (up until the Megas; I can't check 1.4 as I don't believe Atari Schweiz has released it yet -- I'm still waiting for a Blitter!) *ASSUMES* only one reserved sector, so when it reads a HP-150 diskette it gets the FAT, directory, and data sectors all off by one. I guess you can see the problems that can occur if the two machines don't agree on the location of all these items...

The first problem is readily fixed with a format programme or sector editor; just use DEBUG to read in the boot sector of a disk formatted on the DOS machine (L0 n 0 1 where n=0 for A:, etc) and dump out the first bit (D0) -- note the first three bytes (probably EB xx 90) and, following a hint on the net last week, also the Media Descriptor Byte at location 015h. Make sure that your Atari disk has the same values here and you may be able to read it on the DOS machine. While you have the dump in front of you, also check bytes at 01eh and 01fh; these give the number of reserved sectors. If it's anything other than 01 00 (e.g. 02 00 on the HP) then TOS is guaranteed to trash or misread disks formatted on the DOS machine. I wrote a patch that enabled me to intercept BPB calls and correct the information returned to the caller in these cases. It's short, so the docs and UUE file follow. Because of its ancestry I won't post the sources -- they're available on request.
ivan

---------- Coupez ici! 8< ----------

NEWBPB.PRG
==========

A programme to allow the Atari ST to read properly diskettes
with more than one reserved sector.

PROBLEM
======= The Atari ST, at least up until the Mega ST versions (I haven't been

able to check TOS1.4 or the STe TOS), had a bug where it assumed that all floppies had only one reserved sector -- the boot sector. This bug occurs in the routine to return the BPB (Bios Parameter Block) for the diskettes. This causes problems when trying to read, for example, disks from a HP-150 MS-DOS machine, which has two reserved sectors, since the calculated locations for the rest of the disk (FAT sectors, root directory, and so on) are wrong.

SOLUTION
======== I have written a little programme, based on ideas from a couple of programmes from Landon Dyer of Atari Corp., a RAM-disk written by Volker Brandt, and a virus I dissected in September 1989, which intercepts the BPB routine and recalculates the FAT, directory, and data locations from boot-sector information which is left in memory after the BPB routine is called. This apparently works because of the way the rest of TOS interprets the BPB data; in particular, it obviously requires that the two FAT copies are contiguous, and calculates the start of the first by subtracting the FAT length from the position of the second.

TO USE
====== The programme NEWBPB.PRG should be run before you try to access diskettes with more than one reserved sector. This can be accomplished by double-clicking on it from the desktop. If your need to read these disks is more than casual, you may want to put the programme in the AUTO folder of your boot-disk so that it is automatically executed as you boot. It only needs to be run once as it stays resident until the machine is powered down, but it shouldn't do any harm if it is executed again (just waste time and memory-space).

DISCLAIMER
========== This appears to work on the one HP-150-formatted diskette I have. Tha's a 100% success rate, but your mileage may vary! As with any programme of this nature, you should test it carefully (write-protect disks, etc.) before trusting it. If there's any problem, please let me know and I'll try to fix it, but I make no warranty as to the fitness of this programme for any purposes and disclaim any responsibility for any harm resulting from the use of the programme.

Ivan Reid. Untersiggenthal 29/11/89

ivan@CAGEIR5A.BITNET ivan@rzsin.sin.ch 20550::IVAN

----------------8< Schneiden Sie hier, bitte! >8 -----------------------------
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: NEWBPB.PRG]

------------------------ Hack here, mate! ----------------------------------

1327. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 15:37:48 UTC
From: h236_014@ccvax.ucd.ie
Message-ID: <523.25cd9dcc@ccvax.ucd.ie>
Source record: 243866

In article <2010@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes:
> gilliam@lowlif.dec.com writes:
>
> | Is the documentation in English? Does it have a GEM interface? If so, are
> | the dialogues in English? I was under the impression that an English
> | language version of Turbo C for the ST is not available.
>
> The version I use has German documentation and help files, but English
> text in the menus, dialogs and compiler error messages. Version 1.1,
> the one currently available from Borland in Germany, comes with a GEM
> based shell which includes the compiler and linker and a decent editor.
> It also includes .TTP versions of the compiler, linker and librarian.
> An assembler and debugger are available seperately.
>
> The online help is eminently useful, even though I don't read German
> very well (about one semester worth of study, many years ago). The
> reason it is so useful is that it gives you function prototypes and
> associated information in a "hypertext" style format, where you can
> click on highlighted cross references in the help window for further
> information.
>
> People who are interested in an English language version of the package
> should definitely contact Borland and let their voices be heard. As
> I've mentioned in previous posts, this is a fine development system.
> Despite some quirks, it's really fast and generates excellent code.
> It deserves to be seen in English speaking markets, but that won't
> happen unless and until Borland perceives a market for it.
>
> --
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari R&D System Software Engine
> / | \ #include <disclaimer>

Does anybody know how similar the ST and PC versions of the compiler
are ? The reason I ask is that I have Turbo C v1.5 for the PC and if the
two versions were similar I might be able to make do with the PC manual
for all the UN*X-like stuff and only be forced onto the German manual for
the GEM/ST specific stuff.

I would naturally prefer an English version on Turbo C but might be
left waiting for a long time.

Any information would be appreciated,

Padraig.

1328. Questions about TeX

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 16:09:29 UTC
From: hagelin@lne.kth.se
Message-ID: <38.25cdb349@lne.kth.se>
Source record: 243868

Questions about TeX for the ST.

I have seen that TeX is sometimes mentioned in this newsgroup. Does TeX really exist for the Atari ST ? How much memory does it use, do I have to have a laserprinter, is it fully compatible with TeX on BIG computers, can I transfer a DVI-file from the Atari to another computer and still wind up with a beautifully TeX:ed text ? Where can I find TeX and is it public domain ?

I would appriciate an answer to these quesTeXions and anything else that is worth knowing about this subject...

Thanks in advance
Martin

1329. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 16:31:29 UTC
From: covertr@force.UUCP
Message-ID: <4876ef20.14a1f@force.UUCP>
Source record: 243869

In article <9002020807.AA08400@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
> So, Rich Covert is terribly cross that Atari have started selling the STe over
> here first, eh? Well, everything has to be sold somewhere first, and it seems
> fairly logical to release the STe in the area where ST's do best. Why should
> everything be sold in the USA first? The idea that this degrades America to the
> status of a Third World Country is a) insulting to LDC's, b) insulting to
> Europe (should we have got it after the USA to confirm our status) and c)
> indicative of the sort of inferiority complex that hardware scrolling won't
> cure.
>
> Honestly, some people.
>
> Jan Ameij.
>
> --
>
> If democracy means Coke, Pepsi, Apple Pie and Apple Corp, I vote Communist.

Jan, the USA market is being relegated to Third World Status by the marketing of Atari Corp. There is no other explanation for Atari Corp selling new products in Europe first. As far as the USA market being so much smaller than the Europoen market, that is the fault of Atari Corp. If Atari Corp were to aggresively market the Atari ST/TT computers here in the USA, than the USA market would be bigger then the Europeon market.

Atari Corp made a committment in 1989 to market new products here in the USA first. But you can see just how much an Atari promise is worth. Heck, we still can't get STes, or the Atari PC line. Maybe though Atari Corp is just an indication of the overall decline of the entire USA. More and more hi tech is being developed in The Far East and Europe and USA is losing ground every day. Just look at high definition television. The Japanese are leading the USA in that area.

The is NO REASON for Atari STs to be so poorly marketed here in the USA. With a better marketing and distribution system, the USA could easily lead Europe in sales of Atari products! The Atari has many advantages over Macs and Amigas. but, here is the USA, marketing is King Kong. Without good marketing, your product is dead. And Atari Corp has never had decent marketing and dsitribution here in the USA.

Heck, I just started learning to use PageStream 1.8 this weekend. And PgS 1.8 is every bit as good as any Mac program, and costs 1/3 the price of some of the Mac DTPs. So, Sts could be easily sold as DTP systems. I find that there is very little work that I have to do on my Spectre 128 that I can't do on my ST4.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1330. where can i get TeX/ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 16:48:11 UTC
From: wahlers@uniol.UUCP
Message-ID: <1677@uniol.UUCP>
Source record: 243888

Hi.
Can anyone tell me the way to get those five TeX-disks (adress, price..) ??
Does TeX run on a Meg1 ST with two doublesided disks ?
thanks in advance
Claus.


```
##################################################### ### ### ###### #######
## Claus Wahlers ## Status: Student (CS) ## ### ### ### ### ######
## Kampstrasse 13 ## Org.: Univ.Oldenburg ## ### ### ### ### ###
## 2900 Oldenburg ## EMail: wahlers@uniol ## ####### ### ###
## Germany (West) ## ........oops......... ## ### ### ### ###
##################################################### ### ####### ###
```

1331. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 17:13:58 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17814@laurel.athertn.Atherton.COM>
Source record: 243870

Regarding the phantom typist and hunting it down...

The TSR Newbell.prg (which replaces the bell on the Atari with digitized sound playback) seems to make this bug happen fairly frequently; all you need to do is pop up the 'About GEM' dialog box from the desktop, click on anywhere _but_ the OK button, and wait for the sound to stop playing. About 1 in 4 times, you'll get multiple playbacks of the sound, followed by a whole series of keyclicks (the phantom typist!). As soon as you press a key, the typing stops.

Since Newbell uses the timer A vector, might something be going on there?

```
--
|-------------------------------------------------------------------------|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| "Ha! That's it! Hold it right there!.....(Pronoun trouble)!" |
|-------------------------------------------------------------------------|
```

1332. Re: MicroEMACS 3.10 Cursor/Bell

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 17:20:00 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17815@laurel.athertn.Atherton.COM>
Source record: 243871

Chris Lilley writes about the 'Bong!' in MicroEmacs 3.10.

You haven't configured it correctly. I had this going for a while too, and it was annoying as you know what. Then I read the manual. MicroEmacs 3.10, unlike earlier versions, is a _GEM_ program, so if you're running it from a CLI, you have to do something like:

"GEM .../path/emacs.prg <file>"

in order to run it correctly. If I recall, you also have to INSTALL it as a GEM application from the desktop. Can't recall right off the top of my head, though. Read the docs (yeah, I realize that they're huge.), it's mentioned in there somewhere. BTW, MicroEmacs 3.10 is _great_! (Supports the mouse and a whole bunch of other stuff.)

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
"Ha! That's it! Hold it right there!.....(Pronoun trouble)!"

1333. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 17:40:22 UTC
From: vanleeuw@udcps3.cps.udayton.edu
Message-ID: <1990Feb5.174022.17129@udcps3.cps.udayton.edu>
Source record: 243872

In article <34112@ucbvax.BERKELEY.EDU> kawakami@earthquake.Berkeley.EDU (John Kawakami) writes:
>In article <485d8c5b.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>>
>>well, once again Atari Corp has shown how much it cares about the
>>USA market by releasing its new products overseas first. I really wonder
>>just how committed Atari corp is to the USa market anyway??
>
>1. I didn't know there was a sea between the USA and Canada.
>2. I think Atari ships to other countries first because Atari diddles
> too long figuring out how to market the machines here. The Atari
> has a serious identity crisis.
>2a. I don't think shipping to other countries is such a bad thing, especially
> if the dollar is weak elswhere.

Well, here's my two cents worth. First of all, I have worked for one of the nation's largest ST dealers for about 9 months now, so I have a little perspective on the issue. One of the major reasons that equipment seems to get overseas faster than it arrives here is a little organization called the FCC. Not only is the process for approval slow, it gives any company an excuse for not releasing products on time.

I agree entirely that shipping overseas is a good idea, but I think that Atari has taken it a little too far. In their attempts to expand their overseas market, Atari has forgotten about the US market completely. Not only is Atari at fault in this category, many of the third party software developers are guilty as well. Ever seen an American version of Turbo C/Pascal from Borland?

I also don't feel that delays in the introduction of products to the US market are due to marketing. Atari does little (read almost nothing) in marketing in the US. It relies heavily on the major dealers to sell the product for them. This alone causes many problems, particularly when the dealers know as little about the products as the consumers. The dealers would probably be willing to pass on information to consumers if it were only available.

Jim Van Leeuwen vanleeuw@udcps3.cps.udayton.edu

1334. Re: gnuemacs (posting to comp.binaries.atari.st)

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 17:45:37 UTC
From: apolivka@x102a.harris-atd.com
Message-ID: <APOLIVKA.90Feb5124537@x102a.harris-atd.com>
Source record: 243873

In article <389@lily.warwick.ac.uk> maume@warwick.ac.uk (Mark
Maplethorpe) writes:

>Concerning the recent posting of GNUEMACS to comp.binaries.atari.st
>Please could someone email me parts 1 - 5 as out site didn't receive them.

Could someone please mail _me_ parts 1 - 15 as our site didn't receive them.

Thanks,
Al
--

Al Polivka arpa: apolivka@x102a.harris-atd.com
Mail Stop 102-4858 usenet: uunet!x102a!apolivka
Harris Corporation phone: 407-729-2983
Government Aerospace Systems Div. Bldg: 102 Room: 3433
P.O. Box 94000
Melbourne, FL 32902

1335. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 18:01:22 UTC
From: beroll@ecs.umass.edu
Message-ID: <9087.25cdbf72@ecs.umass.edu>
Source record: 243874

I too have had the problem of the Phantom Typest. I've has my ST for three years now, and this problem didn't show up until last month. I was running WordWriter St (From Timeworks) and at first I thought the keyboard locked up on me, but then everything I typed and commands I issued were delayed for about a minute. I was still able to save my work, but it took a long while. I wasn't doing anything different from my usual setup. I don't know why it would just start happening.

Please post any solutions or remedies.

David Beroll
bitnet BEROLL@UMAECS.bitnet
University of Massachusetts at Amherst
Student of the School of Engineering

1336. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 18:17:10 UTC
From: gefagan@uokmax.uucp
Message-ID: <1990Feb5.181710.17028@uokmax.uucp>
Source record: 243875
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <25C9E532.8848@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
>Can anyone of you people out there tell me the answer to the following
>brainteaser???
>
> Ok, you are in a Jungle and it is getting dark. You must find
>your way out of the jungle. In the Jungle lived two tribes, one tribe
>is good and always tells the truth while the other tribe is bad and
>alway tells lies. You are on a dirty path and came upon a Y-intersection.
>Right in front of you is a sign pointing right and reads "This way to
>Safty------->". Behind the sign is a native, You can only ask him
>one question with a yes or no Answer to determine if the native is telling the
> truth or lie and determine which way is the right way out of the jungle.
>Remember you are Allow to ask only one question and it must have a yes
>or no anwer.
>
>If you have an answer, please tell me by sending it through e-mail!!
>Thank you!
>
>
>Wayne
>
>wngai@Paris.ics.uci.edu
>

Ok, grab the native. Grab your elephant gun. Place the business end of the
gun against the skull of the native. State "I need to know if this path
leads to safety and I'm gonna take you with me to find out." Finally, ask,
"Do you suggest the left path?"

Geoffrey Fagan (gefagan@uokmax.uucp)

1337. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 19:02:32 UTC
From: warningm@prism.cs.orst.edu
Message-ID: <15500@orstcs.CS.ORST.EDU>
Source record: 243877

In article <900204.10484196.021631@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> There has been an increasing amount of talk about the 'phantom
>typist' on the ST, in which the computer appears to slow down and
>whatever characters are stored in the keyboard buffer, appear, albeit
>slowly. Some programs which have keyboard commands, such as WordPerfect
>can have work saved when you see this happen by pressing the save file
>command, typically <S>. It may occur a minute later (!!!! grrr) but it
>will occur.
> [...]

I had a similiar problem on my Mega... The only difference was that
the characters were appearing <very> quickly in the keyboard buffer. The
fix was to open the keyboard and put some shielding between the boards in
there, apparently some leads were touching or something. I could also
(sometimes) fix it by unplugging the keyboard for a second and replugging it.
I'm not sure if this is the same problem that your encountering, but it may
be similiar...

Mike Warning
warningm@prism.cs.orst.edu

1338. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 19:17:11 UTC
From: apratt@atari.UUCP
Message-ID: <2020@atari.UUCP>
Source record: 243878

brazil@pawl.rpi.edu (Timothy E. Onders) writes:
>In article <20465@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>>mentioned the 16 meg limit, however, the utilities which came
>>with it allowed me to make larger partitions.

>Those would be HDX 3.0. HDX 3.0 allows partitions up to 1 GBy (that's
>1024 MB in case you didn't know.), It also allows more partitions per
>physical drive.

Right. Actually it's 3.01; the driver that came with 3.0 had a bug,
though the formatter (HDX) is the same.

>>unreliable for long term use?

Certainly not.

>The only problem, however, is that many disk utility programs ...
>don't know how to handle the larger partitions.

Also right. Here's the bottom line: when you have a partition larger
than 16MB, the driver creates the partition with 1KB sectors (or more!)
rather than 512-byte sectors, which is the old value. Cluster size is
still two sectors, whatever size that is. The disk itself is formatted
with 512-byte sectors, and Rwabs does blocking and deblocking, turning
requests for "one logical sector" into as many physical sectors as
necessary.

The reason for the large-sector implementation is that all GEMDOSes can
handle any (power-of-two) sector size, but not all can handle a cluster
size other than two.

The drawback is that some (most) utilities assume that one sector is
always 512 bytes. They could have used the Getbpb() call and used the
sector size returned from that, but the original TOS documentation all
but guaranteed 512 bytes forever. These programs will crash, or worse,
will fail quietly because they read "one sector" into a buffer which is
only 512 bytes long; the Rwabs transfers 1K, clobbering whatever came
after the buffer in memory. Also, their notion of how big a sector is
(e.g. number of directory entry slots in a directory sector) will be
wrong.

As an additional complication, if you use the "raw mode" (also called
"physical device") bit in the first arg to Rwabs, you get physical
sectors, which are still 512 bytes. That number is not obtainable as a
variable anywhere, so it'll probably stay at 512.

The hardest-hit class of programs is the "add cache sectors" or other disk-caching kind, because it needs to know how big a buffer to allocate. The answer to that question is impossible to compute, so it's available from the hard-disk driver. (It's impossible to compute because it involves a user-preference value which can be patched into the driver: with removable media you could pop the cartridge and put in one with larger logical sectors, so the user tells the driver a minimum for the "maximum sector-size" value to use.)

CACHExxx.PRG from Atari, of course, interrogates the driver and uses that number correctly.

I'm not publishing the way to interrogate the driver here because I would not get it right. The straight scoop is avaiable to developers in the HDX 3.0 Release Notes document.

The moral is, utilities should always use Getbpb to find out how big sectors are, how many sectors per cluster, etc., and base all your other calculations and "constants" on the answers. If you're adding GEMDOS buffers or other permanent objects, get the release notes and do it right.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1339. MicroEMACS 3.10...thanking Steph

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 19:33:19 UTC
From: harryk@bucsb.UUCP
Message-ID: <251@bucsb.UUCP>
Source record: 243880

(Since my mail to Stephen Jacobs keeps bouncing, i reply through the net)

Steph, thanks a lot for your information...but what do you mean it's not stable? Do you refer to the comparison between ver 3.10 and ver 3.9 1/4,or you compare it with another implementation of EMACS for micros?
I just didn't understand whether you consider ver 3.9 1/4 to be stable or not IMHO ver 3.9 1/4 is good enough(i admit it's slow while reading or writing to the drive, but,perhaps it's due to the fact that it uses the UNIX-like function fwrite() and fread(), instead of the BIOS ones: Fwrite() and Fread()...I don't know for sure, though)
Anyway, it has some other neat features (like C-mode for .c and .h files, sup ports MWC's and Personal PAscal's enviroments + a lot more) and thus I can live with its slow drive-access. Does ver 3.10 support all of the features of ver 3.9 1/4?

I would like to thank you again, and if you have the time please reply this message too!

Take care!

HARRY KARAYIANNIS
3rd Year Computer Science
BOSTON UNIVERSITY
---------- SORIE FOR ANIE MISPELSS --------
I am just another Greek!

1340. ST substitute monitor?

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 20:32:57 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1988@rodan.acs.syr.edu>
Source record: 243881

Can a regular IBM CGA-type monitor be used with the 1040ST? Any special cables needed? loss of resolution? etc...

Also, what kind of monochrome monitors can be used with the ST? Is there a special cable needed with 'em?

--- jb

1341. Re: Weirdness with High Density drives and the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 20:38:48 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <2112@ultb.isc.rit.edu>
Source record: 243882

I have this problem with the 5 1/4" drive I have hooked up to
mine....(also with the 3 1/2")

It appears that if the ST accesses the disk at all that the boot
sector gets either rewritten or corrupted in some way that the IBM (PC
Ditto) can't read.

I correect this by using DC Format and re writing an IBM boot sector
to the disk and it reads fine. (I have to do this more on the 3 1/2"
than the 5 1/4")

Sure is a pain in the ass fix but it works for now.....

Bob

1342. Re: PANARTHEA ADDRESS DIFFICULTIES (NEW?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 21:50:00 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35224@grapevine.uucp>
Source record: 243883

In article <900204.15173008.021770@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> For the past few months I've been successfully getting files from
>ARCHIVE-SERVER%PANARTHEA%CHROME@Sun.COM.

That is a really old address. You should be using

archive-server@panarthea.ebay.sun.com

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

1343. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 22:20:40 UTC
From: art@maccs.dcss.mcmaster.ca
Message-ID: <25CDFC38.13821@maccs.dcss.mcmaster.ca>
Source record: 243884

In article <900204.10484196.021631@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> There has been an increasing amount of talk about the 'phantom
>typist' on the ST, in which the computer appears to slow down and
>whatever characters are stored in the keyboard buffer, appear, albeit
>slowly. ... <stuff deleted> What is
>needed is for everyone who encounters it to immediately (!!!) write down
>what was done to cause the phantom to show and post what happened. ...
> <stuff deleted>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

System Configuration: Mega 2 (unmodified- has blitter) Mono monitor.

It has happened to me on the order of twice a year, allways allways allways
in WordWriter ST. Everything slooooooows down - I have usually been able
to get it to save. I don't recall anything distinctive, I'll make note
of details next time it occurs.

Art Mulder, art@maccs.DCSS.mcmaster.ca (<- best), art@maccs.uucp,
...neat.ai.toronto.edu!maccs!art uwocc1gate%"art@maccs.uucp"

1344. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 22:27:40 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9002060803.AA19228@ucbvax.Berkeley.EDU>
Source record: 243885

****
NOTE: THIS IS NOT SENT BY ME, PLEASE REPLY TO ADDRESS AT END
****

Subject: SAMPLERS - the one that I want....

SAMPLERS: I have been trying to find a decent sampler at "the right price".
What I need is something a bit more professional then the likes of REPLAY
(8-bit, mono, minimal MIDI, designed for L-M Rez gaming types....), but not
quite up to ADAPI,II,AKAI-S900 spec.

In fact, what I could do with is (in order of importance):
At least 2 outputs (pref 4) and able to bung different sounds down each.
A good MIDI control - not just note on/off, pitch etc, but control too.
Support/upgrades etc.
12 bits (though 8 can still sound good, so not too important...)
Good Mono display.
Priced 200-300 quids. (Pounds Sterling to you across the pond....)

I have looked quite a bit, and no body seems to have a package to fit the bill.
I had hoped Germany would have something - Their stuff is generally 10-20 times
better then UK offerings, but my best chance seams to be the ProSampler by
Galaxy coming out in March (so they say...). G-Datas' AS sound sampler III is
16 bit MONO! no good for me.....

As for the Britsh offerings, Tony Racine at AVR has some good ideas, except
that he does not think the market exists for what I want. I put this down to
him not knowing about the recording industry. (Think: Most Studios have at
least one ST (for running Pro-24 etc) so a good sampler using a Mega as control
and memory would really sell. If the studios use them, bedroom studios like
mine will too to maintain compatability)

The biggest joke is POWER COMPUTING (I noticed that someone else on the net
seems to question this firm....). They "market" MOUSE MUSIC, which on paper
looks good (8 bits only, but Stereo, so more than one ouput), but talking to
various people (including Chris, the programmer) got me worried, there were
problems they said.... So I asked Power Computing for a Demo. The weeks passed,
Ken (of PC) kept saying it would be with me of friday/friday/friday etc. What
finally convinced me was when Chris left the company - after falling out with
the hardware designer! I would never now touch Power Computing with a
bargepole, a very very long one too!

So: If anyone out there knows of a Sampler that has multiple outs, please let
me know!!!

Thanks,

Fraser Stephens, UK.AC.KCL.CC.OAK::ZDEE050

1345. Sooner or later it _will_ happen to you.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 22:30:55 UTC
From: alex@athertn.Atherton.COM
Message-ID: <17829@laurel.athertn.Atherton.COM>
Source record: 243886

Over the weekend I managed to completely blow away my hard drive. It wouldn't boot, it wouldn't talk to my ST at all, even when I ran AHDI from floppy.

Wouldn't do _nuthin'_.

~60 meg, gone, all gone.

Would you beleive that this has a happy ending? I had just made backups 2 days earlier, and hadn't done anything since. (Well, I'd done a little, but it was easily recoverable). I didn't lose anything except the 4 hours it took me to reformat and restore my harddrive.

Moral:
It can happen to you.
It will happen to you.
Unless you have good backups, you are scr*wed.
Unless you have an easy way to make them, you won't have good backups.
Get a good backup system, _now_.

The buns you save may be your own.

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
"Ha! That's it! Hold it right there!.....(Pronoun trouble)!"

1346. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 23:07:00 UTC
From: lyn.ibson@canremote.uucp
Message-ID: <90020603025378@masnet.uucp>
Source record: 243889

Back to one of the initial problems, Rainer -- how do we in Canada get a shareware registration fee to you. (I don't even know what the account number you refer to in your ARCGSH messages is for!)

~ RNet 1.03M: SoftNet London, CANADA 519/685-5306

1347. Re: MEANING OF DESKTOP BOMBS

Newsgroup: comp.sys.atari.st
Date: 1990-02-05 23:07:00 UTC
From: lyn.ibson@canremote.uucp
Message-ID: <90020603025405@masnet.uucp>
Source record: 243890

The following was posted (somewhere? sometime?) by Darryl May, an
Atari Tech Specialist, "an official list of errors that can appear"
while operating the ST. First is a list of bombs (errors from the
68000 processor) then a list GEM error messages.
(What you see is what you get; I don't understand a word of this.)

# of bombs	Description
1	Reset: Initial PC2
2	Bus Error
3	Address Error
4	Illegal Instruction
5	Zero Divide
6	CHK Instruction
7	TRAPV Instruction
8	Privilege Violation
9	Trace
10	Line 1010 Emulator
11	Line 1111 Emulator
12, 13	[unassigned, reserved]
14	Format Error
15	Uninitialized Interrupt Vector
16 - 23	[unassigned, reserved]
24	Spurious Interrupt
25 - 31	Levels 1-7 Interrupt Autovector
23 - 47	Trap Instruction Vectors
48 - 63	[unassigned, reserved]
64 - 255	User Interrupt Vectors

--

GEM error code	Description
0	OK (no error)
1	Fundamental Error
2	Drive Not Ready
3	Unknown Command
4	CRC Error
5	Bad Request
6	Seek Error
7	Unknown media
8	Sector Not Found
9	No paper
10	Write Fault
11	Read Fault
12	General Error
13	Write Protect

```
14.....................Media Change
15.....................Unknown Device
16.....................Bad sectors on format
17.....................Insert Other Disk
32.....................Invalid Function Number
33.....................File Not Found
34.....................Path Not Found
35.....................No Handles Left
36.....................Access denied
37.....................Invalid Handle
39.....................Insufficient Memory
40.....................Invalid Memory Block Address
46.....................Invalid Drive Specified
47.....................No More Files
64.....................Range Error
65.....................Internal Error
66.....................Invalid Program Load Format
---
~ RNet 1.03M: SoftNet London, CANADA 519/685-5306
```

1348. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 00:35:51 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22123@uflorida.cis.ufl.EDU>
Source record: 243891

I have experienced the Phantom Typist in Wordwriter ST....I will be
typing along at a pretty good clip and it will occur. I use
WordWriter ST with Turbo ST and DC Format accessories, that's it.
I haven't tried it without these accessories, but I bet it does occur still.

--
=-=
* Christoper Roth * "Machines have no
* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
=-=-=-=-=-=-=-=-=-=-=-=-Post No Bills-=

1349. Re: Thanks

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 00:42:32 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22124@uflorida.cis.ufl.EDU>
Source record: 243892

Hello Blaine,

I use Uniterm 2.0e quite a bit, and I haven't had any bugs you described. Well, there is one thing I get...I use Uniterm with Revolver, and I use it on Vax VMS system. I'll be in the editor, emulating vt200, when all of a sudden the screen will go bright and I will crash out to the desktop. Weird, huh?

--
=-=-=-

1350. Error in TOS file browser?

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 03:19:12 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Feb5.224924est.58370@ugw.utcs.utoronto.ca>
Source record: 243893

When I double click on certain types of files to browse through them, I find that paging forward (using the space bar) works fine. However, using the return key, by holding it down to cause the file to scroll, eventually causes an 11 bomb crash.
This seems not to be a problem on vanilla text files, but is a problem on text files with long lengths, possibly related to the carriage return character not being in the usual place.
This same 'bug' (if it is such) shows up when using ABZMON, and scrolling through a memory or file dump.
Has anyone else noticed this? Is it known to occur under certain circumstances?

Incidentally, I highly recommend ABZMON as a debugging device. It comes with source code and is PD. I can send it to one of the archives if the concensus is that it would be useful.
Peter

1351. Re: drawings -< pic, laserjet, postscript??

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 04:59:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb6.045938.20999@chinet.chi.il.us>
Source record: 243895

In article <273@fornax.UUCP> chapman@fornax.UUCP (John Chapman) writes:
>In article <249@fornax.UUCP<, chapman@fornax.UUCP (John Chapman) writes:
><
>< Does anyone have, or know of, a program which will let you
>< create (relatively) simple line drawings and which will
>< produce as output (in order of preference)
><
>< 1. PIC commands
>< 2. an HP LaserJet
>< 3. Postscript
><
>That is troff pic btw not pic format images. I haven't had a
>reply to the original posting - surely someone has wanted to
>do this before?
>
> chapman@cs.sfu.ca
> uunet!van-bc!syssol!john
>

For what it's worth, I tried to respond and the message bounced from someplace nearer to you than to me.

Anyway, PageStream has simple drawing capabilities, and produces Postscript output. It may also handle HP LaserJet directly, I don't remember for sure.

Steve J.

1352. Abaq: where is it?

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 05:27:28 UTC
From: mwnewman@watmsg.waterloo.edu
Message-ID: <34005@watmath.waterloo.edu>
Source record: 243896

Does anyone know the current status of the abaq machine? If anyone knows
if it is available, or where I could get some technical specifications, could
you please email me?

thanks.

Apologies if this has already been mentioned: I haven't noticed it.

disclaimer: Why yes, thank you! I'll have two please.
disclaimer: Why yes, thank you! I'll have two please.

mike newman mwnewman@watmsg.uwaterloo.edu
"Thy Sine Function Shalt Never Be Greater Than One." --MatheMatics

1353. Re: PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 05:55:51 UTC
From: buggs@cup.portal.com
Message-ID: <26629@cup.portal.com>
Source record: 243897

Can compiler packages be used on these MSDOG emulators?
I was wonderin' 'bout Turbo C or the Zortech one.

Why not do a '386 'DMA box'? That way you COULD run UNIX & X Windows, no?

What can you REALLY do with the current products that are out?

Ed <wasn't there talk of an '386SX based emulator?> June

1354. Hard Disk Cleaning Supplies

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 06:05:15 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <974@watserv1.waterloo.edu>
Source record: 243898

I was wondering if there was a program that would help to
clean up my hard disk; that is, somethig that would organize all the
fragmented files and what-not and place all the unused space in a
large continuous section on the drive. You know what I mean, don't
you? :-)

Brett L Maraldo

ps. It's late... very late.

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1355. Non-profit needs 8bit software!

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 06:13:43 UTC
From: Justin_Randall_Padawer@cup.portal.com
Message-ID: <26633@cup.portal.com>
Source record: 243899

We recently received 2 Atari 800XL and 1 1200XL computers with disk drives and a printer. Of course we are very grateful. But in order to use the computers with the kids we work with we need software. At this point, we'll take anything...beggars aren't choosers. Unfortunately we aren't budgeted for buying software, but I'm **very** interested in exposing these kids to computers; I think they'll love them. Our agency treats chemically dependent teenagers in Appalachian East Tennessee. (Need educational, recreational, productivity software; disk or cartridge.)
--Randy Padawer, program counselor, DRI Adolescent Center, 412 Citico Street Knoxville, TN 37921 Telephone (615) 524-5757
My Internet/Usenet: Justin_Randall_Padawer@cup.portal.com

1356. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:02:50 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9001301152.AA03348@freya.dmswwu-ether>
Source record: 243900

In article <1990Jan22.173721.12285@stag.UUCP> Dale Schumacher writes:

> On a related point, there has been some movement to correct a long-standing
> inconvenience in TOS regarding stderr. Handle 2 is connected to the AUX
> port by default, but I support it's use as a redirectable stderr. To
> force this to work properly, C start-up code should check to see if handle
> 2 is a tty. If is IS, then Fforce() it to -1 to attach it to the console.
> This is harmless if it already IS attached to the console, and makes sure
> you don't confuse your serial i/o device if it's still attached to AUX.
> If handle 2 IS NOT a tty, leave it alone, since that should indicated that
> someone has redirected it.

But this will fail if you try to redirect handle 2 to PRN:! Correct me if
I'm wrong...

+-+
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Tel.: 0251/861241
eMail: ONM07@DMSWWU1A.BITNET

1357. PC-Speed with Hercules Emulation

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:03:19 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.DE
Message-ID: <19
Source record: 243801

In article <56432@ccicpg.uucp> Paul Moreau asked about a Hercules monochrome support for PC-Ditto II. In fact, PC-Speed does (720 * 348). This in included in version 1.30 of the software, available since mid Dec. 89 here in Europe.

Thomas.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet>
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

1358. Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:03:48 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9002051409.AA00372@hugin.math.dmswwu>
Source record: 243846

Hello, world!

I've read some messages descibing the new desktop named
GEMINI and I realized, that now's the time to mail some
words of explanation.

One and a half year ago a friend of mine and I started to
develop a new desktop for the Atari ST. The actual version
offers the following features:
- Icons on the desktop background (folders and files)
- faster windows with two icon sizes and any monospaced
GDOS fonts in text mode
- correlation between files and icons, files and applications
via UNIX-Wildcards
- builtin UNIX-like shell, which runs in a GEM-window (using
any monospaced font you like)
- TOS programs are running inside this window
- any program can be started as 'overlay', which means that
Gemini is completely removed from memory and only a small
manager (20 KB) is running.
- key-scrolling in file windows (you press 'm' and the window
tries to display as many filenames starting with 'm' as
possible)
- if you drag a file on a program icon, Gemini starts the program
giving the filename as parameter
- draggable dialog boxes (flying dialogs) with shortcuts for every
entry (of course there are menu shortcuts, too)
- many other features I got so used to that I can't think of them
no more

How to get Gemini:
Four months ago we started to distribute the german version as
shareware and I heard that someone had posted it to usenet.
In the version 1.0 of the program all the texts were written
in english (but not the doc files), but the current version 1.1
is completely in german. Don't panic, you don't need to buy a
german dictionary! We'll make an english and german version REAL
SOON NOW and will post them to usenet. (Watch out for us!)

Gemini is a shareware program. The shareware price in Germany is
50,- DM (Deutschmark) and we're still thinking of a way to get this
over the ocean. If You have any good idea or any experiences, please
tell us!

thats all for now, cu :-)

Stefan Eissing (pronounce it 'Icing')

onm65@dmswwu1a.bitnet

You can send hardmail to:
Stefan Eissing
Dorfbauerschaft 7
D-4419 Laer-Holthausen
(West-Germany)

('UNIX' is a trademark of you-know-who)
('REAL SOON NOW'is a trademark of Atari Computers)

1359. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:07:47 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <9002060807.AA19503@ucbvax.Berkeley.EDU>
Source record: 243802

To: info-atari16

Subject: external drive

I am attempting to connect a home-brew external disk drive to my 1040
with little success.

Parts used. Case with power supply.
Floppy cable bought from Best Electronics.
NEC FD1037A 3.5 floppy drive.

I am 99% certain I have the wires properly connected as listed below

1040 Drive
1 -- 30
2 -- 32
3 -- 3
4 -- 8
5 -- 10
6 not connected
7 -- 7
8 -- 16
9 - 18
10 -- 20
11 -- 22
12 -- 24
13 -- 26
14 -- 28

I stepped the ribbon cable to a db37 to make it look custom and
verified the wire placement with an ohm meter to make sure every-
thing matched.

The NEC has a four position dip next to its' 34 pin out and I have tried
it in all four positions and found no improvement.

When I power up with the external connected and turned on, only the
A drive responds and it does not recognize any data on the disk
(a window opens as A with 0 files. This disk has files on it).
If try to open drive B it asks for a disk for drive A as drive B. It
stills refuses to recognize any data. If I disconnect the external drive,
A responds properly.

I am missing something? I do not know if I need some more parts in the
loop or if I just have something wired improperly.

HELP!!!

Please respond to me directly, I don't get the digest. Thanks!

Norm Frech (frech@MWRAAA.ARMY.MIL)

==========
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==========

1360. SLM804 & TeX

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:14:08 UTC
From: XUUM23@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGGHCZZBBNZV.at.UMPA>
Source record: 243803

Does anyone have experience using the SLM804 with TeX/LaTeX. I
have got TeX up and running and use the excellent program DVI2SLM
to output the results. The output however is not very good. Now as
I understand it the SLM is a 300dpi laser printer same as the HP
laser, Apple laser etc. Can someone tell me what I'm doing wrong
as the output I get at the standard 10pt size is -please excuse- very
thin. By that I mean eg. in cmr10 the lower sweep of the 'e' character
actually breaks into seperate dots. Someone at this site suggested
using METAFONT. I did get it working but I have no idea of the
setting for the SLM. Can someone i) send me the '.MF' file for the
SLM804 (this has to be mainly for interest as it takes a long....time
to make even CMR10) and ii) direct me to a place where I might get
the fonts - I can do mail but I'm not sure if I can FTP anywhere not
in the UK.
As I only get to read the list intermittently could you mail me and
I'll make up a summary and post it to the list.
Many thanks in advance

Steve C.

1361. Gemini doc's

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:56:42 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <3083@caesar.cs.montana.edu>
Source record: 243844

I just installed the Gemini desktop and I am really enjoying it. I managed to figure out how to set it up and create the shell init file, etc. but I need to know more. Does anyone know of/have a translation of the German documentation? I also need the translation so that I can figure out where to send the shareware payment and how much to send in US dollars. I would be willing to post the distribution arc file I got off GEnie, but it would be better with English docs, for us English speaking folks that is. Helpful hints welcome!

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.PRATT4 (not here often)
"The ships hung in the sky in much the same way that bricks don't."
_The_Hitchhiker's_Guide_to_the_Galaxy_, Douglas Adams

1362. Re: Spectre GCR--SoundMaster questions--Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 08:56:58 UTC
From: dsmall@well.UUCP
Message-ID: <15992@well.UUCP>
Source record: 243804

[The basenote asks questions about SoundMaster with Spectre GCR].

You'll be pleased to hear that version 2.5 (it may be 2.6 shortly)
is just passing final beta test. In it, 60 hz vblank is supported, so both
benchmark programs that use VBL, and more importantly, SOUND, which is
intrinsically tied to VBL, are dead on. No more high pitched sounds; no more
need to convert resources to get the pitch straight. Doug Wheeler did the
coding for this, and many other 2.5 fixes.

With any luck, 2.5 will be out in less than a month. Gotta finish
off the newsletter, get disks duped, start mailing. Free to 2.3K owners.

As for HD Backup, the only name I've heard is DiskFit. Many do not
work because we don't use Apple's SCSI dispatcher... which would be, err,
entertaining.

-- thanks, Dave / Gadgets

1363. Re: Supra, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 09:07:42 UTC
From: dsmall@well.UUCP
Message-ID: <15993@well.UUCP>
Source record: 243805

[The basenote lists some bizarre problems encountered with a Quantum 80-s drive, which apparently fooled Spectre into thinking it was 105 mb long.]

Kevin, I'm sorry I missed you via Email; I can't get to the WELL as often as I'd like, as we're putting the final touches onto 2.5 (very time intensive).

I think you'll find that what happened is Supra's software left glop in the trailing ends of the partition sector. GEM ignored it. However, the Spectre utilities saw the glop, and somehow interpreted it as reasonable partition data. I really have no idea how it got there; perhaps a previous user had formatted the drive as a 100 meg unit, and gotten far enough to stamp out a partition sector? I'm puzzled.

Anyway, I'm glad in a way that the problem is resolved, and you've found the top possible sector # on your drive. Another way to find this is just to run PARTCOPY with a long sector count, from the drive to itself, until it reports a failure.

Naturally, there's always the possibility the Spectre software screwed up; however, I recall *many* times seeing trash in the "bottom" of the Supra partition table. I usually go zero it out by hand when I find it. I'll bet that's what happened to you.

-- thanks, Dave / Gadgets

1364. How to make newsletter available

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 09:21:09 UTC
From: dsmall@well.UUCP
Message-ID: <15994@well.UUCP>
Source record: 243806

Okay, those who know more about the 'net and UUCP and FTP than I.
(This should narrow the field by approximately 1%).

We're putting the finishing touches on the next Gadgets
newsletter, and I'd like to make it available online here in some
fashion. It's way too long to just post, unless I broke it into
32K pieces (I believe 32K is the UUCP limit; I've run into it
elsewhere moving files Well <-> Gadgets machine), and look, by far
not everyone here has a Spectre unit nor cares, *and*, it goes
against my grain to more-or-less advertise this way.

Still, I'd like some easy way for net users to be able to
download the newsletter from somewhere.

FTP: I know nothing about FTP. I have no man page for FTP,
no FTP on either my 7300 or the more generic UNIX machine. If someone
is willing to act as an FTP site for the newsletter, and for Doug
Wheeler's much improved GCR disk tester, for downloading, I'd be happy
to send them along, however is needed. Email me here
(dsmall@well.sf.ca.us) if interested.

UUCP: I suppose I could set up my 7300 for UUCP'ing the stuff
across; that'd mean a call for you.

EMAIL: I could probably break the newsletter into <32K segments
and email it upon requests, but this would get old pretty fast, as
you can imagine. Also, I've had bad luck with email bouncing back to me.
I'd really prefer not to do this unless there's no other way.

So, if you would, please educate me on how I can make this available
to you with minimum hassles to us both, and without having to publicly post
it; same goes for Doug's GCR Tester program.

Finally, Doug has also written a truly excellent pageprinter program
for the SLM-804. It outputs your text in form suitable for 8 1/2 x 11 3-ring
binding, double sided, with easy directions to do the double siding. The
result is 4 pages of text reduced on to 1 physical page doublesided, set up
to easily "flip", so facing pages keep continuity. It's currently shareware
on GEnie and is just excellent; if nothing else, it saves a heck of a lot
of paper. Check it out -- it's really nice.

It's no problem for me to post the newsletter to CIS or GEnie; I know
enough to fumble by there (and fumble I do). Here, I don't have the knowledge
to make a good fumble of it even.

If you could email instead of replying here, it'd waste less bandwidth..

-- thanks, Dave / Gadgets by Small

p.s. Would anyone care for a *brief* 2.5 features list as a post? Would that be an acceptable compromise?

1365. Dave Small (GBS)

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 09:23:37 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4311@brahma.cs.hw.ac.uk>
Source record: 243807

Anyone got a reliable mail address for Dave Small that I can use from the UK?
I have tried 'dsmall@uucp.well' and the long 'un with the 'relay' bit. But
my messages keep bouncing. I am trying to contact you Dave!

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1366. Genie <-> Usenet 2-way trial

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 09:57:59 UTC
From: dsmall@well.UUCP
Message-ID: <15995@well.UUCP>
Source record: 243808

Okay --
I don't want to generate any controversy re: the GEnie uplink thing,
which was admittedly not handled well last time around.

It looks like there's an okay on the GEnie end for a gateway to
GEnie with the following:

1) 2-way note throughput. (see below for more).
2) email
3) *No* copyright hassles (see below)

The last such uplink, as you'll recall, was 1-way, no email, and while
GEnie was accused of copyright hassles, it really wasn't that way.

Okay, on #1:

2-way notes. Yes, this can be done. However, there will need to be
experimentation done, because GEnie's notes paradigm is different than
USENET. Also, GEnie users will require some training in the customs of USENET;
for instance, quoting from previous notes when making comments,
signature lines -- all the stuff you really only learn by *reading notes*,
and by reading the ever-helpful How To Be On USENET materials that come with
the news package.

We have one or two dim flickers of ideas for how to resolve the notes
paradigm problem (suggestions are welcome).

We also want to make certain we do not flood USENET with low-signal
high-noise notes. Hence, we won't be hooking straight to the Atari ST RT
on GEnie, where the note volume would overwhelm USENET. Instead, it would be
to an experimental, controlled, limited-access area, where people who don't
understand USENET customs & protocol don't get their notes posted here.
(Probably at the start, the best way, especially for testing purposes, would
be to grant access to people who are already on USENET on the GEnie end.)

On the GEnie end, notes are concentrated by broad subjects
("TT", "Hard Disks", etc) into "topics", rather than by individual header;
otherwise, we'd end up overwhelming the GEnie system software by starting
too many 1-3 reply topics.

Again, suggestions are welcome.

#2: Email. My mailer is not bright enough to handle nearly anything.
This will have to be put off for a bit until I get a better one running.
I mean, it would be nice if Internet addresses worked.. :-)

#3: Copyright hassles. Much was made of little in the anthology
copyright. I talked with GEnie about it. Their only concern is that local

BBS's don't mass-download GEnie notes, lifted directly from GEnie, with their "value added". However, they know enough about USENET to know that the news software, by its very nature, makes *every* news site form the same "compilation" of notes in the /usr/spool/news/comp/sys/atari/st subdirectory -- so there's little point to GEnie claiming any copyright. I realize there are people out there that distrust GEnie or anything corporate, so I can probably get a formal statement saying yes, we'll blow off the copyright for USENET stuff.

What I propose is a TRIAL PERIOD of 30 days for a 2-way link. If at the end of 30 days it didn't work, I'll say oh well, and go do something else. This is an experimental project anyway and may not work, and it may not be possible to really resolve the differences in note paradigm schemes between USENET and GEnie, on a practical, day to day level. In addition, it may not be possible for GEnie's editor as a practical matter to do things like quote from a previous article and so forth.

As usual, I'll filter anyone who asks out of the feed, including those who've already asked.

The approved method seems to be a vote; would you please send me your thoughts at dsmall@well.sf.ca.us, or well!dsmall, or however the note got to you. If even a fair minority is opposed, I'll drop it. I'm proposing this only because many people were careful to say that their only real objection to the previous link was its 1-way nature.

There's no rush, by the way. We're busy with 2.5, getting the final version through beta test (sheesh, 832K is a bitch), writing newsletters, and the ever-popular packing & shipping tape.

Now, I'm asking *here*, where it'll happen, *before* asking in the news.* areas, which I'll go to *only* if you local people, who it'll affect, okay it. THIS IS JUST TO SEE IF I SHOULD PURSUE IT FARTHER. IT DOESN'T MEAN I'LL TURN IT ON TOMORROW; IT AIN'T EVEN WRITTEN!

I do think there is a substantial advantage in GEnie being able to access the more international group that USENET has, for both networks. ST activity in Germany is the envy on the US. Similarly, I get many questions (34 tonight) via email from users in Europe regarding Spectre, hard disks, and other things; I'm sure other U.S. companies would like to be able to communicate with their international users. And finally, while GEnie is looked down on by some, it's the home of some important stuff -- Jim Allen's discussion of the 6-chip TOS 1.4 EPROM hassle with SGS 373's, which anyone with a Mega and that TOS ought to know about; up to date discussions of PC-Ditto II, which have barely made it here (Bill's working on a software fix for the problems); the collapse of the large distributor CSS; T-16 accelerator support, and lots of other stuff. It seems to me that it never hurts to have access to *more* information; comp.sys.atari.st hardly overwhelms my ability to read it. (A working balance that doesn't drown USENET in GEnie notes is of course required; at first, I'll hand enforce it, and anyway the software will need testing. I'll try to avoid any bad postings by checking them out before allowing UUCICO to send them on their way.)

I realize that this was a very emotional topic a while ago. However,
it was made very clear to me that what people objected to was the 1-way link;
a 2-way link was frequently mentioned as "just fine", much as Portal and
The Well manage their "gateways" (although the Well is just "rn" to me.)

Anyway, what do you think? Would you mind a 30-day trial period
under those conditions above? If, after that, you don't think it belongs,
then it can go into the bit bucket as another one that didn't work.
I need to do some experimenting on how to link the paradigms effectively, but
I won't start until people say it's alright.

Anywho, I've cleaned out my mailbox, and will be checking back
periodically. If anyone really cares, someone else can tally votes, but look,
I'm not going to go to the effort of bringing up a link if it isn't wanted.

Thanks for your time; long note, huh?

-- Dave Small / Gadgets by Small, Inc.
?

p.s. I'd appreciate it if we could go easy on discussing this publicly
until there's been a bit of time for it to propogate and for email to
come in. If there's a negative response, there's no point in discussing it
anyway, is there?

1367. DEGAS Elite, Pub Partner Deskjet Drivers

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 10:23:56 UTC
From: pritchaj@agnes.acc.stolaf.edu
Message-ID: <11175@thor.acc.stolaf.edu>
Source record: 243809

Could someone please post print drivers for an HP Deskjet to a FTP or
achive site for the following packages?

Publishing Partner 1.2
Degas Elite

Thanks in advance....
John Pritchard
1 North College
Carleton College
Northfield, MN 55057

1368. Re: don't want pc-ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 10:41:00 UTC
From: cliff.cook@canremote.uucp
Message-ID: <90020606211284@masnet.uucp>
Source record: 243810

>About a week after I received the 1/2 off coupon for pc-ditto II,
>I sent it in, and I still haven't (MANY MONTHS later) received it yet!
>I don't want pc-ditto II, I want cash!
>

Write AVANTEGARDE. They will give you an instant refund.

~ EZ-Reader 1.14 ~ People Count - Support Your Favourite Charity
~ RNet 1.03M: SoftNet London, CANADA 519/685-5306

1369. Re: Hard Disk Cleaning Supplies

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 10:50:40 UTC
From: nspit@ruunsa.fys.ruu.nl
Message-ID: <490@ruunsa.fys.ruu.nl>
Source record: 243845

bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:

> I was wondering if there was a program that would help to
>clean up my hard disk; that is, somethig that would organize all the
>fragmented files and what-not and place all the unused space in a
>large continuous section on the drive. You know what I mean, don't
>you? :-)

>Brett L Maraldo

Yes, there is: the CRUNCH harddisk optimizer.

Werenfried Spit
R.J. v.d. Graafflaboratorium +31-(0)30-53-2330
Postbus 80.000
3508 TA Utrecht nspit@fys.ruu.nl
The Netherlands spit@hutruu51.bitnet

1370. ST Report & STMAG

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 11:05:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <9002070809.AA13532@ucbvax.Berkeley.EDU>
Source record: 243811

Dear Atari-netters,

There was a message about ST Report & STMAG on the network.
Please include me on the mail list for these.

Frits Dumortier
(FD@BGERUG51.BITNET)

1371. Atari & IBM Disk Drive Pinouts

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 14:06:15 UTC
From: bks@sapphire.eng.ohio-state.edu
Message-ID: <76705@tut.cis.ohio-state.edu>
Source record: 243812

I am hoping to try and hook up an ibm compatable 1.44 meg 3.5 or an
ibm 720k 3.5 floppy to my 1040ST. I would like to hook it to the internal
drive connections, or possibly to the external drive port. Does anyone
have the pin outs for the ibm drive and/or the internal st drive, if
different. Any hints or suggestions would be appreiciated...
Thanks,
Brian

-=-
=-=-=-

1372. Warship

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 14:36:18 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <35052@iuvax.cs.indiana.edu>
Source record: 243813

If you are a fan of the game warship, I now have a copy of a program to print out a human readable form of the save game file. If you want to know what use this program has, it does not have much. You can optain most of the information that it gives you by saving the game, restarting in two player mode, and using the game itself to tell you all the information about both sides. However, if you want to understand some of the bugs in the game, it provides useful information.

Warship is a fine game inspite of little bugs. The bugs don't make the game crash, they just play a little lose with the laws of physics. Some of them probably result from the original version be crammed into an 8 bit machine.

1373. Re: Supra, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 14:43:42 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1267@lzsc.ATT.COM>
Source record: 243814

In article <5586@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> I thought i'd pass on my experience with Supra v3.37 and GCR.
>
> Upon getting GCR about 2 weeks ago, i reformatted my Quantum 80S
> with Supra 3.37. According to many sources, including Dave Small
> and Supra themselves, Supra will allow you to create partitions
> greater than 16 MB (i have TOS 1.0) as long as the larger partition(s)
> are not used for GEMDOS. I proceeded with the following setup
> under the Supra format utility:
>
> I watched Supra format the 164,000+ sectors totalling about 84MB.
> 0 bad sectors.. all looked fine.
>
> When i came to the "format"
> menu .... i noticed some strange things: Not only did Spectre
> see the above 7 partitions, but there were partitions 8 and 9
> of 12MB and 6MB respectively. Partition 7 (I:\) still showed

Here are some "gotchas".

First, as far a SUPRA and Spectre are concerned, there are 12 partitions
on a disk. All of the information is kept in sector 0. It sounds as
if you have corruption in some of the areas.
Use suputl.prg to set to 0 the partitions that done exist.
I have noticed that some garbage values prevent suputl from doing this.
Then use supedit.prg to (CAREFULLY) set the partitions to 0.

Second. there are two kinds of disk drives. SCSI drives take care of
defective areas automatically. All other drives require that the formatter
handle the problem. Most (all?) SUPRA controllers contain an Adaptec
4000 (MFM) or 4070 (RLL) controller.
Adaptec controllers EXPECT to be told the defect list for the disk.
Adaptec then makes these sectors disappear; they are not numbered or accessable.
===== What follows is My Opinion, not SUPRA's =====
Supra's formatter, hdx, does not support this mode in the Adaptec.
Instead, SUPRA (and ICD and ATARI) format all sectors, then try to map the
bad ones out logically. In TOS, this is done by gathering them together in
an invisible file.
This does not help Spectre or MINIX at all!
Of course, If you do not have the bad block list for your drive you have
a problem. Then you really need to buy the Adaptec manual ($5.00).
==
This is why I wrote my own formatter (minihdx.prg, and partitioner (mkfs.prg).
These are available if you can send me EMAIL.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1374. Notes for Europeans.

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 14:45:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9002080808.AA11968@ucbvax.Berkeley.EDU>
Source record: 243815

Hello.

This is a quick note to those European subscribers who through their ignorance are clogging up this newletter.

1) (Un)subscription. Do this through a listserver. The one I use is listserv@finhutc. If in doubt send your request to your nearest one and it will forward it. The message required is "(un)subscribe info-a16". Do not send such messages to the list itself - it only gives us a good laugh at your ignorance.

2) Submission. Send them to info-atari16@wsmr-simtel20.army.mil. It's up to you to find out how to get things there. UK users send it through uk.ac.nsfnet-relay. do not send things to Stanford, as they then get broadcast in uncollated form. Again, we snigger at your ignorance.

Got it? If not, a) ask someone who knows about these things and b) ask yourself if you are really suited to this form of communication. Perhaps it would be better to learn a little more first?

Jan Ameij.

1375. Re: Problems FTP'ing

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 15:07:33 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <9002070808.AA13455@ucbvax.Berkeley.EDU>
Source record: 243816

The base note is a query about why ARC files may be corrupted, and
what FTP sites there are for only Atari software.
[Dave Small: Emulation is the sincerest form of flattery!]

I know of no sites that have ONLY atari-ST software, but here's one...
FTP 131.104.96.1, as anonymous, and you can FTP download to your heart's
content.

If your MAIL an INDEX PROG-A16 command to LISTSERV@UOGUELPH
(Note do NOT mail to PROG-A16@UOGUELPH !!), you can tell which files
are which. You can also request the files by mailing
GET PROG-A16 yy-nnnnn commands to LISTSERV@UOGUELPH

Best of luck.

As for your ARC problem, there are a number of things that could corrupt
an archive (curious, though, that you see such a regular error as that)
You did not give enough details:
1. Where do you do the UUD-ing?
If on the host then:
2. When transferring to the PC, do you tell the host to send BINARY?
3. Are you un-arc-ing on your PC or on the Atari?

And so on and so on. I'll be glad to help, but need more details.

Below is a list of all sites that have/had some Atari ST software:

026.003.000.095 mordor.s1.gov Atari ST?
035.001.001.043 ummts.cc.umich.edu atari st (cd PC7:)
035.001.033.008 terminator.cc.umich.edu xscheme,msdos (& PC Mag!),Atari,
unix
035.195.016.002 euterpe.math.lsa.umich.edu Atari ST,
questions->dyer@math.lsa.umich.edu
036.008.000.046 score.stanford.edu TexHax,Atari,APL metafont (tenex)
128.015.000.003 mordor.s1.gov Atari ST?
128.082.008.001 xanth.cs.odu.edu comp.sources.{x,unix,misc,games,
amiga},X,amiga,Atari ST
128.101.063.002 ux.acss.umn.edu usenix 87 archives,Atari ST TeX,GNU
128.101.224.001 umn-cs.cs.umn.edu Sendmail,vectrex,mac,unix-pc,
atari,apple II,GIF
128.214.005.006 tolsun.oulu.fi amiga,atari,c64,msdos,mac,irc
128.214.007.005 jyu.fi unix,atari,amiga,mac,etherprint,
night,larn,morabermud,ularn,conquer,
kia,nethack 3.0
128.252.135.004 wuarchive.wustl.edu

GNU,X.11R3,GIF,IEN,RFCs,TeX,UUPC,
info-mac,4.3BSD-Tahoe,
comp.binaries.amiga,CdB.apple2,
CdB.atari.st,CdB.ibm.pc,CdS.amiga,
CdS.atari.st,CdS.games,CdS.misc,
CdS.sun,CdS.unix,CdS.x,msdos,
simtel20
129.022.016.002 dsrgsun.ces.cwru.edu Minix,TOS Atari ST,gcc from bammi
130.184.064.202 uafcseg.uark.edu amiga,commodore,ibm,apple,Atari
131.211.080.005 sol.cs.ruu.nl atari,GNU,BSD,etc.

[Gee those wuarchive.wustl folks must be B U S Y!]

I make no guarentees about the quality/quantitiy, or even presence of
ST software at these sites ('cept my own of course), so don't flame me.
On the other hand, info about new sites, or concrete info about any of
the above no longer carrying ST stuff (Like SSYX) would be appreciated.
OK?

/PJ SofPJF@VM.UoGuelph.Ca

There is never time to do it right, but plenty of time to do it over... Anon

1376. Re: caches that work with >16 meg partitions

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 15:34:11 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20587@watdragon.waterloo.edu>
Source record: 243817

In article <2020@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The hardest-hit class of programs is the "add cache sectors" or other
>disk-caching kind, because it needs to know how big a buffer to
>allocate. The answer to that question is impossible to compute, so
>it's available from the hard-disk driver. (It's impossible to compute
>because it involves a user-preference value which can be patched into
>the driver: with removable media you could pop the cartridge and put in
>one with larger logical sectors, so the user tells the driver a
>minimum for the "maximum sector-size" value to use.)
>
>CACHExxx.PRG from Atari, of course, interrogates the driver and uses
>that number correctly.

Where can I get the latest version of CACHExxx.PRG? Does anyone
have any comments on this or other caching programs? (Ie. any
problems using them with partitions >16 meg or any comments
about their usefulness.)

Is this program public domain or do I need to shell out $$$ for it.
(I'm willing to do that if it is a useful program.) If it is not
in the public domain, what info do I need to give my dealer so that
he can get it for me?

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1377. Re: Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 16:15:36 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <6405@eagle.wesleyan.edu>
Source record: 243818

In article <1255@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) writes:
> In article <1990Jan31.032956.28008@gpu.utcs.utoronto.ca>, romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>> Sorry if this has come up before, but I am really in need of info
>> regarding a reliable way to verify the integrity of the FAT.
>> Hopefully, the program should also go ahead and fix lost clusters,
>> etc. as automatically as possible.
>>
> fsck.prg was previously posted. It works well up the 16 meg partitions.
>
> Since TOS 1.4 supports up to 32 Meg partitions, I have modified fsck.prg.
> I will send it to anyone who writes.
>
> Howard C. Johnson
> ATT Bell Labs
> =====NEW address====
> att!lzsc!hcj
> hcj@lzsc.att.com

I recently used this program to un-scramble a very scrambled partition on my Megafile 30. Only problem, was when I told it to reclaim unused clusters, it also reclaimed a cluster that was marked bad in my FAT. I had to restore it by hand using a sector editor (I happened to know what sector it was.) Are there any programs out there which don't have this "feature"?

--
_=_-_=_-_=_-

1378. FTP'ing files

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 16:58:17 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9002070806.AA13282@ucbvax.Berkeley.EDU>
Source record: 243819

I am new to the FTP system and was wondering if someone could give me some help. All the files I have tried to download have gone bad. when I try to unARC them, they give me a 'bad header' error. Can someone with experience in this area help me?

Thanks,

Robert Gambs
(S54394GR at ETSUACAD)

1379. Re: Software/mouse problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 17:26:44 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Feb6.172644.10464@ccu.umanitoba.ca>
Source record: 243820

In article <3284@plains.UUCP> blee@plains.UUCP (Blaine Lee) writes:
>
>My last complaint: The *#$@ mouse will swap up for down occasionaly after
>swaping disks (in the short time that the pointer disappears while
>redrawing a window) I can see no pattern nor is it easy to repeat
>(it will revert to correct _sometimes_). Is there a patch?

This sounds suspiciously like the behaviour of one of the ST viruses
that George Woodside has catalogued. As far as I can recall, it's
harmless enough, with the exception of the curious mouse behaviour you
mention (no flames, please; I know that no virus is _truly_ harmless.)
Fetch VKILLER from the panarthea archives and check your disks if you
haven't already done so.
BBB

--

Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba

1380. Re: Is there a (reliable) CHKDSK for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 17:40:06 UTC
From: paulm@ccicpg.UUCP
Message-ID: <56875@ccicpg.UUCP>
Source record: 243821

In article <1255@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) writes:
> In article <1990Jan31.032956.28008@gpu.utcs.utoronto.ca>, romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
> > Sorry if this has come up before, but I am really in need of info
> > regarding a reliable way to verify the integrity of the FAT.
> > Hopefully, the program should also go ahead and fix lost clusters,
> > etc. as automatically as possible.
> >
> fsck.prg was previously posted. It works well up the 16 meg partitions.
>
> Since TOS 1.4 supports up to 32 Meg partitions, I have modified fsck.prg.
> I will send it to anyone who writes.
>
> Howard C. Johnson
> ATT Bell Labs
> =====NEW address====
> att!lzsc!hcj
> hcj@lzsc.att.com

Last night while attempting to extract files using unlzh12.prg the system sat for a while blinking the drive light then crashed with 2 bombs. After rebooting the system I attempted to extract the files again using unlzh11.prg. It then came up with an error saying that there was insufficient space on Drive E to extract the files! Using the desktop show info it said that drive E had around 4 megs used with 0 bytes free. My E partition is a 16 meg partition! I then used fsck which quickly exited saying that all was fine! Around 1 year ago I wrote a program called dskana which bypassed all DOS calls, read the boot and partition blocks and with a built in driver read the FATs , directories and checked the blocks used by each file to make sure that they didn't use any more or less sectors than they should and also check to make sure they didn't use any blocks previously used while building a memory image of the FAT while tracing. At the end it compared it's FAT with the one on the DISK and showed a whole Sh*t load of blocks that were marked in use but not assigned to any particular file! Fortunatly I had the partition backed up so I had to use a SUPRA utility to 'clear' the partition which also cleared the directories and FAT entries. Just deleting all the files still left all those entries in the FAT since they weren't assigned to any files for directories.
My point is that FSCK didn't do the job for a standard 16 meg partition!
Now I'm working on dskana to not only find errors but to correct them. I'll also make it more general purpose and if I get it working I'll post it to whomever may want it.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1381. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 17:40:24 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Feb6.174024.13984@ccu.umanitoba.ca>
Source record: 243822

In article <8040@shlump.nac.dec.com> goldstein@carafe.enet.dec.com (Fred R. Goldstein) writes:
>
>In article <2015@atari.UUCP>, kbad@atari.UUCP (Ken Badertscher) writes...
>>grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>>
>>| GST say it's something inside TOS (or GEMDOS or whatever layer
>>| it might be), so I was rather hoping the problem might go away with TOS
>>| 1.4.
>>
>>Now why doesn't that surprise me? Not to bash GST, but I have found
>>that a lot of problems similar to this are a result of bad programming
>>practices. Not intentional, but just because the developer wasn't
>>aware of some restriction or another. It's all too easy to blame TOS.
> ...
>no fair, Ken, it's not GST's problem.
>
>About a year ago I posted this same problem with Word Perfect Atari.
>It too drops into "slow mode" now and then, when it eats up the keyboard
>buffer about one key every few seconds, treats the screen as if the
>mouse button were stuck down, and if you're lucky lets you (slowly!)
>request a save before you have to reboot.

Just so; this is _definitely_ not a problem restricted to GST products.
As Fred goes on to note, WP Corp. has been aware of The Problem for a
long time; they claim that Atari Corp. has been uncooperative in
helping them track down its source.

Whatever; fact is, there's a real problem here, it's a royal pain in
the *ss, and whether or not it's a bug in TOS is not entirely relevant.
If it is a bug in TOS, then you as well as us should be interested in
getting it fixed as soon as possible (another patch?; at any rate a fix
for TOS 1.8). If on the other hand it really is a matter of developers
breaking rules, you should be interested in identifying the rule or
rules in question and warning developers of the consequences of
breaking them as soon as possible. Apparently WP Corp. and GST are
under the mistaken impression that they're not doing anything wrong,
which is making my life miserable, not to mention harming their sales
and ultimately Atari's.

Fortunately, The Problem hasn't hit me in WP for a couple of weeks
(even without the chicken blood and incantations :-). Prior to that it
seemed like I was getting bitten every other day or so. I don't have
any more of a clue than anyone else about how to replicate it, but for
what it's worth, I've noticed that The Problem is not unconnected with

mouse movement. I.e.: If I catch it before it gets out of hand (after the machine has started to crawl, but before it locks up completely), I can save my file and exit WP by moving the mouse slightly after each key press. Here's the scenario:

1. Machine slows to a crawl; keystrokes and mouseclicks have an effect only seconds after a key is pushed or button clicked.
2. I hit F7 ("Exit"). Nothing happens.
3. I move mouse slightly. "Save file?" dialogue pops us instantly.
4. I respond with "y". Nothing happens.
5. I move mouse slightly. File is saved, and "Exit?" dialogue pops up.
6. I respond with "y". Nothing happens... etc.

Does this behaviour suggest anything to anyone?
BBB

--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1382. LDW POWER problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 17:53:34 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9002070804.AA13067@ucbvax.Berkeley.EDU>
Source record: 243823

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

I have a problem with LDW POWER Spreadsheet and would like to know if any other users have this problem. The version of LDW that I am running is UK Version 1.03 (c) 1988, and I have a 520 STFM w/ 1meg.

The problem comes when printing out a spreadsheet (I use 70 line paper instead of the more usual 66 line paper, although it doesn't seem to matter how many lines I tell LDW I have!). During printing LDW inserts about 4 or 5 blank lines in the printout (whether to printer or file) in what seemed a random manner at first, then I noticed that the position of the extra blank lines seemed to be moving up the page each time I printed, until it reached the top and then it would cycle round and start from the bottom again!

At the moment to get round it I am printing to a file and then editing it using a text editor to remove the extra lines before printing.

Also, I have remembered to clear all the possible things that I could either think of or find in the manual, such as margins etc.

Any help here would be appreciated, I remember seeing a number of people talk about LDW and so I hope that someone out there has an answer.

Many thanks

Rat.

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

1383. Books

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 18:07:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9002070805.AA13178@ucbvax.Berkeley.EDU>
Source record: 243824

I know this has most likely been asked before, but could someone
please send me a list of books that will get me familiar with
the 'internals' of the st, such as bios, tos, gem, etc..

At the moment, I really cant afford the developers kit.

Frank Rachel University Of Miami
Bitnet:Frachel@umiami.Miami.EDU 1st year Computer Science

1384. Hard drive question

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 18:27:43 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22136@uflorida.cis.ufl.EDU>
Source record: 243825

I have a hard drive question. I have this supradrive 20 meg. The
media is dead. Can I just buy any old drive mechanism of any old size
and drop it in there?

--
=-=-=-

1385. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 18:33:21 UTC
From: sfellows@csm9a.UUCP
Message-ID: <2136@csm9a.UUCP>
Source record: 243826
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <1990Feb5.181710.17028@uokmax.uucp>, gefagan@uokmax.uucp (Geoffrey Edward Fagan) writes:
> In article <25C9E532.8848@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
> > Ok, you are in a Jungle and it is getting dark. You must find
> >your way out of the jungle. In the Jungle lived two tribes, one tribe
> >is good and always tells the truth while the other tribe is bad and
> >alway tells lies. You are on a dirty path and came upon a Y-intersection.
> >Right in front of you is a sign pointing right and reads "This way to
> >Safty------->". Behind the sign is a native, You can only ask him
> >one question with a yes or no Answer to determine if the native is telling the
> > truth or lie and determine which way is the right way out of the jungle.
> >Remember you are Allow to ask only one question and it must have a yes
> >or no anwer.
> >Wayne
>
> Ok, grab the native. Grab your elephant gun. Place the business end of the
> gun against the skull of the native. State "I need to know if this path
> leads to safety and I'm gonna take you with me to find out." Finally, ask,
> "Do you suggest the left path?"
> Geoffrey Fagan (gefagan@uokmax.uucp)

Geoff, your getting to be like Chris. Why not hose
both tribes and then take either path.

Anyway, the correct question is:

To any one of the two tribesman:
Which path would the other tribesman say is the safest path?

Then take whatever path the tribesman DID NOT say was the safest.
Why? If the tribesman you ask is the one who lies, then he will
give the the opposite of the other tribesman answer (the answer being
the correct path).
If the tribesman you ask tells the truth, then he will give
you the wrong answer, because he is giving the liar's answer which is
wrong.

That will be 100 gold , please. Pay the dragon at the door as you leave.

Steven B. Fellows
sfellows@csm9a.colorado.edu

1386. Re: Spectre GCR--SoundMaster questions--Hard Drive questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 18:46:36 UTC
From: oplinger@jupiter.crd.ge.com
Message-ID: <5124@crdgw1.crd.ge.com>
Source record: 243827

I haven't backed up my disk in a few months (from before I had a GCR), so this may not apply, although I cannot think of a reason why. PC Tools/MAC makes a reliable, fast disk backup. Good points are: I have saved/restored a 15 Mbyte partition regularly without problems. Pad points are: An obvious PC port (it isn't too bad but it ain't the 'real' thing), compressed files on floppies that the finder cannot read. This means that the program is required to restore files (but it does take less floppies than a non-compressed format.)

The above represent my observations about my circumstances. You milage may vary. The above does not represent an endorsement, just the story of a semi-satisfied customer.

--
brian
oplinger@crd.ge.com

<#include standard.disclaimer>

1387. Re: How to make newsletter available

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 18:53:20 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002061853.AA12589@fsucs.cs.fsu.edu>
Source record: 243828

In article <15994@well.UUCP>, dsmall@well.UUCP (David Small) writes:
>
>Okay, those who know more about the 'net and UUCP and FTP than I.
>(This should narrow the field by approximately 1%).
>
> We're putting the finishing touches on the next Gadgets
>newsletter, and I'd like to make it available online here in some
>fashion. It's way too long to just post, unless I broke it into
>32K pieces (I believe 32K is the UUCP limit; I've run into it
>elsewhere moving files Well <-> Gadgets machine), and look, by far
>not everyone here has a Spectre unit nor cares, *and*, it goes
>against my grain to more-or-less advertise this way.
>

I would love to be able to read the Gadgets newsletter from the net. Possible solution might be to upload it to comp.binaries.atari.st as a UUE'd ARC file. Or for that matter, Panarthea or Terminator would be great too. If you want a real novice's view/instructions on FTP, I would be happy to type something up, and mail it to you with a list of FTP sites. Reply to the address at the top.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1388. Re: Ataris and Midi

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 19:07:48 UTC
From: apolivka@x102a.harris-atd.com
Message-ID: <APOLIVKA.90Feb6140748@x102a.harris-atd.com>
Source record: 243829

I tried to E-mail this, but it bounced. So I'm posting it.

In article <4620@druwa.ATT.COM> dvac@druwa.ATT.COM (Daniel Vachon) writes:

>Our band is wanting to get into some Midi now that we have a Yamaha PTX8
>Electronic Drumkit, Yamaha TX16W Sampler, and a Kawai keyboard, all Midi..

>My question is directed to those Midi Mongers out there who play with midi
>all the time.... Is the Atari the best computer for Midi for the price?!

For the price, probably yes. It is one of the leading computers for running midi software because of the price (i.e. because it's the only one that has a built in Midi port so you don't have to buy nor hassle with that). Many big name musicians use Atari's.

>Is the midi software good?!

Yes. Since it is widely used (again, because of the built in midi interface), software developers have created a lot of midi software for it.

>I would like to get open-minded comments...So please give good and
>bad points about Midi on the Atari-ST.

The only serious downside that I can think of is that Atari support is dwindling in this country (not many dealers, etc.). Other (non-midi) software availablility might be a problem, depending on what you are looking for.

>Also, does most of the good
>Midi software work on both the 1040 and the 520?!

No! You would be making a serious mistake to buy a 520 (rather than a 1040) for midi use. I originally had a 520 and ended up having to upgrade. For example, the newer editions of Hybird Art's Miditrack sequencer (one of the decent Atari sequencer packages) will not run on a 520.

I recently conducted a poll on user groups rec.music.makers, rec.music.synth, and comp.music asking what computers/sequencers were used by the readers. The Mac was the most widely used and the Atari ST was second most widely used. You can see additional results of that poll if you read the postings on one of those newsgroups (look for "the Great Sequencer Poll"). I will also be posting an update to it this weekend.

BTW, I would seriously look at getting a laptop if you're going to use it in performances. Ordinary PC's are a pain to set-up, tear-down,

etc. to gigs.
--

Al Polivka arpa: apolivka@x102a.harris-atd.com
Mail Stop 102-4858 usenet: uunet!x102a!apolivka
Harris Corporation phone: 407-729-2983
Government Aerospace Systems Div. Bldg: 102 Room: 3433
P.O. Box 94000
Melbourne, FL 32902

1389. Re: Atari's Quarterly Results ($5.4 Million Lost) :)

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 19:32:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb6.193238.4209@chinet.chi.il.us>
Source record: 243830

In article <1581@cs.rit.edu> ajy2208%ritcv@cs.rit.edu (Albert Yarusso) writes:
>
>Ahh, I wish that were the case. Sigh.. I live just south of
>Canada (Rochester, NY) and on a recent excursion to Toronto I
>was surprised to see all the Atari support available!!! I also
>got to play with some of Atari's new hardware, like the Stacy.
>
>>Computer Science Major | Support the poor...buy fur! |
> Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu

This is the first report I've seen of a STacy being offered for retail sale. Would you please tell more? What model (RAM size, was there a hard disk, power supply, that kind of thing)? Was any software bundled with it?

Steve J.

1390. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 19:43:00 UTC
From: rjd@cs.brown.edu
Message-ID: <28201@brunix.UUCP>
Source record: 243831

In article <1574@cs.rit.edu> ajy2208%ritcv@cs.rit.edu writes:
>In article <27273@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>> ...my personal theory is that the Atari
>> community sprung (somewhat) out of the old
>> 8 bit Atari community, where game theft was
>> rampant. Perhaps that philosophy held on into
>> the ST community.
>
>How can you say this? I think ST owners buy a larger share of
>software than users of ANY other computer. I know quite a number of
>ST owners, and EVERY ONE OF THEM has bought a lot of software,
>myself included!

I know, all of the ST owners (well, most) that I know are also
of good character, and they purchase what they use.

The reason I can say this is because I have attended ST User Group
meetings in three different communities. In all three cases, the
scene is entirely the same: a brief meeting is held, some software
is demoed, then what can only be described as an orgy of software
piracy begins. Its mallicious, its organized, and its massive.
There is usually two or three double disked STs set up, with an
operator at each. Club members bring their own diskettes, and they
are free to choose from a menu that not only includes public domain
and shareware, but also commercial copies of Lattice C, Word Perfect,
Games (there are copy protection buster programs available for all to
use), spredsheets, business software, etc etc etc...

I have *never* seen anything like it. When I brought it up to those
present, the attitude was pretty similar to what I've seen on this
net: either alot of snickering "why shouldn't we?" to "Hey, we have to
test this tuff out before we buy it, don't we?" Quite literally
100's of copies of commercial software left the premises on those
evenings.

I have been to IBM and Amiga user gorup meetings, and I have
never seen that type of blatant theft. Sure, there were some
mumbled exchanges of unlabeled disks between people, but nothing
on the scale or magnitude that I have seen at Atari meetings.

The only Atari meetings where I have not seen that activity are meetings
conducted by the BCS is Boston.

>I refuse to believe that ST owners pirate worse than their IBM/Mac/Amiga
>counterparts.
>

I not only believe it, but I've seen it.

>>(Sorry to all those who think this thread doesn't belong on this
>> group, but I believe it does - and I think its an important issue.)
> ==================================
>So do I.
>

Thanks Albert...a positive voice is good to hear.

>____
> Albert Yarusso, Rochester ajy2208@ritvax.bitnet,ajy2208@ultb.isc.rit.edu

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1391. Re: I need a GEM to PostScript converter

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 19:45:44 UTC
From: rjd@cs.brown.edu
Message-ID: <28202@brunix.UUCP>
Source record: 243832

In article <891@ztivax.UUCP> corvara@ztivax.UUCP (Harald Vollmer) writes:
>Can you help me get a GEM format to PostScript format converter?
>I need one that can run on one of the following machines: Atari,
>MacII, Apollo, Vax, or Sun 3.
>
>Gabi Umbreit

As stated earlier, I am working on an image format converter that
will transfer across a wide range of image formats. (Including GEM
and Postscript.)

Because of commitments at my job, it is coming along slower than
expected, but it *is* coming along. I'll keep you posted.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1392. HELP! Floppy Drive not working out.

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 20:44:32 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <34157@ucbvax.BERKELEY.EDU>
Source record: 243833

Since I did not get any replies last time:

I'm having a big problem. I bought a 1.44Mb (high density) 3.5" floppy drive to replace the SS/DD drive I have now. My plan was to just pop the drive in and use it like an ordinary DS/DD drive, not a DS/HD drive. Well, it didn't work.

So far, all that happens is that the floppy acknowledges its existence. When I try to read, the light flashes on, but the computer cannot read the data on the diskette. When I formatted a diskette on it, the head did not move, and the end result was a diskette that claims to have 0 bytes used, 0 bytes free, and 0 everything else.

The drive is a Toshiba. That might have something to do with it; I recall seeing things about that drive before.

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

1393. Re: Abaq: where is it?

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 20:50:04 UTC
From: brazil@pawl.rpi.edu
Message-ID: <LD5K|@rpi.edu>
Source record: 243834

In article <34005@watmath.waterloo.edu> mwnewman@watmsg.waterloo.edu (mike newman) writes:
>
>Does anyone know the current status of the abaq machine? If anyone knows
>if it is available, or where I could get some technical specifications, could
>you please email me?

As a matter of fact, the Atari Transputer Workstation is enjoying great
popularity in Europe, particularly in the UK. A few have even been imported
to the good 'ole USA. For more information, as in comp.sys.transputer.

-Tim Onders
brazil@pawl.rpi.edu

1394. mail in your warantee cards

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 21:45:07 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1269@lzsc.ATT.COM>
Source record: 243835
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

Last night I was reading a note posted by someone "whining" that
the firm making PC-DITTO wouldn't let him buy the newest version
at half price because he missed the cut off by 7 months.
(The particular product is not the issue here).
His view was that he had only neglected to send in his registration.

Seems that only something good can come from registering what you buy.
In this case he lost $150 value by not doing so.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1395. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 22:36:37 UTC
From: greg@sj.ate.slb.com
Message-ID: <1990Feb6.223637.15845@sj.ate.slb.com>
Source record: 243836

Opinions expressed are the responsibility of the author.

In article <20465@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
>Here is a question about the 16 meg partition limit. I purchased an
>Atari Megafile 60 a number of months ago. From the part number I
>believe it used a Seagate drive. The manual that came with it
>mentioned the 16 meg limit, however, the utilities which came
>with it allowed me to make larger partitions. I decided to experiment
>with this. I made a partition a fair bit larger than 16 meg (I believe
>it was about 24 meg but I don't recall for sure) then tested it by
>copying a program onto it multiple times (giving it a unique name each
>time) and then reading the files (actually some selected copies of it
>from throughout the hard drive) and everything worked fine. I have
>kept my large partition and have not had a problem with it yet (although
>I also haven't filled more than about 11 meg on that partition, except
>of course during the test I mentioned earlier).
>
>Does anyone have comments on this? Did some of the later versions
>of TOS 1.0 or 1.1 or whatever it is in my 1040, allow for larger
>partitions? Did some of the later versions of the driver program
>allow for larger partitions, patching TOS appropriately?

One reason there was a 16M limit on hard disk partitions is because the Rwabs() function which does the physical I/O is specified as taking a signed integer (16 bit) value for the "recno" parameter. This means that the sector number can only range from 0 to 32767, for a total of 32768 sectors. Since Atari-compatible disks have 512 bytes per sector, that means you are limited to 32768 * 512 = 16 777 216 bytes (16 Megabytes) per partition.

What Atari has changed, I believe, is to treat the "recno" parameter as an UNSIGNED int, with a range of 0 to 65535, and consequently a 32Mb limit. However, any software which calls Rwabs() to directly access the hard disk (such as disk checkers might do) must understand this convention, or else they will get confused by the (apparently) negative sector numbers (i.e. any in the second 16 Meg with the high-order bit set).

Personally, I am absolutely paranoid about hard disk integrity, and will limit myself to 16 Meg or smaller partitions. Besides, once you get about 4 Meg of stuff in a partition, the old Dfree()/FAT search bug rears up, and file creation takes nearly forever. It is, however, a good motivation to get Rainbow TOS.

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Schlumberger Technologies UUCP: {uunet,decwrl,amdahl}!sjsca4!greg
San Jose, CA 95110-1397 BIX: gwage CIS: 74016,352 GEnie: G.WAGEMAN
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1396. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-06 23:38:11 UTC
From: bammi@curie.ces.CWRU.Edu
Message-ID: <BAMMI.90Feb6182843@curie.ces.CWRU.Edu>
Source record: 243837

In article <9001301152.AA03348@freya.dmswwu-ether> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
dale:
> inconvenience in TOS regarding stderr. Handle 2 is connected to the AUX
> port by default, but I support it's use as a redirectable stderr. To
> force this to work properly, C start-up code should check to see if handle
> 2 is a tty. If is IS, then Fforce() it to -1 to attach it to the console.
Julian:
But this will fail if you try to redirect handle 2 to PRN:! Correct me if
I'm wrong...

thats correct, but dales suggestion is still fine. its isatty() that
needs to be fixed up, so that it does'nt think that PRN: isatty().
(just out of curiosity, why would someone send stderr to PRN:? why not
to a file, and then if its really needed, print the file (saves a few
trees in the process)).
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1397. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 01:00:32 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8503@pogo.WV.TEK.COM>
Source record: 243838

apratt@atari.UUCP (Allan Pratt) writes in response:

>Also right. Here's the bottom line: when you have a partition larger
>than 16MB, the driver creates the partition with 1KB sectors (or more!)
>rather than 512-byte sectors, which is the old value. Cluster size is
>still two sectors, whatever size that is. The disk itself is formatted
>with 512-byte sectors, and Rwabs does blocking and deblocking, turning
>requests for "one logical sector" into as many physical sectors as
>necessary.

<stuff deleted>

>The moral is, utilities should always use Getbpb to find out how big
>sectors are, how many sectors per cluster, etc., and base all your
>other calculations and "constants" on the answers. If you're adding
>GEMDOS buffers or other permanent objects, get the release notes and do
>it right.

<<<<<<<<<<<<<<<<<<<<<<<<<<<< WARNING >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Under TOS 1.0,1.2, and 1.4 repeated use of Getbpb or Dfree will bring your system crashing to a halt! The number of calls until failure depends on your system memory utilization but averages in the 35-65 call range. This little bug(feature) was discovered at great loss of time, sleep, and hair (with a number of forehead bruises also). The real moral of the story is never let someone else do what you can do yourself. Read in the boot sector and pull the sector size off there!

I strongly agree with Alan that it is the developers responsibility to query the system and never to take anything for granted.

****
* Bob Luneski *
* Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
****

1398. PC Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 01:18:29 UTC
From: psurge@cs.utexas.edu
Message-ID: <7812@cs.utexas.edu>
Source record: 243766

I have heard that with the switch of board designs that AG has pumped the PC Ditto II up to Norton SI of 4.0, has anyone else heard that?

And has anyone actually gotten theirs yet (that works).

Troy Carpenter
Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

1399. Need addresses for ZRAM and ramchips

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 01:20:57 UTC
From: v067majp@ubvms.cc.buffalo.edu
Message-ID: <702.25cf31a9@ubvms.cc.buffalo.edu>
Source record: 243767

Does anyone know the address of the company that makes ZRAM. I'd like to write to them for more info about it.

Also, does anyone know of a good place to get 1Mbit Ram chips (also what "speed" I should get).

John
v067majp@ubvms.cc.buffalo.edu

1400. Re: Uniterm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 01:27:15 UTC
From: ballier@blnosz.UUCP
Message-ID: <286@blnosz.UUCP>
Source record: 243839

In article <9002040802.AA11879@ucbvax.Berkeley.EDU> WACKER@CERNVM.BITNET (Klaus Wacker) writes:
>
>[...]
>When I try to print directly from Uniterm by selecting 'Printer' rather
>than 'Metafile' after hitting Alt-F3, I get an alert box telling me
>'Unable to open VDI device'.
>[...]
I have the same problem like you ('Unable...'). I have written to Simon Poole, but I have not got an answer.

Ralph

1401. Scrolling Horizontally HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 01:30:33 UTC
From: jdg@elmgate.UUCP
Message-ID: <1196@elmgate.UUCP>
Source record: 243840

Hiya!

Anyone out there able to explain/provide code/algorythm fo fine scrolling
the ST vertically (both left & right)... I am trying to write a game and
cant for the life of me find the "right way" documented anywheres!
Thanx...

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

1402. Re: PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 02:31:58 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2125@ultb.isc.rit.edu>
Source record: 243841

In article <34908@iuvax.cs.indiana.edu> stowe@silver.ucs.indiana.edu (stowe) writes:
>In article <56432@ccicpg.UUCP> paulm@ccicpg.UUCP (tmp Paul Moreau usenet acct) writes:
>>
>> Has anybody in this whole wide world got PC-DITTO II working ???
>
>No one I know...
>
A person in our user's group has successfully installed a PC Ditto II.
According to him, it has a Norton SI of 4.2. He has a 1040ST. However,
he noted that he has to use DOS 2.1 for it to work. Anything above that
does not work because of the timing problem. He recently received it,
so maybe AG finally got some working.

Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
||| ____________ :GEnie: C.FREEMESSER
||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
/ | \ ______/ / : .edu
Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

1403. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 03:33:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-06-19:33:22.76*UK14"@DKAUNI2.BITNET>
Source record: 243842

Hi!
A few weeks ago I got a copy of Sozobon C V1.01 (including
DLibs V1.2). Does anyone know if there is a new release
available? If it exists - how can I get it?
Thanks in advance,
Oliver

Oliver Steinmeier (uk14@dkauni2.BITNET)
Waldhornstr. 4-8
D-7500 Karlsruhe 1

1404. Re: Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 04:29:02 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb7.042902.6530@gumby.cc.wmich.edu>
Source record: 243843

In article <483b9177.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
> Could someone from Hisoft (who is I believe the original UK publisher
> of WERCS) tell me what is the latest version number and release date
> of WERCS? and tell me if Michtron, the USA distributor of WERCS, has
> it?? If Michtron doesn't have the latest version of WERCS, could you tell
> me how I, who lives in Arizona USA, can get the update. Heck, WERCS is
> worth buying all over again if I could just get a working version!!

I've had a number of problems with WERCS myself (I think I've got version 1.08). I called Michtron a while back and asked whether the problems had been fixed. The person I talked to didn't know about the fixes, but did know that an update to version 1.24 was available. I haven't gotten around to it yet because I've been doing all my work in K-Resource recently.

To get the update, send $5 plus your master disk to Michtron (plus your Registration card if you haven't sent it yet). There may be an even later update by now. You can call them at (313) 334-5700 to find out.

If Hisoft has a newer version than Michtron, I'd be interested in hearing about it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1405. Re: Help Needed with MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 04:52:03 UTC
From: david@bdt.UUCP
Message-ID: <1179@bdt.UUCP>
Source record: 243847

In article <8016@shlump.nac.dec.com> gossa@chefs.dec.com (Andrew Goss) writes:
> Is there something going on in the STARTUP of Lattice C which causes
>problems with MICRO RTX ?? I'd love to find out as the system looks like the
>answer to my dreams.

The only thing I can think of about Lattice is that I think it uses
32 bit ints and the RTX stack frames are expecting 16-bit ints and
32-bit longs. You will have to hack the RTXBIND.S glue routines
to set up the RTX stacks with the correct 16/32 bit values in the
right places before you make the trap #5 call. I also remember
that the Lattice startup does do some strange things and Lattice
is NOT a supported language for commercial RTX use (that means
even if you pay, we won't help you if you're using Lattice C --
you're on your own).

> - Andrew (Goss) -
>
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1406. Re: TURBO C/MAS problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 04:53:12 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <4148@quanta.eng.ohio-state.edu>
Source record: 243848

In article <523.25cd9dcc@ccvax.ucd.ie> h236_014@ccvax.ucd.ie writes:
> Does anybody know how similar the ST and PC versions of the compiler
>are ? The reason I ask is that I have Turbo C v1.5 for the PC and if the
>two versions were similar I might be able to make do with the PC manual
>for all the UN*X-like stuff and only be forced onto the German manual for
>the GEM/ST specific stuff.

Very. In fact, for the docs the term translation comes to mind :-) The editor
is wired up rather differently (keybindings/menu structure), but with the same
functionality. Given that the menus are in English, a TC PC 1.5 manual should
work fine.

SR

1407. PCB-layout (again)

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 07:34:49 UTC
From: jackin@vehka.uta.fi
Message-ID: <905@kielo.uta.fi>
Source record: 243849

I have asked this once before, but got only two
replys (thanks guys).

==========

Is there a GOOD PCB-layouting program for ST ?

==========

Good one has AUTO-routing and libraries. Price
is not an issue here (my friend is ready to pay
for quality). If he can't find any he is forced
to buy either PC (yuck !) or MAC.

If there is general interest I shall compile.

Markku M{enp{{, jackin@vehka.uta.fi

1408. Re: Need addresses for ZRAM and ramchips

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 07:48:12 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <35164@iuvax.cs.indiana.edu>
Source record: 243850

In article <702.25cf31a9@ubvms.cc.buffalo.edu> v067majp@ubvms.cc.buffalo.edu writes:
>Does anyone know the address of the company that makes ZRAM. I'd like to write
>to them for more info about it.
>

Z-RAM 3-D/4 MEG is produced by:

Zubair Interfaces, Inc
5243B Paramount Blvd.
Lakewood, CA 90712
(213) 408-6715

---

kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

1409. Re: Abaq: where is it?

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 08:17:49 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1188@nixpbe.UUCP>
Source record: 243751

It isn't Abaq anymore, its ATW now, the Atari Transputer Workstation.
So if you or anybody else is still looking for info on the Abaq, forget
it. Look around for infos on the ATW instead.

Greetings
Martin Boening
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1410. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 10:38:37 UTC
From: schwuchow@uniol.UUCP
Message-ID: <1679@uniol.UUCP>
Source record: 243752
Cross-posted to: rec.games.frp,comp.sys.atari.st

gefagan@uokmax.uucp (Geoffrey Edward Fagan) writes:

>In article <25C9E532.8848@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
>>Can anyone of you people out there tell me the answer to the following
>>brainteaser???
>>
>> Ok, you are in a Jungle and it is getting dark. You must find
>>your way out of the jungle. In the Jungle lived two tribes, one tribe
>>is good and always tells the truth while the other tribe is bad and
>>alway tells lies. You are on a dirty path and came upon a Y-intersection.
>>Right in front of you is a sign pointing right and reads "This way to
>>Safty------->". Behind the sign is a native, You can only ask him
>>one question with a yes or no Answer to determine if the native is telling the
>> truth or lie and determine which way is the right way out of the jungle.
>>Remember you are Allow to ask only one question and it must have a yes
>>or no anwer.
>>
>>If you have an answer, please tell me by sending it through e-mail!!
>>Thank you!
>>
>>Wayne
>>
>>wngai@Paris.ics.uci.edu

>Ok, grab the native. Grab your elephant gun. Place the business end of the
>gun against the skull of the native. State "I need to know if this path
>leads to safety and I'm gonna take you with me to find out." Finally, ask,
>"Do you suggest the left path?"

>Geoffrey Fagan (gefagan@uokmax.uucp)

I have a better solution:
Look at your map and choose the way , which is safe.
Beside you can try to chat a little about cultur, society, and logic with
the native. Although it might be boring only to hear always 'yes' or 'no'.

Michael

1411. Re:pc ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 10:55:11 UTC
From: haacke@exunido.uucp
Message-ID: <1959@laura.UUCP>
Source record: 243784

>I have been considering purchasing pc ditto II, but I need to know a few
>things first. What level of IBM graphics does it support (ie EGA, CGA, etc)?
pc ditto II supports CGA, Hercules, Hercules(640x400), ATT and PC monochrome.

>Does it read atari joystick ports?
the Atari-Mouse and the serial PC-Mouse are supported by pc-ditto II

>Is there going to be a PC Ditto III in the near future?
I think: NO!

Dieter Fiebelkorn

1412. Re: Need addresses for ZRAM and ramchips

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 13:49:37 UTC
From: apolivka@x102a.harris-atd.com
Message-ID: <APOLIVKA.90Feb7084937@x102a.harris-atd.com>
Source record: 243753

Since I happen to have a Z-RAM 2.5 Meg kit sitting here in front of me, soon to be installed, I can easily give you the address:

Zubair Interfaces, Inc.
5243 B Paramount Blvd.
Lakewood, CA 90712
Tel: (213) 408-6715 Fax: (213) 408-6748

The kit is solderless, uses sixteen 1 Mbit RAM chips, and fits entirely in the video-shifter box of your ST.

It consists of a "Main Board" and a "Pingrid" board. The former fits into the Videoshifter chip socket (and the video-shifter chip fits on top of it). The Pingrid board fits into the MMU socket and the MMU plugs into it.
--

Al Polivka arpa: apolivka@x102a.harris-atd.com
Mail Stop 102-4858 usenet: uunet!x102a!apolivka
Harris Corporation phone: 407-729-2983
Government Aerospace Systems Div. Bldg: 102 Room: 3433
P.O. Box 94000
Melbourne, FL 32902

1413. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 14:51:37 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1271@lzsc.ATT.COM>
Source record: 243754

In article <22136@uflorida.cis.ufl.EDU>, cr1@beach.cis.ufl.edu (Christopher Roth) writes:
> I have a hard drive question. I have this supradrive 20 meg. The
> media is dead. Can I just buy any old drive mechanism of any old size
> and drop it in there?
>
Basicly, Yes!
1. Make sure that the replacement is the same type. That is, MFM, RLL, SCSI.
2. Give some thought to the power supply capacity in the SUPRA box. As
they supported many drives, it can probably handle whatever you buy.

If there is an Adaptec 4000A inside, its MFM.
If there is an Adaptec 4070A inside, its RLL.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1414. Software Piracy In Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 15:29:12 UTC
From: steveg@SAIC.COM
Message-ID: <9002071529.AA10375@SAIC.COM>
Source record: 243755

>From: brunix!rjd@uunet.uu.net (Rob Demillo)
>Subject: ST S/ware Rental Places
>Message-ID: <28201@brunix.UUCP>
[writes about organized piracy by Atari 'User Groups']

If you're ever in the Washington D.C. area, stop in on a NOVATARI meeting - 2nd Sunday of the month, in Springfield VA. You should be pleasantly surprised. We exchange useful information, present demos, and sell PD/shareware disks. The only commercial s/w exchanged is sales of used packages w/original disks.

We're a user's group, not a pirate's club. If you know of so called user's groups that are only fronts for pirates, I suggest you report them to Atari or any interested software houses and have them shut down. They give all user's groups a bad name.

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1415. Re: Genie <-> Usenet 2-way trial

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 15:33:49 UTC
From: covertr@force.UUCP
Message-ID: <4880ca81.14a1f@force.UUCP>
Source record: 243775

A Two way link with GEnie would be fine if it would save me some $$ on my GEnie bill :-)

Also, is there anyway to get linked to GEnie's files?? I d/l quite a bit of GEnie files and it gets expensive!!

But, try to link in with GBS on Genie at the very least. I am sure that ther are plenty of USENETers who have Spectres but can't link to GEnie, and GBS has a great RT on GEnie. It would be worth a two way link just to see the GBS GEnie RT linked to USENET.

Just a few thoughts.

Good luck Dave

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1416. Geneology

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 15:43:57 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1272@lzsc.ATT.COM>
Source record: 243756
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

Previously posted: but it seems to have been swallowed by the net Gods.

I am looking for a good geneology (family tree) program.
Anyone out there use one or more of them, and if so, what
are your opinions of:
ease of entry
ability to edit or add to existing entries
outputs

Thank you

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1417. TeX and DVISLM; PageStream 1.8; LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 15:52:37 UTC
From: steveg@SAIC.COM
Message-ID: <9002071552.AA10408@SAIC.COM>
Source record: 243757

To the person asking about output quality from TeX on
the SLM804 Laser:

I've got the distribution of TeX from the Current Notes library, and
while I haven't used it all that much yet, I have printed out the
manual for Uniterm by Simon Poole (a great PD terminal emulator). The
output quality is excellent. Even small footnotes (6pt?) are quite
readable and do not suffer from the 'thinness' problem you described.
I suspect you do not have a complete set of fonts for the laser (I had
to generate a couple myself for the manual).

to R. Covert, re: PageStream 1.8:

Kudos for PageStream from our resident critic? :-)
I agree it's a powerful package, but it's still not bug free. As I
mentioned a while back, it does a pretty poor job of cleaning up after
itself on the screen (even with an apparent 're-draw it all' attitude)
- I'm constantly getting object 'handles' left all over the place.
Also, UNDO does not work for all operations and you don't know what is
not UNDOable till it's too late. It's getting better though.

Re: LHARC

Has anyone gotten the LHARC source code recently posted to compile
under Mark Williams C? It seems to need some header files I don't
have - file.h, dir.h. It compiles fine on our Sun workstations,
but I want a version to use at home. Can anyone send me the
neccessary changes or point me to an ST executable version?

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1418. Re: Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 16:52:20 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2132@syma.sussex.ac.uk>
Source record: 243758

From article <9002051409.AA00372@hugin.math.dmswwu>, by ONM65@DMSWWU1A.BITNET (Operator Stefan):
> Hello, world!
>
> I've read some messages descibing the new desktop named
> GEMINI and I realized, that now's the time to mail some
> words of explanation.
>
The Gemini desktop as described in the rest of the above message sounds a lot like NeoDesk. Has anyone been able to compare them yet, and with what results?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1419. GCR-Mac240 query

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 17:29:00 UTC
From: menton%v5130c.decnet@CCF3.NRL.NAVY.MIL
Message-ID: <9002080807.AA11869@ucbvax.Berkeley.EDU>
Source record: 243759

Is anyone using the terminal program "Mac240" under David Small's Spectre GCR Mac emulator? The keypad functions do not seem to work, other than echoing similar keys on the main keyboard. I tried invoking the 'Mac Plus' mode in Spectre, but no change. Using Mac240 to log onto a VAX, it's very inconvenient to do EDT keypad editing by using pull-down menus; direct use of the keypad keys would be much better. By the way, EDT keypad editing IS supported in Mac240 when run on a Mac II (and other Macs with keypads, I would guess).

- Bob Menton KG3J
ARPAnet: MENTON%V5120.DECNET@CCF.NRL.NAVY.MIL

1420. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 17:34:05 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500014@m.cs.uiuc.edu>
Source record: 243774

What exactly does the host adapter need to do? How similar
are the protocols between the Atari DMA interface and a standard
disk controller? How about between DMA and SCSI controllers?

In particular, with a priority on fun rather than saving money,
what would be involved in actually building one of these interfaces?
Would it be a simple FSM protocol converter with some buffering or
are there more complicated things necessary?

Also, where can I get technical information on controller details
and the Atari DMA port?

Finally, I got mail from one person who said he built a simple
host adapter and offerred me schamatics. I wasn't able to get my
reply back to him. If he reads this, I would be interested in
any technical info/schematics!

Thanks,

--- Bri

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

1421. SAMPLE SWAPPING

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 17:37:55 UTC
From: d88pt@venus-4.efd.lth.se
Message-ID: <1990Feb7.173755.9450@lth.se>
Source record: 243786

```
.....................................................................

Hi Atari users.

I'm interrested in swapping samples in SOUNDDESIGNER (Digidesign) format.
I also swap X7000/S700 samples. I have a publicdomain sampledump-program
for Akai X7000/S700 if someone is interested. It will make sample swappi-
ng easy for those who haven't got the sounddesigner-program.

Please reply by email to...

d88pt@efd.lth.se

.....................................................................
```

1422. RTX popen/pclose

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 18:13:02 UTC
From: david@bdt.UUCP
Message-ID: <1182@bdt.UUCP>
Source record: 243787

[This was originally intended to go out as mail to John Stanley,
but that bounces. I think this may be interested to the net anyway.]

John Stanley said:
> I saw RTX come across the net, but due to a hardware problem, I
> missed most of the posting and am probably going to have to grab it
> off of GEnie if/when I do have a machine with enough memory back up
> and running (now using a badly overloaded/under-RAM'ed 1040 and my
> primary machine (4+meg 1040) is still in the shop..<sigh>)..

To use the basic RTX kernel, you really don't need that much memory.
It's designed to be lean and mean. The kernel itself uses only about
32K. You can proably run the whole thing in less than 100K.

Re Fforce etc.:

I don't think you're going to need the Pexec+HBlank trick when RTX
is running. Can you explain a little bit more why it is needed under
RTX? I don't think there's any way to guarantee this is going to
work in a multitasking system where the process doing the Pexec could
be suspended at any time during the start of the child. What's more
the child may be started concurently. There is a "p_create()" RTX
hook that could be used to guarantee that your "extra startup" stuff
happened in the correct context.

I'll explain a little bit about how Fforce works in RTX. There isn't
any "stack". RTX follows the GEMDOS / PC-DOS definition of handles.
Each process has a set of "standard handles". These may be redirected.
In RTX there is an internal table of "active" handles. This table
contains information about all active handles, both "standard handles"
and "non-standard handles". Each handle is "owned" by a certain
process. Standard handles are really just a per-process table of
six entries in the "active" table (a double indirect). When Fforce
is used, the entry in the "active" table for the non-standard handle
is copied to the entry for the standard handle. If a process closes
one of its standard handles, it basically has no effect. The handle
actually remains active and open; the Fclose() call returns with an
EIHNDL error. When the process terminates, all its "active" handles
are "freed" and files and pipes opened in this process context are
closed. Files opened by the parent, and redirected are not closed.
RTX also "knows" how each handle is opened, in terms of what it's
talking to and it deals with the different handles (files, pipes,
and ttys) differently. Any owner of a handle can determine what
the handle is talking to via the Fcntrl() and Ftype() calls. File
operations attempted on handles not owned by the correct process
result in EIHNDL errors.

Neither GEMDOS nor PC-DOS are defined to "stack" Fforce. It's not
the way that redirection is done under MS-DOS type systems. Correctly
written GEMDOS / PC-DOS programs don't expect Fforce to "stack";
Fdup() is the stacking mechanism. Programs that rely on other
methods are out-of-spec and therefore are in error. If they don't work
right, tough. They have a bug unless they use the supported method
of redirection. Closing a standarnd handle isn't fatal in RTX
though -- it's basically a no-op.

Many times with RTX there are cleaner ways to solve a problem using
documented system services, such as Fcntrl(), Ftype() etc.

As for detecting the presense of RTX, the easiest and "cleanest"
way is to just try to use one of the RTX GEMDOS extension traps,
such as Ftype() on handle zero (STDIN). Ftype is GEMDOS opcode
0x101. In standard GEMDOS, this always will return EINVFN
(-32, invalid function). In RTX this will return some number
between zero and seventeen. Using the C bindings, you could
just use:

```
if (gemdos(0x101, 0) == EINVFN)
/* no, RTX isn't here */
else
/* yes, RTX is here */
```

If you wanted to be more sure, you could validate the return
from the gemdos call more, but the above has always worked
and probably always will. No other GEMDOS stealers have
used opcode 0x101 yet. The other thing that is much uglier
is that yoou could look at the value at the RTX vector for
trap #4 (at $94) and see if it has the high byte set or
not. If it is set, then RTX isn't loaded at all. If it
is set, then RTX may be loaded, but you can't be sure if
it's active or not until you try something like the Ftype(0)
check above.

The nice thing about the Ftype(0) check is that it's a NO-OP
in RTX and also regular GEMDOS. It doesn't hurt anything.
It's fast and it's reliable. TOS always safely returns EINVFN
when given an out-of-range function number.

> ---
> John Stanley <john@dynasoft.UUCP>
> Software Consultant / Dynasoft Systems
>
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."

P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1423. Re: Supra, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 18:55:55 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5650@blake.acs.washington.edu>
Source record: 243760

In article <1267@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>In article <5586@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>> I thought i'd pass on my experience with Supra v3.37 and GCR.
>>
>> Upon getting GCR about 2 weeks ago, i reformatted my Quantum 80S
>
>Here are some "gotchas".
>
>First, as far a SUPRA and Spectre are concerned, there are 12 partitions
>on a disk. All of the information is kept in sector 0. It sounds as
>if you have corruption in some of the areas.
>Use suputl.prg to set to 0 the partitions that done exist.
>I have noticed that some garbage values prevent suputl from doing this.
>Then use supedit.prg to (CAREFULLY) set the partitions to 0.
>
>Second. there are two kinds of disk drives. SCSI drives take care of
>defective areas automatically. All other drives require that the formatter
>handle the problem. Most (all?) SUPRA controllers contain an Adaptec
>4000 (MFM) or 4070 (RLL) controller.
>Adaptec controllers EXPECT to be told the defect list for the disk.
>Adaptec then makes these sectors disappear; they are not numbered or accessable.
>Howard C. Johnson
>ATT Bell Labs
>=====NEW address====

Thanks for responding.
The denoument:

Briefly,

When i got GCR, i went into Supra to low-level format
my Quantum 80S (84MB drive). Starting from C:\, i worked my way
down like so: 9MB, 9MB, 6MB, 15MB, 4.5MB, 10MB, and when i did
CALCULATE, the window showed 30.19 .. so i set my SEVENTH
partition to 30.19.. did CALCULATE and got EXCESS is 0.00.
Partition I:\ was 30.19, Supra gave me a *WARNING* that this
partition could not be used for GEMDOS... i clicked on CONTINUE..
i formatted the drive.. all 164,000+ sectors with 0 BAD SECTORS
(the Quantum has a built-in SCSI).. I then went into Spectre and
proceeded to format the last 3 partitions (G:\ H:\ and I:\) to
MAC HFS format.. it was in SPectre that i noticed two more partitions
of 12MB and 6MB respectively. The Spectre format utility shows
the type and size of each partition.. all the sizes looked accurate
.. including the 30MB partition number 7. For experiment, i decided

to format partitions G-I PLUS the "new" partitions at the end for
HFS mac mode... i wanted to see if i could write to the new partitions.
Spectre formatted them in seconds.. i then booted up into mac mode
and opened up all 5 windows.. checked sizes and so on... they
all looked correct... i then started loading a bunch of PD stuff
and so on onto the outer last two partitions.. reading and writing
to them was perfectly flawless.. i then wrote to the 30MB and all
was well there too.... it wasn't until i tried to really
load up the 30MB that i found that it couldn't take more than
12MB... i finally realized that these partitions were the sizes
i had BEFORE getting GCR....

I went back into Supra and discovered what had really happened.
I don't think this is a case of user idocy.. others may in fact
think so...:

I examined the partition sizes in the format window...
everything checked out fine.. but then i noticed beyond the
30MB partition.. i had to scroll the windo there.. were the
two partitions J:\12MB and K:\6MB ..! now.. this was obviously
the problem... My question is: why when i originally set the
partition sizes did those two still exist even after the 30.19
meg set the excess to 0.00? Seem like Supra should have realized
the numbers added up to over 100MB for an 80MB controller..
Never was there a warning.. also.. becasue the windo only shows
4 partitions at a time.. those last ones were not visible as
i set my "last" one to 30.19. I must not have seen the grayed
scroll bar... nonetheless, this doesn't justify the formatting
routine to continue with "apparent" success...! Not only that,
Supra did NOT format the 30MB partition, instead, it defaulted
to the original 12MB... and then formatted the ones that shouldn't
have been there.... what was strange, of course, is that
the formatting utility window showed 30MB still... even though
we all know there was only 12MB in there..... NOt only that..
i went so far as to use these partitions under the MAC OS..

anyway... when i look back at it... the formatting should never
have proceeded... also.. i think that when someone resets the
partition sizes and begins at C:\
works the way down until EXCESS = 0.00 .. doesn't seem like
there should be any partitions lurking under some scroll
bar....

-kevin
ramsiri@blake.acs.washington.edu

BTW: it would have been a more interesting problem if
what Howard thought were actually true.. at least my
aggravation would have been worth something...

1424. Re: Testing that programs conform to TOS rules

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 18:58:48 UTC
From: david@bdt.UUCP
Message-ID: <1186@bdt.UUCP>
Source record: 243761

I think a TOS validation test suite TSR is a really good idea.
The part about not having the TOS private variables there
while the program is running is tricky because of the TOS
interrupt handlers. Also only Atari knows for sure where
these variables are, so only Atari could "really" do this part
correctly.

I have a system call profiler which I use to see what system
calls a program uses, which could be the start of such a
program, if anyone is interested in running with this idea.

I like it.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1425. Re: mail in your warantee cards

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 19:20:25 UTC
From: ajauch@ics.uci.edu
Message-ID: <25D074F9.5908@paris.ics.uci.edu>
Source record: 243762
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1269@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>Last night I was reading a note posted by someone "whining" that
>the firm making PC-DITTO wouldn't let him buy the newest version
>at half price because he missed the cut off by 7 months.
>(The particular product is not the issue here).
>His view was that he had only neglected to send in his registration.
>
>Seems that only something good can come from registering what you buy.
>In this case he lost $150 value by not doing so.

I think that this is illegal in California. I do know that you are entitled to
a full warranty under California law whether or not you send in your card.
Updates might be another matter however.

Alex Jauch
ajauch@bonnie

1426. Inquiring GDOS Status for Prospero Languages

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 19:32:36 UTC
From: phch020@dwuuni21.BITNET
Message-ID: <9002080807.AA11901@ucbvax.Berkeley.EDU>
Source record: 243763

```
Date: Wed, 7 Feb 90 20:30h cet
From: <phch020@dwuuni21.BITNET> "Th.-M. Kruel"
To: <info-atari16@score.STANFORD.EDU>
Subject: Inquiring GDOS Status for Prospero Languages

Two weeks ago I asked about how to inquire GDOS. Thanks to all who posted.
Here is the solution suitable for Prospero languages:
(adapted to Prospero Macro assembler)

xdef vq_gdos ; announce global reference

section .code

vq_gdos
movea.l 4(sp),a0 ; get address of the argument
move.w #-2,d0 ; set d0 to -2
trap #2 ; call system (GDOS will modify d0)
cmp.w #-2,d0 ; compare d0 with -2
sne d0 ; test condition, sets d0 = 0 if true, otherwise -1
ext.w d0 ; extend to 16 bit
move.w d0,(a0) ; move d0 to address in a0

move.l (sp)+,a0 ; move stackpointer to a0
adda.w #4,sp ; add 4
jmp (a0) ; jump to the address in a0 (back to calling program)

from Pascal: vq_gdos (i_gdos) (where: var i_gdos:integer2)
returns -1 if GDOS loaded, otherwise 0.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet>
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>
```

1427. Hard Disk Defragger

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 21:22:35 UTC
From: adp1@rosemary.cs.reading.ac.uk
Message-ID: <2045@onion.reading.ac.uk>
Source record: 243764

Hello,
I would like to know if there is a Public Domain Hard Disk Defragger available
for the ST. If so, from where can it be obtained?
Reply by an article, or email me.....

Thanks, Andrew.

****
adp1@uk.ac.reading.cs.rosemary
Andrew.Pollard@uk.ac.reading
****

1428. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-07 22:09:48 UTC
From: covertr@force.UUCP
Message-ID: <48822c87.14a1f@force.UUCP>
Source record: 243765

In article <28201@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
>
> The reason I can say this is because I have attended ST User Group
> meetings in three different communities. In all three cases, the
> scene is entirely the same: a brief meeting is held, some software
> is demoed, then what can only be described as an orgy of software
> piracy begins. Its mallicious, its organized, and its massive.
> There is usually two or three double disked STs set up, with an
> operator at each. Club members bring their own diskettes, and they
> are free to choose from a menu that not only includes public domain
> and shareware, but also commercial copies of Lattice C, Word Perfect,
> Games (there are copy protection buster programs available for all to
> use), spredsheets, business software, etc etc etc...
^^^^^^^^^^ spreadsheets?? <grin>

>
> I have *never* seen anything like it. When I brought it up to those
> present, the attitude was pretty similar to what I've seen on this
> net: either alot of snickering "why shouldn't we?" to "Hey, we have to
> test this tuff out before we buy it, don't we?" Quite literally
> 100's of copies of commercial software left the premises on those
> evenings.
>
> I have been to IBM and Amiga user gorup meetings, and I have
> *never* seen that type of blatant theft. Sure, there were some
> mumbled exchanges of unlabeled disks between people, but nothing
> on the scale or magnitude that I have seen at Atari meetings.
>
> The only Atari meetings where I have not seen that activity are meetings
> conducted by the BCS is Boston.
>
>
> - Rob DeMillo | Internet: rjd@brown.cs.edu

Well, all I can say is that WE DON'T DO THAT at PHAST!!!

I repeat
WE DON'T DO THAT at PHAST!!!WE DON'T DO THAT at PHAST!!!
WE DON'T DO THAT at PHAST!!!
WE DON'T DO THAT at PHAST!!!

I have never heard of Atari clubs doing that. When I lived in Denver I attended
both 8bit and ST clubs, and in neither club was Piracy allowed!!! In fact,
it was never even mentioned in the Denver clubs.

And I know for a fact that we don't pirate software in Phoenix. I work as a full time programmer and there is NO WAY that I would be President of a Club that allowed, or even tolerated, Piracy.

I don't know how many other clubs do allow that, but you can attend any of our club meetings, which are always held on the Second Saturday of the month, and see for yourself!!

In fact, I am trying to get Special Interest Groups started so that we can split up after the demos (gotta wow the folks with the latest games :-)) and talk about favorite programs. I sent out a survey this week to all members to find out what they what in a meeting.

.
.
.
.
.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1429. Using Atari mono-monitor as a composite monitor

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 01:24:23 UTC
From: etruscan@cory.Berkeley.EDU
Message-ID: <21880@pasteur.Berkeley.EDU>
Source record: 243768

Hi,

Does anyone know if the Atari monochrome monitor can be used as a composite monitor? I know this would require making a special cable, but that's no problem as long as I know which pins are what. Which brings me to my next question; where can I obtain a pin layout for my monitor?

I plan on using my Atari 800 again and need a composite monitor (old one is broken).

If anyone knows where I can get a *cheap* used *color* composite monitor (computer flea market?), please tell me.

--
Domenico Schmidt-Bandoni
etruscan@cory.berkeley.edu
..ucbvax!cory!etruscan

1430. Re: In DEFENSE of MAGNAVOX...Where's the Facts???

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 01:42:52 UTC
From: johnf@stew.ssl.berkeley.edu
Message-ID: <1990Feb8.014252.7817@agate.berkeley.edu>
Source record: 243769

Didn't know people could get so defensive about their monitors.

In article <3787@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa bbs412-384-5609) writes:
>In article <1990Jan30.182032.26630@agate.berkeley.edu>, johnf@stew.ssl.berkeley.edu (John Flanagan) writes:
>> If this is the same monitor which was being sold under the Commodore
>> nameplate as the 1084 for a while, it is junk. Ask any 1084 owner
>
>WHY is it "JUNK"? maybe you could enlighten me(us) on this...

There are two main problems that Magnavox/1084 owners have had:

1) It frequently goes blurry in interlace mode. This may not matter
to Atari owners, since they don't use interlace mode, but I use it all
the time and I have to live with this flaw every day. I've brought
it to the repair shop, and they can't figure it out.

2) The picture on the monitor snaps every couple of minutes. This seems
to be curable.

In addition, there have been several reports in the comp.sys.amiga about
bad solder joints being found inside the monitor, which have caused
intermittent failures.

>I have had NO PROBLEMS WHATSOEVER with mine. (It is a year newer than the
>Commodore-1084 model that Magnavox made--but for all intents and purposes,
>it's the same monitor...)

Great. I don't claim that every single monitor is bad, but they do
seem to have had a pretty big quality control problem there
for a while. Maybe they've since fixed it.

>Maybe you should do your research a little better commode-door owner!
>
>PHILLIPS CORP. IS THE PARENT COMPANY OF MAGNAVOX!!!

Oh well, I was only guessing. I thought I'd heard that Philips was
the new manufacturer. Maybe not. Even if they are, there is no reason
that a company couldn't have one bad model and another perfectly good one.

Look, I was only trying to warn you of the experiences we Amiga owners
have had with one of the monitors that were being mentioned as possible
replacements for the Atari monitor. Why did that warrant such a violent
reaction?

John Flanagan Space Sciences Laboratory
johnf@soc1.ssl.berkeley.edu University of California

(...!ucbvax!soc1.ssl!johnf) Berkeley, CA 94720
Manners Maketh Man. (415) 643-6308

1431. Re: FTP'ing files

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 02:12:10 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002080211.AA29122@fsucs.cs.fsu.edu>
Source record: 243770

In article <9002070806.AA13282@ucbvax.Berkeley.EDU>, S54394GR@ETSUACAD.BITNET (Robert Gambs) writes:
>I am new to the FTP system and was wondering if someone could give me some
>help. All the files I have tried to download have gone bad. when I try to
>unARC them, they give me a 'bad header' error. Can someone with experience
>in this area help me?
>
>
> Thanks,
>
> Robert Gambs
> (S54394GR at ETSUACAD)

Make sure you set it to binary mode (usually the command 'binary'). To get ls to work after you have done this, you must set it back to ascii (with, you guessed it, 'ascii'). If you still have the problem, try setting it to telex (I think, something like that). Usually a '?' will get you a help sheet.

--

Mickey Boyd | "Nobody can be exactly like me.
| Even I have trouble doing it."
FSU Comp Sci | - Tallulah Bankhead

1432. PD Music Players?

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 02:52:16 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <7220@mentor.cc.purdue.edu>
Source record: 243771

Can anyone recommend a good PDware music program to play the mass of .sng files that I have accumulated? I would prefer a program that would work in mono instead of color, but I could go with color if necessary ...

Thanks in advance.

--

| Andy Burnett | The more things change, |
| g4r@mentor.cc.purdue.edu | the more they stay insane. |

1433. Re: Uniterm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 03:20:46 UTC
From: icsu8053@ming
Message-ID: <3095@caesar.cs.montana.edu>
Source record: 243772

In article <286@blnosz.UUCP> ballier@blnosz.UUCP (Ralph Ballier) writes:
>In article <9002040802.AA11879@ucbvax.Berkeley.EDU> WACKER@CERNVM.BITNET (Klaus Wacker) writes:
>>
>>[...]
>>When I try to print directly from Uniterm by selecting 'Printer' rather
>>than 'Metafile' after hitting Alt-F3, I get an alert box telling me
>>'Unable to open VDI device'.
>>[...]
>I have the same problem like you ('Unable...'). I have written to Simon Poole,
>but I have not got an answer.
>
>Ralph

I have used UniTerm to print and save Tek MetaFiles with no problem. It seems to work depending upon which GDOS you're using. Of course, the printer and meta.sys file must be in your assign.sys file. But, I have found that with EXACTLY the same assign.sys file, UniTerm would print with my G+Plus but would NOT work with the ACM GDOS included with the Gemini desktop. Don't ask me why, it's a mystery to me. By the way, I finally discovered a program to convert the .GEM files produced by UniTerm into the standard .GEM format. If there are enough requests I will post it to comp.binaries.atari.st. It can be found on GEnie as well.

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.PRATT4
"The ships hung in the air in much the same way that bricks don't."
Douglas Adams, _The_Hitchhiker's_Guide_to_the_Galaxy

1434. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 03:54:12 UTC
From: nelson@kodak.UUCP
Message-ID: <2322@kodak.UUCP>
Source record: 243773

In article <28201@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>The reason I can say this is because I have attended ST User Group
>meetings in three different communities. In all three cases, the
>scene is entirely the same: a brief meeting is held, some software
>is demoed, then what can only be described as an orgy of software
>piracy begins. Its mallicious, its organized, and its massive.

Please stop by a meeting of the Atari Computer Owners of Rochester, NY.
You will see a group of dedicated Atari owners teaching newcomers how
to use their machines, a groups of users talking about the latest
Atari "gossip", demos of the newest programs, talks by developers, dealers,
and "experts", and, NO PIRACY!

Our club, as do many other groups, has a strict policy against software piracy
in any form. Swapping of commercial software is prohibited at our meetings
and on our bbs.

You will never see an "orgy of software piracy" at an ACORN meeting.

Bruce Nelson
President, Atari Computer Owners of Rochester, NY

1435. Re: Review of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 07:09:36 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1214@nixpbe.UUCP>
Source record: 243776

There were reviews in some German PD magzines i.e. magazines that describe Public Domain software. They also had an introductory series on how to install and use the thing. BTW, they were favourably impressed with the compiler and they said so.

Greetings,
Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1436. Re: Problems with HP and other MS-DOS formatted disks.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:00:23 UTC
From: dsmall@well.sf.ca.us
Message-ID: <16035@well.sf.ca.us>
Source record: 243777

[The basenote discusses using ST disks in MSDOS machines, and the troubles thereof].

I've had trouble under TOS 1.4 with Toshiba disks as well -- double sided, MS-DOS, DOS 3.3, off a Toshiba 1200HB. One time I read a file into the ST, and got the 1st sector repeated for the length of the file. Many times directory changes (cd) fail or act weirdly. I always have to ARC (to get a quick & dirty CRC) to make sure the file transferred ... it's that flaky.

I've been told that Toshibas do something especially strange that makes things worse, but do not recall the details.

-- thanks, Dave / Gadgets

1437. Geminimore thinsgs about Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:05:19 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9002072216.AA00639@hugin.math.dmswwu>
Source record: 243778

I forgot to mention a very important thing about Gemini.

The version which someone posted to american mailbox systems WON'T run on the TOS version 1.0 (old ROM-TOS from 1986), because it relies on features only available in TOS version higher than 1.0 (Blitter TOS, Rainbow TOS, etc.). Don't be alarmed: you won't need any patch programs on future ROM releases.

For old fashioned users there is no need to dispair: we have standalone versions of Mupfel and Venus (Gemini is made out of them) and they can run on the old TOS. We will post them together with the english version of Gemini at the beginning of march, I hope.


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Godfather of Gemini" +----+ |#
|_____________________________________________________|#
#####################################################
```

1438. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:05:46 UTC
From: dsmall@well.sf.ca.us
Message-ID: <16036@well.sf.ca.us>
Source record: 243779

[The basenote asks if a new mechanism can be put into a Supradrive 20].

well, maybe. You'll have to open it up and look. It may be an integral controller drive (unlikely); it may be a controller that won't talk to other drives decently (possible); it may be some custom weird setup.

Basically, you'll probably see:

1) Cable to Atari DMA port
2) ACSI to SCSI converter board of some time
3) 50 pin SCSI cable
4) Disk Controller
5) 34 & 20 pin cables to drive
6) drive
--
7) power supply

inside the drive, hooked together in that order.

Generally, if you know what you're doing, you can unhook the 34 and 20 pin cables & power, put another mech in, and it'll go. But there are all sorts of gotchas here possible. If you have a particular drive in mind, I might be able to tell you; I've been "got" a lot.

Anyway, open it up and tell us what you have; it'll help determine what you can do.

I took my SH-204 and made it into a 80-odd meg system, and the base of a 240 meg system (4 x 60). Those components can go a long way with a few clamp-on 50 pin connectors and cable.

-- thanks, Dave / Gadgets

"I feel signature lines should never be added to a post."

1439. Re: INFO-ATARI16 Digest V90 #169

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:09:23 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002080809.AA11992@ucbvax.Berkeley.EDU>
Source record: 243780

Ref: Key Pad problems

I have the same problem when using TINCAN V3.0 with IBM mainframe to logon to BITNET all PF keys do not work at all. I am now stop logon under Spectre Macintosh mode but using the program called PC INTERCOM. It is quite an old pro gram but allowing me to config Atari function key to put in my Account No, Pass word, and other command wich saving a lot of time than keying them in every time. Only drawback is that this program does not have PCTRANS file transfer protocol. It got kermit though. I use Kermit to tranfer all Atari files to my computer. As for the Mac program I will log on with PC Intercom and set every thing ready for file transfer then quit PC Intercom while still online. Switch to Spectre and run TINCAN to download Mac program with PCTRANS protocol. It save time from using Transverter to convert to MFS format. I can just BINHEX it and unstuff. I also have not try to config PF key for the RedRyder but seems that many netters are using this Program. Suthipuntha, School of Architecture Nat. Univ. of Singaapore

1440. Re: INFO-ATARI16 Digest V90 #169

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:09:48 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002080809.AA12013@ucbvax.Berkeley.EDU>
Source record: 243781

REF: Hard disk Miniformatter

Hello H. C. Johnson,
Sorry to post it here but I hve tried sending 2 messages to yours both new and old address but my mails were returned. I can't directly reach you from Sing-apore. I am another one who have problem with corrupted HD partition under Spectre. I shall be most grateful if you will kindly email your MINIHDX, MKFS, and FSCK.PRGs to me too. I hope that I am not too demanding or greedy.

Another thing occur to me is that would the DISK EXPRESS 1.05 cause any problem with Spectre HD partition? I use it several time and some time its refused to verify the partition. Some time it corrupted the desktop and I cannot rebuild the desktop again. Is it save to use this program? Thanks in advance,
Suthipuntha,AKISUJAR@NUSVM
School of Architecture
National University of Singapore

1441. All Black Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 08:40:00 UTC
From: latornell@MECH.UBC.CA
Message-ID: <271*latornell@mech.ubc.ca>
Source record: 243782

There have been some comments recently about potential damage resulting from the use of screen savers that change the screen to all black. Could someone please explain this? I thought the idea of a screen saver was to preserve the phosphorous by displaying nothing when the machine is not in use.

I've been using Moshe Braner's (sp?) Idle 1.2 for about 2 years now on a 1040ST with a SM124 (monchrome) monitor and have noticed no ill effects. Am I slowly killing my monitor??

Doug Latornell
latornell@mech.ubc.ca

1442. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 09:46:25 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4336@brahma.cs.hw.ac.uk>
Source record: 243783

Well I now have TOS 1.4 ("Great! Perhaps he'll stop moaning now"),
I actually had to send Atari UK the blank EPROMs to get it which I guess
beats anyone elses sob story. Do you think if I send them some chips and
solder they could make me a TT :-)
I didn't get any kind of release notes (user or developer) with it, just the
chips and a letter so I've requested them again.

First impressions?
I *LOVE* it!
Faster disk access
Beautiful file selector
Reset from keyboard
TPA almost back at TOS 1.00 level
Disk copy more intelligent (copies 10SPT)
Copy/Move file dialog shows what's happening
Fastload

These are just the first few things I tried out or discovered and I'm looking
forward to the rest. Many many thanks to Allan, Ken and everyone else at Atari
US who worked so hard to make this TOS the best yet. Any hope of the 1.0
patch?

Sadly I'm probably the last UK developer to get Rainbow TOS. If not send your
answers on a postcard to Atari UK ...
Who knows when Joe User will get a look at it. Soon we all hope.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "It's not much of a cheese shop is it?" !
+---+

1443. RE: Ken@Atari + Turbo C = ???

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 10:40:01 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000008@ux1.cso.uiuc.edu>
Source record: 243785

RE: Note way way back... What is Ken Bad???? doing with
Turbo C when it's not for sale in the US?

-Greg

1444. Phantom Typist.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 12:00:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9002090802.AA05351@ucbvax.Berkeley.EDU>
Source record: 243788

As requested:

a) What happened: Tempus II started delaying by tens of seconds between keypress and effect. This was only in one file: another could be edited fine, but on reloading the first the same happened. Hard reboot solved the problem.

b) Hardware: Mega 2, nothing else

c) Software: foldr200.prg, filefix.acc, S.I.Ramdisk @ 1Mb, Tempus II

End of Report.

1445. Wierd and Wacky Power Supply Problem.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 12:12:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9002090802.AA05355@ucbvax.Berkeley.EDU>
Source record: 243789

Question/poser for hardware hackers.

Our office Mega 4 has died. At switch on it flashes the keyboard light, and if the volume is turned up throbs (bit softer than a click) loudly. Of course we know the safety implicationsof fiddling with these things, so we immediately opened it up and found the following...

The throbbing is synchonised to the PS fan wobbling to and fro. If we flick start the fan the machine boots, but we get the "no keyboard" scream and no response to keyboard or mouse. If we unplug the PSU from the motherboard it starts fine (no need to flick the fan) and if we then plug it back into the motherboard the system boots and all is hunky dory.

A bit of scope bashing reveals 'orrible spikes (about 25V worth) on the 12V line which runs the fan when it is quivering, and nice smooth volts everywhere else, anytime else.

Any ideas, guys? My guess is that that big electrolytic beside the PSU has blown and is stuffing the 12V line, which in turn is stuffing the fan, but replies from experienced bods are very welcome.

Jan Ameij
Oxford University Department of Applied Metaphysics,
ameij@uk.ac.oxford.vax

Another message, primarily to Europeans...

Since, alas, it looks as if Info-Atari16 is Doomed, should we be thinking about setting up a European Technical ST mailing list. It seems that most of the ST interest and expertise is over here and it would be nice to go on sharing it. Also, we might lose those whinging "Atari won't sell me a 100GFlop vector processor for $200 - do you know how much IBM that would buy" etc comments that waste all our time!

Long live the European Third World (insult copyright RC, 1990!)

Jan Ameij

1446. Re: Abaq: Or should it be ATW.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 12:59:50 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Feb8.125950.21625@newcastle.ac.uk>
Source record: 243790

I have missed the discussion on Abaq whatever that is but if it is the ATW (Atari transputer workstation) Then they do exist. We here in Newcastle University (UK) have a few. These systems where perchased either from ATARI UK or PERIHELION. These systems are being used for a major research project into fault tolerent distributed computing (ARJUNA).

Dave H.

(D.C.Halliday@newcastle.ac.uk)

1447. Re: Review of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 14:05:29 UTC
From: jvt@its.bt.co.uk
Message-ID: <$D6V0=@masalla.fulcrum.bt.co.uk>
Source record: 243791

In article <521.25cd965f@ccvax.ucd.ie> Padraig writes:
>
> ..... Well this months issue of
>ST World (the UK mag) carries a review of both Sozobon and Mark Johnson C.

Well there's even more fame on its way. Another mag (ST Format) has just started a series on C programming and is using the Sozobon implementation as its reference. No guesses for the number of punters who will be raiding their pd libraries for a copy.

--

John Trickey British Telecom IT Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

1448. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 14:31:52 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9002081431.aa03813@mopsy.Cs.Bham.AC.UK>
Source record: 243792

Yep - this one strikes me too! I've never ever seen this problem mentioned in the ST mags or anything - is it common?

I sometimes get some kind of infinitely repeated keys, but normally only during bootup. I do boot however, with a small clock setter (SUPCLKRD - the Supra one) which sets the IKBD's version of the time/date (the new version does, at least).

I'm pretty careful about touching the mouse - I don't think it matters if the mouse is moved, or not - it seems to happen 'randomly'. Also, sometimes the whole machine crashes after doing all the \AUTO*.PRGs, with 3 bombs. Again, 'randomly'. Maybe it has something to do with the IKBD's time! :-)

System: 1040STFM, Mono, TOS 1.0, AUTO contents in order: SUPCLKRD, FOLDR180, DCACHE, LGSELECT, G+PLUS. I've also had it with a bare bones AUTO: SUPCLKRD. Other progs to look at/change the IKBD during bootup seem to die too, so Supra isn't the culprit!

Personally I suspect a bug in the IKBD's ROM. Any 6301 hackers out there?

Chris

```
/*
* Snail mail address:
* Chris Ridd, "Wave after wave, each mightier than the last
* School of Computer Science, 'Til last, a ninth one, gathering half the deep
* Birmingham University, And full of voices, slowly rose and plunged
* UK Roaring, and all the wave was in a flame"
*
*/
```

1449. SUPERBASE

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 14:37:00 UTC
From: pritchaj@thor.acc.stolaf.edu
Message-ID: <11205@thor.acc.stolaf.edu>
Source record: 243793

I have been using Superbase Personal 2.0 for about a year. While I have liked it, I would like to get more control over entry forms and reports. Looks like Superbase Professional 3 is the way to go. Does anyone know of an upgrade policy? Can I get credit for Personal?

1450. Re: Using Atari mono-monitor as a composite monitor

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 14:38:53 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1276@lzsc.ATT.COM>
Source record: 243794

In article <21880@pasteur.Berkeley.EDU>, etruscan@cory.Berkeley.EDU (D.J. Schmidt-Bandoni) writes:
> Hi,
>
> Does anyone know if the Atari monochrome monitor can be used as a
> composite monitor? I know this would require making a special cable,

NO it cannot be used this way. The screen runs at 70 frames/sec on an
Atari Mono monitor. Composite (TV Compatible) is 60 frames/sec.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1451. Re: Problem with asm in MEGAMAX-C

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 14:51:16 UTC
From: dag@per2.UUCP
Message-ID: <895@per2.UUCP>
Source record: 243795

> In article <9001300801.AA16463@ucbvax.Berkeley.EDU> K298027@CZHRZU1A.BITNET (Michael Mueller) writes:
> > move.l #init,A0 ; this is not accepted !!!!!
> >
> >Why is the second mnemonic not accepted ? Has anybody an idea how to use
> >labelled adresses ?

I don't have the MegaMax-C compiler, so I can't test this out, but the 68000 has two distinct sets of instructions for dealing with address and data registers. The move.l instruction is for data registers. You might want to try the movea.l instruction instead. If neither of these work for you in the MegaMax assembly escapes, try using lea init, a0 (load effective address to A0) instead. This has the same effect.
--

Daniel A. Glasser "Their brains were small and they died."
uwvax.cs.wisc.edu!per2.uucp!dag
---Persoft, Inc.---------465 Science Drive-------Madison, WI 53711----------

1452. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 15:27:27 UTC
From: covertr@force.UUCP
Message-ID: <4885cc32.14a1f@force.UUCP>
Source record: 243796

In article <8503@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
> <<<<<<<<<<<<<<<<<<<<<<<<<<<< WARNING >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
>
> Under TOS 1.0,1.2, and 1.4 repeated use of Getbpb or Dfree will bring your
> system crashing to a halt! The number of calls until failure depends on your
> system memory utilization but averages in the 35-65 call range. This
> little bug(feature) was discovered at great loss of time, sleep, and hair
> (with a number of forehead bruises also). The real moral of the story is
> never let someone else do what you can do yourself. Read in the boot sector
> and pull the sector size off there!
>
> I strongly agree with Alan that it is the developers responsibility to query
> the system and never to take anything for granted.
>
> ***
> * Bob Luneski *

Bob, I am writing Yet Another Disk Backup Program (YADBP tm of ME!!) and just how can I get the disk free space of a mountable device (like a floppy, or a sysquest cartidge, or even an optical floppy!!) if I can not rely on the repeated use of dfree??

This is a serious bug for me because I had planned to just call dfree() and be done with it. Now I need some other routine. I guess I can take your hint about reading the boot sector and getting the sector size from there. But are there risks in doing that?? Will that crash the system also?? Or does someone have a non-crashing version of dfree() that I can use?

Does any one have C code (or ASM that is callable by MWC) that will work w/o crashing the system??

HELP!!!

HELP!!!

HELP!!!

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1453. Re: Hisoft's WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 15:39:26 UTC
From: covertr@force.UUCP
Message-ID: <4885d6fe.14a1f@force.UUCP>
Source record: 243797

In article <1990Feb7.042902.6530@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> I've had a number of problems with WERCS myself (I think I've got version
> 1.08). I called Michtron a while back and asked whether the problems had
> been fixed. The person I talked to didn't know about the fixes, but did
> know that an update to version 1.24 was available. I haven't gotten
> around to it yet because I've been doing all my work in K-Resource re-
> cently.
>
> To get the update, send $5 plus your master disk to Michtron (plus your
> Registration card if you haven't sent it yet). There may be an even
> later update by now. You can call them at (313) 334-5700 to find out.
>
> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu

Mark (and to whomelse it may concern), I just got off the phone with Michtron. I mailed them my original disk and $5 last Wednesday (Jan 31 1990) and called to ask about wheither Michtron had received it. I was told that not have they received my disk, but that they shipped my upgrade Tuesday Feb 6 1990.

I didn't receive it in yesterday's mail, but I am hopeful that I will get it by Saturday. I will post and let you all know what version number they shipped. I was told on the phone though that they had version 1.6 not 1.24 and that it was dated Jan 1989m which still seems kinda old. But, I will just have to wait until I get my upgrade to know exactly what they shipped. I sure hope that it doesn't crash (trash) my HRD files like my old version does. One of the nice features of WERCS is that it allows long variable names, which I really like. Also it has a test mode where you can test out dialog boxes from within WERCS. All in all, I like it better than the MWC RSC Editor or The K-Resource RSC Editor.

I want to think Michtron for shipping so promptly. Sounds like a good company.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1454. Re: Help Needed with MICRO RTX

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 15:43:06 UTC
From: michaelv@watzman.as.sub.org
Message-ID: <608@watzman.as.sub.org>
Source record: 243798

In article <2083@ultb.isc.rit.edu> rxg3321@ultb.isc.rit.edu (R.X. Getter) writes:
>I'm using the Sozobon C compiler, which is supposed to be Alcyon
>compatible, and it compiles RTXBIND.S to RTXBIND.O fine, and then
>I put it in my libraries directory and #include <RTXBIND.H>, but
>I can't get my programs to link with it. Can anyone tell me how
>to fix this problem?
Are you passing the rtxbind.o to the linker explicitly, or have you
put it in your dlibs.a ? just putting it in the lib directory won't work.

>for Fforce? or does micrortx patch Fforce? micrortx seems like a
>fantastic package, and I will register for it if I can use it
>effectively.

I really think it's worth the price. If you are using dlibs, you will
have to change initargs.c in the last part, where it tries to get
the program name from the parent memory (I guess). the line containing
something like p= *(p + 0x36) (I think) must be checked if p != NULL,
and argv[0] set to something reasonable, else the program will crash.

That means you have to recompile all programs that were compiled with
dLibs (of course, even the compiler, linker etc.) if you want to
use them under RTX.

I've build a small root program, a "backgrounder" (i.e., a program that
can be accessed from other programs and starts background jobs), and a
cron utility last weekend. I am starting gulam as the main shell from
the root program and am very happy with RTX doing all the background work
(hopefully also running uucp etc.)

If there is enough interest, I might post the sources after some cosmetic
cleanups, so others may avoid doing the same mistakes that I made 8-) .

Michael
--

Michael Vishchers (michaelv@watzman.UUCP)
"Wer fuer alles offen ist, kann nicht ganz dicht sein." (unbekannt)

1455. Re: INFO-ATARI16 Digest V90 #164

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 15:48:15 UTC
From: XPBR@VM.CC.PURDUE.EDU
Message-ID: <9002090803.AA05501@ucbvax.Berkeley.EDU>
Source record: 243799

The mouse that came with my 1040st isn't working at a 100% and would like to get another one. I wasn't really impressed with it too begin with, so is there any other mouse that is compatable with an 1040st that someone could recommend.

Thanks!

Matt Atkinson

1456. Re: Notes for Europeans.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 16:01:36 UTC
From: stevem@katmandu.Solbourne.COM
Message-ID: <1990Feb8.160136.12703@Solbourne.COM>
Source record: 243800

In article <9002080808.AA11968@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>Hello.
>
>This is a quick note to those European subscribers who through their ignorance
>are clogging up this newletter.
>
>1) (Un)subscription. Do this through a listserver. The one I use is
> listserv@finhutc. If in doubt send your request to your nearest one and it
> will forward it. The message required is "(un)subscribe info-a16". Do not
> send such messages to the list itself - it only gives us a good laugh at
> your ignorance.

I'm the one that got a good laugh at your semi-hostile tone.
>
>2) Submission. Send them to info-atari16@wsmr-simtel20.army.mil. It's up to
> you to find out how to get things there. UK users send it through
> uk.ac.nsfnet-relay. do not send things to Stanford, as they then get
> broadcast in uncollated form. Again, we snigger at your ignorance.
>
>Got it? If not, a) ask someone who knows about these things and b) ask yourself
>if you are really suited to this form of communication. Perhaps it would be
>better to learn a little more first?
>
>

a) Ask yourself if your really suited to communicating. or b) Perhaps
it would be better to learn a little manners first.

This group is one of the worst for intolerance. Lets not jump
on someone for the slightest infraction. Give these people a
break, Do YOU know everything about everything you do ? I thought
not.
--
E-mail == stevem@Solbourne.COM
"FRODO LIVES" "COLORADO!!"

U.S. OUT OF NORTH AMERICA

1457. Re: FTP'ing files

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 16:13:50 UTC
From: zmacu06@doc.ic.ac.uk
Message-ID: <ZMACU06.90Feb8161351@tsun10.doc.ic.ac.uk>
Source record: 243701

In article <9002070806.AA13282@ucbvax.Berkeley.EDU> S54394GR@ETSUACAD.BITNET (Robert Gambs) writes:

> I am new to the FTP system and was wondering if someone could give me some
> help. All the files I have tried to download have gone bad. when I try to
> unARC them, they give me a 'bad header' error. Can someone with experience
> in this area help me?

Well, when a file is ARCed it turns it from whatever format it was in into binary format (ie. requiring all 8 bits in a byte). ftp, by default, transfers ASCII which is only 7 bit data and it will do conversions on things like 'end of line' characters etc. To stop it doing all this you need to type:

ftp> binary

at the ftp prompt. This allows any kind of data to get through without change.

I hope this works for you.

> Thanks,

Thats ok,

> Robert Gambs
> (S54394GR at ETSUACAD)

Frank.

Frank Taylor - HADES Group - DoC - Imperial College - London
JANET Mail : zmacu06@doc.ic.ac.uk

1458. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 16:23:57 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <13404@cbnewsc.ATT.COM>
Source record: 243702

From article <28201@brunix.UUCP>, by rjd@cs.brown.edu (Rob Demillo):
>
> The reason I can say this is because I have attended ST User Group
> meetings in three different communities. In all three cases, the
> scene is entirely the same: a brief meeting is held, some software
> is demoed, then what can only be described as an orgy of software
> piracy begins. Its mallicious, its organized, and its massive.

I find this very hard to believe. I belong to a Users Group (LAUG)
in St. Charles, IL (west of Chicago). We are extremely anti-piracy.
There are no copyrighted programs in our Library and we do not
allow any to be brought to the meetings or exchanged there. I know
that the policy at SCAT (another Chicago users group) is the same.

I would be naive to think that no one there has these type of
programs at home, but they are not brought or discussed at any of
our meetings. I just can't imagine there are very many Atari User
Groups that condone such activity. Are you sure that you aren't
a MS-DOSer trying to spread rumors?

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

1459. Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 16:42:36 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2162@calvin.cs.mcgill.ca>
Source record: 243703

I just got the august 89 release of WP today directly from the company.
Unfortunately, in my coorespondance with other WP users I accidentally
deleted most of the messages I received.

But I recall one person telling me that August 18, 1989 was no longer
the current version of WordPerfect, and that there is a newer one out
already.

Does anyone have it? How is it different? Why didn't WP send me this one?

--
S. Alan Ezust | depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science | Montreal, Quebec, Canada
"If the only tool you have is a hammer, all | Disclaimer: I am not
of your problems begin to look like nails." | responsible for anything!!

1460. WORD4.ARC shareware program

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 17:17:35 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2143@syma.sussex.ac.uk>
Source record: 243704

In ZNET mag recently I saw that a shareware (or possibly PD) program called WORD4 was available. This turns WordPerfect 5 (IBM) files into a format which WordPerfect 4.1 (ST) can handle. We can make use of such a program, so could someone please mail it to me? (Best send a short message first asking if someone else has already sent it.) Within reason, I'd be prepared to mail it on to others. Arc/Lharc/Zoo + uuencode is fine.

Also, if anyone has got the new NeoDesk trashcan accessory, I'd like to get that too. (Yes, I do have a legit. copy of NeoDesk 2.05)

Thanks,

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1461. Hitachi HD?, MiniScribe for Sale.

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 17:37:02 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000009@ux1.cso.uiuc.edu>
Source record: 243705

DK511-5 Hitachi Hard Drive ~60 meg RLL formatted...

Does anyone have any idea if this is ST compatible? I am looking to replace my 30 meg MiniScribe 3425 with the Hitachi in my ICD interface, but it is not listed in ICDFMT.DAT.

Are there hard disks that do not work with the ST?

Anyone interested in buying my 30 meg MiniScribe... I don't have any idea on price... ca. $250? is that right? $200? I bought it as a component, so I don't know.

Thanks
-Gregory Kerr

1462. Re: C++ on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 17:42:12 UTC
From: mwjester@wsucsa.uucp
Message-ID: <12766@wsucsa.uucp>
Source record: 243706

In article <451@pico.oz>, akenning@pico.oz (Alan Kennington) writes:
> I'm amazed that I haven't seen any mention of C++ for the Atari ST.
> Does anyone if there is such a thing? After all, the IBM PC has had it for
> years now.
>
> ak.

FSF's GNU project C++ is available (in not fully-debugged form) from a couple of FTP'able sites -- terminator.cc.umich.edu is one -- but from all reports it requires at least 2Mbytes to run, 4M to do anything serious, so an unexpanded 1040ST is not enough. If you have a Mega or have expanded your ST's memory, you might want to check it out.

--
Max J
mwjester@wsucsa

1463. GNU-Emacs 18.55, timeout problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 18:14:14 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2683@sbsvax.cs.uni-sb.de>
Source record: 243741

Some weeks ago, before emacs came out on comp.binaries.atari.st, i posted a binary patch for temacs. This patch seems to change the probability of the bug, which should be fixed from 1:100 to 50:100 (:-(). More and more people tell me that they have problems with this patch (system crashes after the timeout for the startup-screen). The correct solution for this problem can't be done with a simple binary patch (the program size will increase more than a few bytes).
So please forget about this patch!

The original bug will probably never hit you anyway.

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1464. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 18:19:49 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Feb8.181949.6042@ccu.umanitoba.ca>
Source record: 243707

In article <17814@laurel.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:
>Regarding the phantom typist and hunting it down...
>
>The TSR Newbell.prg (which replaces the bell on the Atari with
>digitized sound playback) seems to make this bug happen fairly
>frequently; all you need to do is pop up the 'About GEM' dialog
>box from the desktop, click on anywhere _but_ the OK button, and
>wait for the sound to stop playing. About 1 in 4 times, you'll
>get multiple playbacks of the sound, followed by a whole series
>of keyclicks (the phantom typist!). As soon as you press a key,
>the typing stops.

What you describe is _not_ the infamous "phantom typist"; it is rather the well-documented problem of the machine spewing out an infinite series of escape characters until a key is pressed. The latter problem is generally harmless enough (unless, that is, your application does something quirky with escapes); if memory serves, the experts attribute the behaviour in question to applications spending too long in interrupts.

You can tell that your machine is possessed by the real phantom typist when you're typing merrily away and suddenly the machine slows down dramatically, or appears to lock up altogether. If you stare at the screen long enough, the characters which you typed when the machine began to slow down will eventually be read from the keyboard buffer, one by one, at an abominably slow rate (ranging from numbers of seconds to perhaps minutes). If you're very lucky, you can spend the next five minutes inputing the keystrokes to save your document (but see below), and then reboot to get rid of the phantom; but if he's managed to get a sufficiently firm grasp on the machine, it will probably just lock up or bomb completely.

Note that word processors seem to be the phantom's favorite target, though some users have reported that he sometimes gnaws on Flash; perhaps any keyboard-intensive application is a candidate. The problem is definitely not limited to any one company's applications; Word Writer, Word Perfect, 1st Word+, and Flash users have all been bitten at one time or another. If (as kbad recently suggested) the phantom is due to bad programming practice rather than a bug in TOS, then a lot of major developers are breaking the same rule or rules, and it would sure make everyone's lives a lot easier if we could isolate them.

One thing I haven't seen mentioned in previous discussions of the phantom is that the slowdown is connected to mouse movement. (I

posted concerning this a few days ago, but I'm not sure the posting made it out.) Next time the phantom strikes, try moving the mouse slightly after each keypress. Here's the typical scenario when the phantom strikes me in Word Perfect:

1. The machine slows to a crawl; keystrokes and mouseclicks take effect only seconds after a key is pushed or button clicked.
2. I hit F7 ("Exit"). Nothing happens.
3. I move the mouse slightly. "Save file?" dialogue appears instantly.
4. I respond with "y". Nothing happens.
5. I move mouse slightly. File is instantly saved and "Exit?" dialogue appears.
6. I respond with "y". Nothing happens. Etc.

Maybe the fact that keystrokes take effect immediately when the mouse is moved suggests something that will help to ferret out the phantom. At the very least, moving the mouse may save you a few tense moments the next time he strikes. BBB

--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1465. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 18:52:26 UTC
From: phoenix@ms.uky.edu
Message-ID: <14077@s.ms.uky.edu>
Source record: 243708

In article <1990Feb6.174024.13984@ccu.umanitoba.ca> bright@ccu.UManitoba.CA (Bob Bright) writes:
>1. Machine slows to a crawl; keystrokes and mouseclicks have an effect
> only seconds after a key is pushed or button clicked.
>2. I hit F7 ("Exit"). Nothing happens.
>3. I move mouse slightly. "Save file?" dialogue pops us instantly.
>4. I respond with "y". Nothing happens.
>5. I move mouse slightly. File is saved, and "Exit?" dialogue pops
> up.
>6. I respond with "y". Nothing happens... etc.
>Does this behaviour suggest anything to anyone?
>Bob Bright <bright@ccu.umanitoba.ca>

Uh... Yeah! Actually, it does, and I don't even own an ST. (SO please:
if my idea is completely off base, sorry for the bandwidth. Please don't
bother with flames.)
I had a lockup problem not entirely dissimilar with one of my Amiga
systems a while ago, only the "fix" was to pop _any_ diskette out and back
in. The problem turned out to be not software, but a bad CIA chip (Complex
Interface Adaptor; chip that converted disk, serial, keyboard etc output
into something the processor could handle; i.e. an I/O chip) that was
sending noise on the signal lines. Replacing it fixed the problem.
So here's the question: could this be a similar situation, caused
by excessive RF interference or a bad run of chips? Somebody out there
who likes taking apart their ST systems might want to try improvising
with additional (and removing - see if it happens more) shielding.
- R'ykandar.
--
| R'ykandar Korra'ti, Editor, LOW ORBIT | phoenix@ms.uky.edu | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ukma.bitnet | PLink: Skywise | QLink: Bearclaw |

1466. Re: Software Piracy In Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 20:22:31 UTC
From: rjd@cs.brown.edu
Message-ID: <28529@brunix.UUCP>
Source record: 243709

In article <9002071529.AA10375@SAIC.COM> steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>
> >From: brunix!rjd@uunet.uu.net (Rob Demillo)
> >Subject: ST S/ware Rental Places
> >Message-ID: <28201@brunix.UUCP>
>[writes about organized piracy by Atari 'User Groups']
>
>If you're ever in the Washington D.C. area, stop in on a NOVATARI
>meeting - 2nd Sunday of the month, in Springfield VA. You should be
>pleasantly surprised.

I am pleasantly surprised already...you are the third response I
read regarding other's users group. I'm glad to hear that the situation
is reversed in your communities.

As to the user group meetings I went to that had massive piracy: I did
file a complaint with the FBI. They had me fill out a couple of forms,
and that was the last I heard.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1467. GNU-Emacs 18.55, reported problems (and solutions)

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 20:40:03 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2688@sbsvax.cs.uni-sb.de>
Source record: 243742

Now that GNU-Emacs 18.55 has finally appeared on comp.binaries.atari.st, I
think it's time to summarize some of the problems people had with the
installation.

1. missing termcap file

Although mentioned in the README, the /etc/termcap-file was missing
in the distribution. Sorry about that. I have posted a sample time
some time ago here in comp.sys.atari.st.

2. "termcap file not found"

Emacs looks for the termcap file as "\etc\termcap" (this means in the
directory termcap on the same drive where emacs was started) or it
looks at the place specified in the environment var TERMCAP. But it
expects the filename in unix-syntax.
A value of "\emacs\misc\termcap" IS WRONG (uses \ instead of /).
A value of "E:/lib/emacs/termcap.em" IS WRONG (uses E: for a drive
instead of /dev/E as suggested in README).
A value of "/dev/E/emacs/stuff/termcap" IS OK.

3. "terminal cannot position cursor"

Then you have possibly edited the file or used ascii-file transfer.
The file contains ^M at the end of the lines. For emacs, ^M is just a
char like any other. So the backslash intended to mask the end-of-line
in continuation lines only masks the carriage-return. The next ^J
(end-of-line) will end the current entry.
If you see no way to remove the carriage-returns, you can at least
concatenate all lines of an entry (until you can edit them with emacs).

4. incorrect display, missing characters

There was a bug in the stdio-library used to compile emacs. Therefore
you cannot use ^J for the 'do'-capability (cursor-down). Please use
'do=\EB' instead.

5. temacs complains about missing files with dashes in their names

This is a problem of some zoo-versions. For example the zoo compiled
with Turbo-C (and posted in comp.binaries.atari.st) converts '-' in
filenames to '_'. You have to rename the files (or use another zoo).

6. temacs is unable to find any lisp file

Temacs will not look in the current directory for lisp files until it
is dumped. It searches them in "../lisp". So please move the files
into a directory named lisp.

7. dumpfix says that the two xemacs versions have the same basepage

As mentioned in dumping.txt, you should create the dumps at DIFFERENT
LOCATIONS IN RAM. You can achieve this by adding another accessory or
calling a second shell.

8. what are the correct answers to dumpfix' questions ?

I don't know. If you get a problem with the dumped emacs and are not
sure wether this can be related to "incorrect answers" to the questions
of dumpfix, you can always try to reproduce the problem with the
initialized, but not dumped temacs (call "temacs -l loadup.el"). If
the problem is not there, you can for example switch the two first
parameters to dumpfix and try again.

9. emacs gets a bus-error (address-error, ...) after the initial screen

See my previous posting about the timeout-problem. Don't apply the
binary patches posted here some weeks ago. The problem was not so
easy than i thought after a first look (:-().

10. how can i swap the meanings of Backspace/Delete ?

Please see the regular discussions in comp.emacs and gnu.emacs on
this topic. The documentation for global-set-key might also help you
(press Help f global-set-key Return).

I think this should be enough for today. If you have more questions (but please
not "can you mail me parts xx-yy?" :-)), you can always send mail.

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1468. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 20:47:16 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8511@pogo.WV.TEK.COM>
Source record: 243710

In article <4885cc32.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:

>Bob, I am writing Yet Another Disk Backup Program (YADBP tm of ME!!) and just
>how can I get the disk free space of a mountable device (like a floppy, or a
>sysquest cartidge, or even an optical floppy!!) if I can not rely on the
>repeated use of dfree??

Why YADBP? Just buy Diamond Back(grin)

>This is a serious bug for me because I had planned to just call dfree() and be
>done with it. Now I need some other routine. I guess I can take your hint about
>reading the boot sector and getting the sector size from there. But are there
>risks in doing that?? Will that crash the system also?? Or does someone have a
>non-crashing version of dfree() that I can use?

You don't want to just call Dfree because 1) It will cause system failure with repeated use and 2) it is VERRRRRRRY SLOOOOOOW for even small sized media. You can do the same job yourself reliably and much faster. All the information you need to determine free space on the disk is contained in the disk boot sector and the FAT table, you just have to know how to piece it together. When making your own disk free calculations it is important to remember that the ST file system is based on clusters not on bytes. If you do it right, there is no danger in doing it yourself and significantly less danger than letting TOS do it.

****
* Bob Luneski *
* Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM *
* Genie: B.LUNESKI1 *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
****

1469. I've seen a PC Ditto II working...

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 20:50:46 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Feb8.205046.14824@sun.soe.clarkson.edu>
Source record: 243711

Many people have been asking if ANYONE had gotten their PC-DITTO II
to work correctly...

A friend of mine received and played with his pc-ditto II for a week
with no luck... Installed, the board caused his MEGA2 to bomb!!

When he was finally able to get through to AG, they told him that his
BLITTER was conflicting with the board, and that if he saved the desktop
with BLITTER disabled, that would take care of it...

Besides some physical difficulties (like getting the board inside his MEGA2
which already had a hard drive inside it) that were kludgable...
He has gottn it to work.

The board is HUGE... about 5" by 7" !!!
and he connects it every time he wants to use it, because he has gotten too
used to the speed the BLITTER gives him. He has the PCD II board OUTSIDE
his computer, and has ribbon cables running too it!

But hey, it works fast, (MUCH FASTER THAN PC-DITTO I), and looks like
a reasonable clone... We didn't run speed tests, so can't give ya any
hard numbers...

AAron nAAs

1470. Info needed: Ethernet for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 21:04:49 UTC
From: nelson@kodak.UUCP
Message-ID: <2331@kodak.UUCP>
Source record: 243712

A member of our user group is looking for information on the availability
of an Ethernet interface for the ST. He mentioned a unit being manufactured
in Germany. Does anyone out there have any information on Ethernet for the ST?

Bruce Nelson

1471. Re: Epson LQ800 driver for Mac

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 21:17:36 UTC
From: kassover@control.crd.ge.com
Message-ID: <5163@crdgw1.crd.ge.com>
Source record: 243713

I am attempting to attach an Epson LQ1500 printer to a Mac Plus. My particular printer has a SERIAL interface board, which means Grapplers are useless, since the output end of same are all Centronics.

Furthermore, I believe that the LQ1500 (which is about 4 years old) and Imagewriters of the same vintage are, in fact, identical.

I have gotten so far as to connect the LQ1500 to the mac, use the chooser to select the IMAGEWRITER, and cause Word to print something. Nothing appears at the print head. By using an RS232 breakoutbox, I have detected that there are actually bits going down into the printer.

Furthermore, the printer works just fine when connected in the normal way to my VAX.

I have scanned through the multivolume work entitled something like "INSIDE THE MACINTOSH", which says that the default printer and modem port selections are 9600 baud, eight bit characters and TWO stop bits. Setting the printer to accept two stop bits is an experiment I will try, probably some time in the next week. I will also try to convince the local Epson representatives that there might be a driver I could just buy. (but I would rather not, at this point)

In the meantime I would appreciate any clues that could be supplied in this matter. I will post whatever works, if any.

Please reply by E-mail, since articles seem to evaporate very quickly around here (halflife seems to be 2 days)

Thanks again

1472. OS/9 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 21:34:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9002090803.AA05611@ucbvax.Berkeley.EDU>
Source record: 243714

I have a copy of OS-9 Personal for the Atari ST. I would like to make contact with someone who can help me bring it up on my system. I have a Mega 4, ICD host adapter, Seagate ST251, and Syquest 544? (44 Meg removable). I plan to put the OS/9 stuff on a removable cartridge.

Send Mail to JOHNBARNES@ENH.NIST.GOV (INTERNET)
JOHNBARNES@NBSENH (BITNET).

This operating system is being evaluated alongside of the the Beckenmeyer MT C Shell for a possible article on Atari Multitasking.

1473. Epson Emulator for laser printer

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 22:05:31 UTC
From: michaela@iscuve.isc-br.com
Message-ID: <2739@isc-br.ISC-BR.COM>
Source record: 243715

Thank you Rolph Haglund for your information on the Epson Emulation for the Atari Laser Printer.

To everyone interested in the subject, Atari has recently posted to Genie the European Epson Emulation for their laser printer. It has a few problems but seems to work well for the most part. It sure eats up a lot of memory though!

1474. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 22:38:41 UTC
From: ia4@cunixd.cc.columbia.edu
Message-ID: <2848@cunixc.cc.columbia.edu>
Source record: 243716

In article <48822c87.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>In article <28201@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
>>
>> The reason I can say this is because I have attended ST User Group
stuff deleted
>> - Rob DeMillo | Internet: rjd@brown.cs.edu

>
>Well, all I can say is that WE DON'T DO THAT at PHAST!!!
stuff deleted
> Richard E. Covert, Lead Engineer of Software Tools Group

I have had the pleasure of attending Atari club meetings in a couple of cities including the TAF (Toronto Atari Federation ...or similar name) in 1987 and agree with Richard. We all know piracy exists in the ST community but even if Rob saw the kind of thing he mentions in one place it does not mean ALL ST clubs are meant for this...I have no ulterior mtive in saying this as I do not even belong to any CLub or Association.....

Imran Anwar
Columbia Business School
^^^^^^^^^^^^^^^^^^^^^^^^
|
|
Wish all students here would go for the ST...they can run Lotus123 for assignmenmts under a PC emulator, write their reports on Macwrite with GCR AND still have the power of the ST for MIDI and games.... :-)

1475. Re: Questions about TeX

Newsgroup: comp.sys.atari.st
Date: 1990-02-08 23:11:15 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3554@tahoe.unr.edu>
Source record: 243717

In article <38.25cdb349@lne.kth.se> hagelin@lne.kth.se writes:
||
|| Questions about TeX for the ST.
|| ------------------------------
||
|| I have seen that TeX is sometimes mentioned in this newsgroup. Does TeX really
|| exist for the Atari ST ? How much memory does it use, do I have to have a

YES! several implementations are available I use Ctex2.9

|| laserprinter, is it fully compatible with TeX on BIG computers, can I transfer

You can use EPSON or deskjet or ...

|| a DVI-file from the Atari to another computer and still wind up with a
|| beautifully TeX:ed text ? Where can I find TeX and is it public domain ?

Absolutely! Just make sure that you have the same (and complete)
font files. However the formatting is so fast it is often more
convienent to just reformat the *.tex files on the bigger
machine (this is what I usually do--- gets past the problem of
missing fonts).

TeX is sort-of-PD (copyrigted but free) complete packages can be
ftp'd from atari archives like terminator and cwru (best
package). You can also buy ($150?) a complete package from the
authors of a GERMAN ST port. Current Notes carries a
distribution for a few bucks ($6?) as well.

||
|| I would appriciate an answer to these quesTeXions and anything else that is
|| worth knowing about this subject...
||
|| Thanks in advance
|| Martin

IMHO TeX + postscript beats almost all the of the so-called
DTP's available commercially... and it's (almost)FREE!

~ ____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |__________________________|__RENO___NEVADA_____________|

1476. Re: LDW POWER problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 00:30:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90020820283012@masnet.uucp>
Source record: 243718

This is a very common little problem with LDW/Lotus. As you go to
print, be sure to use the ALIGN command, telling the printer to assume
that it is starting at the top of the page. Everything will go fine
after that.
---
* Via ProDoor 3.1R

1477. Re: Software/mouse problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 00:34:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90020820283028@masnet.uucp>
Source record: 243719

I heard a rumour that the Word Perfect disks for the ST in August 1989 contained a virus. I know I have had some problems with WP, while a friend describes his as "rock solid." He tells me that a later version of VKILLER (I believe 2.2) is necessary to identify and remove this virus.
---
* Via ProDoor 3.1R

1478. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 00:43:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90020820283039@masnet.uucp>
Source record: 243720

I have had the oppostie experience with ST user groups over the past
3-4 years here in Toronto. At monthly meetings there is absolutely NO
open piracy, no open discussion. There are public denunciations, etc.
This is not to say that there is no problem, of course, but we have not
had anything like what you describe.

David Schreiber, Secretary, Toronto Atari Federation (membership 450)
---
* Via ProDoor 3.1R

1479. RE: WHERE IS THE ABAQ?

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 02:54:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb8.215641est.58581@ugw.utcs.utoronto.ca>
Source record: 243721

The publication Parallelogram, devoted to parallel processing, stated in the Nov 89 issue that there are >200 ATWs installed worldwide. For somone looking for info on parallel processing systems, I suggest you look in publications devoted to these machines.

This note is in response to the query, 'Where is the ABAQ'

If 200 machines seems like small potatoes, on the back cover of the issue MEIKO Scientific boasted about the fact that they have >200 workstations installed world wide! The same people who would bash Atari for only 200 installations would not dare flame anyone else!

Has anyone seen Atari's latest figures on the number of STs and Megas installed worldwide?

To get Parallelogram, write to Parallel Publishing, Freepost, LONDON N3 2BR (England)

1480. Dave Small: PLEASE tell us about Appletalk

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 02:58:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb8.215945est.58584@ugw.utcs.utoronto.ca>
Source record: 243722

Please, please tell more about Appletalk for the ST.

1481. Re: ST piracy

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 04:34:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90020900164118@masnet.uucp>
Source record: 243723

I think it would be an unfair characterization of Atari Users' Groups if they were generally considered software piracy havens. To the contrary, my experience has been that Users' Groups have strongly opposed piracy. Dave Schreiber speaks the truth re. Toronto Atari Federation meetings. Piracy is not tolerated there. Similarly, pirates can not be found at MTST (Metro Toronto ST users group) meetings. The said group takes pride in operating a network of strictly 'non-pirate' BBSes in the Toronto area.

Roman @ Tellabs Canada

----- ----- ----- ----- ----- ----- ----- ------ ------ ------ ------

Tellabs knows not what I say.. Lets keep it that way.. (Eh?)
/
Canadian Content :-)
---
* Via ProDoor 3.1R

1482. Re: Notes for Europeans.

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 05:44:07 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1173@carroll1.cc.edu>
Source record: 243724

In article <9002080808.AA11968@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
:This is a quick note to those European subscribers who through their ignorance
:are clogging up this newletter.
:
: [Drivel about stupid Europeans/elitist snobbism]
:

You're quite rude.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1483. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 06:03:56 UTC
From: jvance@ics.uci.edu
Message-ID: <25D25D4C.14957@paris.ics.uci.edu>
Source record: 243725

In article <4876ef20.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
> (stuff deleted..)
>
>The is NO REASON for Atari STs to be so poorly marketed here in the USA.
>With a better marketing and distribution system, the USA could easily lead
>Europe in sales of Atari products!
> (more deleted..)
>Without good marketing, your product is dead. And Atari Corp has
>never had decent marketing and dsitribution here in the USA.

Sure, there is a great reason, and you hit it on the nose.
Atari has *NEVER* been any good at marketing in the U.S.
And they don't seem to be heading in the right direction yet either.
Atari is able to make decent to good products
inexpensively and they sell them where people appreciate that,
Europe mainly, and most other countries except the U.S. Marketing
here takes a lot of know how that Atari just doesn't have. Besides,
the cost that it takes to meet the FCC regulations in the U.S. just
doesn't seem to fit with Atari's "make 'em as cheap as possible"
policy. The end result: America doesn't get many computers from Atari.

--
Joachim
~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

1484. Re: Ken@Atari + Turbo C = ???

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 07:52:56 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1223@nixpbe.UUCP>
Source record: 243726

cs325ec@ux1.cso.uiuc.edu writes:

> RE: Note way way back... What is Ken Bad???? doing with
> Turbo C when it's not for sale in the US?

> -Greg

You'll probably not believe me but there is a thing called Atari Computer Gmbh situated in Raunheim, West Germany. Turbo C/MAS/BUG are being sold by Borland GmbH, West Germany. So, what should be easier than for an Atari employee to get Turbo C via Atari West Germany? Besides, you can order Turbo C by mail, as far as I know. All you have to live with is the German documentation.

Greetings
Martin Boening
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1485. Re: mail in your warantee cards

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 07:55:03 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1224@nixpbe.UUCP>
Source record: 243727
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

It probably works like this: only registered user of a software package are entitled to updates. If you do not send in your registration card, you are not a registered user. Ergo: you don't get an update.

I don't think this has ANYTHING to do with a warranty.

Greetings,
Martin Boening
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1486. Re: A better GIF viewer

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 08:02:55 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9002090802.AA05425@ucbvax.Berkeley.EDU>
Source record: 243728

Hello all,

Mickey Boyd recently asked about a better GIF picture viewer for the ST.
Some people replied, suggesting various programs that include GIF viewing
options.

There is a complete GIF viewing program to be found at Simtel20 (in MISC.GIF
or MSDOS.GIF or the like, can't remember). It's for PCs and clones, but it
includes complete source in Turbo C. I had thought of porting and enhancing
it, but couldn't, for lack of time.

Maybe someone will do the job.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

1487. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 08:03:02 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002081436.AA09758@freya.dmswwu-ether>
Source record: 243729

In article <BAMMI.90Feb6182843@curie.ces.CWRU.Edu> Jwahar R. Bammi
writes:
> thats correct, but dales suggestion is still fine. its isatty() that
> needs to be fixed up, so that it does'nt think that PRN: isatty().
> (just out of curiosity, why would someone send stderr to PRN:? why not
> to a file, and then if its really needed, print the file (saves a few
> trees in the process)).
I think that this is a very natural thing to do with stderr. IF we try
to suggest a good method, it should be possible to do all things that
you do with sterr on other OS's. If Atari makes a workings suggestion,
it will be surely incorporated in Gemini 1.2.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
_____________________ correct me if I'm wrong ______________________________

1488. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 08:03:16 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002081423.AA09394@freya.dmswwu-ether>
Source record: 243730

In article <17814@laurel.athertn.Atherton.COM>
voder!pyramid!athertn!alex@ucbvax.Berkeley.EDU (Alex Leavens) writes:
>
> The TSR Newbell.prg (which replaces the bell on the Atari with
> digitized sound playback) seems to make this bug happen fairly
> frequently; all you need to do is pop up the 'About GEM' dialog
> box from the desktop, click on anywhere _but_ the OK button, and
> wait for the sound to stop playing. About 1 in 4 times, you'll
> get multiple playbacks of the sound, followed by a whole series
> of keyclicks (the phantom typist!). As soon as you press a key,
> the typing stops.
>
Some problems may arise with programs, that use Kbdvecs() to
install themselves and that forget to look at the newly-documented
status variable that tells wether the IKBD is busy sending a
'packet'. Changing the vector in the wrong moment would disturb
the BIOS definitively.
BTW: I had the 'phantom typist problem' when using older versions
(<3.14) of Wordplus.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
_____________________ correct me if I'm wrong ______________________________

1489. Re: SAMPLING/RECORDING

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 10:03:00 UTC
From: barry.manning@canremote.uucp
Message-ID: <90020906104235@masnet.uucp>
Source record: 243731

Anyone really knowledgeable out there know if there are yet any
inexpensive samplers coming out with a spec. as follows:
1. 16 bit A/D/A conversion.
2. Driven by ST midi port
3. Sequencer to St midi port to sampler.
4. 8 RCA outputs
5. 500 dollars
6. Supports a database of sound files on an ST drive
The 8 bit just dont do the job.
Also i have heard about uniplayer - what is it??????
Also any floppy opticals coming out??????????
Sign me still waiting for solutions!!!!!!!!!!

~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1490. TOS 1.4 UK Version

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 10:08:30 UTC
From: HEIDEN@KBOMFG.enet.dec.com
Message-ID: <9002091008.AA17166@decwrl.dec.com>
Source record: 243732

In article <4336@brahma.cs.hw.ac.uk>, eru!luth!sunic!mcsun!ukc!edcastle!hwcs!
neil@bloom-beacon.mit.edu (Neil Forsyth) writes:

> Well I now have TOS 1.4 ("Great! Perhaps he'll stop moaning now"),
> I actually had to send Atari UK the blank EPROMs to get it which I guess
> beats anyone elses sob story. Do you think if I send them some chips and
> solder they could make me a TT :-)

Which address did you send your EPROMs to ? Can only registered
developers use this service ? Matthias Heiden

1491. More about TC 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 10:37:22 UTC
From: reflex@quando.UUCP
Message-ID: <1357@quando.UUCP>
Source record: 243747

```
More about Turbo-C 2.0

The newest information from Borland Germany (9.2.1990)
------------------------------------------------------

The NEW (after 1.1) features of the Turbo-C-Compiler/Linker are:
- the compiler supports the Turbo-Debugger (Source-Level-Debugger)
- the linker support identifier longer than 8 characters
- new books: a manual-part and a reference-part
- and other "small" changes ...

The features of the Turbo-Debugger are:
- Debugger with GEM surface
- you can debug GEM-applications without any restrictions
- debugging at C-source-level or assembler-level
- showing data and data structures in C-Syntax
- more than 7 windows
- refresh background windows
- supports MC680x0 and MC68881/MC68882
- debug functions:
. single step (step)
. single step with procedures as one step (next)
. breakpoints with expression, by changing variables, using memory allocation
and depend on pass-counts
. watch-variables, show every time
. animate-function: step tracing
. memory manipulation

new release (18) for MAS, but no update now!

TC2.0 will be finished end of February or begin of March.
At the latest 22. March (CeBit). 1990 i think, but i havn't ask !
================================

The update costs:
-----------------
TC1.0 -> TC2.0 : 111.72 108.--
TC1.0 -> TC2.0 & TD & MAS : 313.50 285.--
TC1.0 & BUG & MAS -> TC2.0 & TD & MAS : 214.32 198.--

TC1.0 -> TC2.0 : 88.92 88.--
TC1.0 -> TC2.0 & TD & MAS : 290.70 265.--
TC1.0 & BUG & MAS -> TC2.0 & TD & MAS : 191.52 178.--

TC2.0 : 248.52 228.--
TC2.0 & TD & MAS : 458.28 412.--
```

so long --- Dieter

```
-------------------------------------------------------------------------------
| Dieter Fiebelkorn | With a rubber duck :-) |
| fiebelko@gandalf.irb.informatik.uni-dortmund.de | one's never alone :-{ |
-------------------------------------------------------------------------------
```

1492. Piracy and Upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 11:54:38 UTC
From: pritchaj@agnes.acc.stolaf.edu
Message-ID: <11222@thor.acc.stolaf.edu>
Source record: 243733

O.K. so I am whining....

I have had my 1040st system for a couple years now and still like it. One of the things that was attractive to me about the ST was the inexpensive yet good quality software that was available. But since I purchased my software a year or two ago, upgrades have come out, and I would like to follow-up on those upgrades. I have had 4 experiences as of late with upgrades:
WordPerfect
SuperBase Personal 2 --> Professional
Publishing Partner --> PageStream
UIS II --> UIS III
WordPerfect and UIS were fairly easy to upgrade, and fairly inexpensive. The documentation addendum to WP was a little to be desired, but I can live with that. UIS sent a manual (UIS I and II only had a couple sheets of paper), which was really nice to have.

I just orderred my PageStream upgrade, reluctantly. I realize that they made a major effort to rewrite the product, but what about loyalty to those of us who buy and register? I have not yet decided to go with the new SuperBase. From what I have heard (nothing official, yet), the upgrade is $200.00. Again, I realize this is a whole new package, but what about a little loyalty? Superbase even places a little propaganda in their packages about the normal progression throught their packages, showing how you go from one to the next. Does this bother anyone else? Any other experiences?
John Pritchard
Carleton College
Northfield, MN 55057
jpritcha@carleton.edU

1493. ATW info and status

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 13:09:01 UTC
From: rochman@ECF.TORONTO.EDU
Message-ID: <90Feb9.080912est.20744@ecf.toronto.edu>
Source record: 243734

I requested information about the ATW from the Atari Canada head office here in Toronto, and they were kind enough to mail me a 4-page spec sheet. If I see enough interest, I can condense this info and post it in a note, but I'd already read most of it myself in various magazines.

The most interesting bit is at the end, where it says stuff about an initial 50 development systems around the world (for software developers to produce the bare developers environment), followed by a limited pre-production release of "several hundred" systems during June 1989. While the pre-production release wasm
not to be restricted, (the spec sheet is from March/April '89), companies producing commercial applications were to be given preference. It adds that full scale production "is expected to start during July 1989", and that the ATW is expected to retail (sans monitor) for less than $10,000 (Canadian Dollars, March '89).

Now for the "live scoop": I have seen and used one in a commercial environment!! At SEVERAL Toronto-area tourist attractions, there are booths run by KODAK where you can have your picture taken (digitized), and then printed (in full colour!) on a T-shirt, or post card, or whatever. The interesting part is that they do all the digital bit-twiddling you want (eg: putting your face on George Bush's body in a White House press photo, etc...), and the machine they use for this is an ATW!!!

Needless to say, I stayed at the stupid booth at Ontario Place (a local tourist trap) for HOURS, drooling openly. The graphics can't even be described. Workstation users will know what I mean, others can't even imagine. A $15-20,000 ATW setup, working with the KODAK color digitizing cameras and photo-quality colour printers, is a media magician's fantasy.

I may even get a summer job at the rotten place, just to get my hot little hands on that magnificent piece of hardware. Tales of a silicon junkie... But I looooooove that machine.

Daniel Rochman, 1st Year Chem Eng, soon to be 2nd Year Comp Sci...
University of Toronto (Canada), Engineering Computing Facility
rochman@ecf.toronto.edu (until May, at least)

Disclaimer: I own a Mega 2. I'm not connected to Atari Corp. otherwise.

1494. Re: Ken@Atari + Turbo C = ???

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 13:22:12 UTC
From: qralph@dna.lth.se
Message-ID: <1990Feb9.132212.181@lth.se>
Source record: 243735

One could look at it the other way. Ken has discovered he prefers the
TurboC for Atari - just like me ;-) So - why not make it an official
Atari product???

```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

1495. Re: INFO-ATARI16 Digest V90 #164

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 14:11:31 UTC
From: dhe@uafhcx.uucp
Message-ID: <3662@uafhp.uark.edu>
Source record: 243736

In article <9002090803.AA05501@ucbvax.Berkeley.EDU>, XPBR@VM.CC.PURDUE.EDU (Matt Atkinson) writes:
> The mouse that came with my 1040st isn't working at a 100% and would
> like to get another one. I wasn't really impressed with it too begin
> with, so is there any other mouse that is compatable with an 1040st that
> someone could recommend.

I highly recommend the Practical Solutions cordless mouse, that is if you have the 100 bucks that it costs. It's resolution is twice that of the atari mouse, and it moves so much smoother. The buttons on it are more responsive too. The only problem I've had with it is with the batteries -- I use the mouse so much that I've run them down in 3 weeks, they should however last about 3 months from normal use.

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1496. TAF show press release

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 14:48:18 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25D2D833.22361@maccs.dcss.mcmaster.ca>
Source record: 243737

A few people emailed me, and asked for info on the TAF show. I
think it is of general interest. Hope to see you there!
---

* CANADIAN ATARI USERS CONVENTION
---------------------------------> PRESS RELEASE

The Toronto Atari Federation, sponsor of the upcoming SECOND CANADIAN ATARI USERS' CONVENTION, is a non-profit users' group whose sole aim is to serve the Atari community in Canada. As a user group, we understand fully how attendance at computer shows can amount to a major item in the yearly budget. However, we feel strongly that user groups are key players in the world of Atari. Therefore, we are offering a special, reduced rental rate for booths to all Atari user groups. As an Atari user group, your fee will be 57% off the regular Exhibitor's Rate. That is, you pay only $125.00 Canadian.

The SECOND CANADIAN ATARI USERS' CONVENTION will certainly be the major Atari event of the year. The previous Convention was a runaway success, and we are determined to outdo ourselves in 1990. We hope that you will want to share in the excitement with us. This special offer for user groups is subject to the availability of booths. Only one booth per user group at this special price. To ensure that your user group does not miss out, please respond as soon as possible.

* Please note that booths rented at the special reduced rate for user groups may not, in every instance, be a standard 10' x 10' due to the shape of the room.

Dear Exhibitor

The Toronto Atari Federation is pleased to announce an event of special interest to Atari dealers and user groups. The SECOND CANADIAN ATARI USERS' CONVENTION will be held on April 1, 1990 at the Airport Hilton Hotel, 5875 Airport Rd. Mississauga, Ontario.

This special event comes as a direct result of the demand, both from dealers and users, which followed the highly successful "First Canadian Atari Users' Convention," held in November, 1988. That show exceeded everybody's expectations, drawing a crowd of over 2,000 attendees in just 5 hours, generating a great deal of business for participating retailers, receiving very favourable reviews in magazines such as Antic, STart and Computer Shopper, and attracting a surprisingly large percentage of attendees from outside the Toronto area and from the United States.

A conservative estimate of attendance for the upcoming show is 3,000 attendees, making this event the largest gathering of Atari users ever in Canada. Dealers can look forward to immediate contact with a very large segment of the Atari market. For dealers this is the premium segment of the market - attendees are eager, enthusiastic and ready to make significant hardware and software purchases. Users will be drawn by a very wide variety of exhibitors and other attractions.

Exhibitors' costs will be kept as low as possible, since we are a non-profit users' group whose only aim is to serve the Atari community in Canada. Admission prices will also be kept low in order to attract the largest crowd possible.

The SECOND CANADIAN ATARI USERS' CONVENTION will feature, retailers, displays by software developers and hardware manufacturers, guest speakers conducting a day-long series of seminars in our lecture rooms, and a major exhibition by Atari Canada. The Airport Hilton Hotel is an excellent hotel with the highest reputation and first-rate convention facilities, conveniently located on the Toronto Airport Strip near several major expressways and right on the public transit system. Room rates will be specially discounted for everyone connected with the Convention.

Our promotion of the Convention will be even more dynamic and professional than in 1988, supported by a much larger budget. The advertising campaign will include major newspaper advertisements, press releases, posters, pamphlets, and a BBS campaign across North America.

If you are interested in obtaining more information on how to be an exhibitor at Canada's Atari event of the Year, please feel free to call one of the phone numbers listed below or leave mail on GEnie to M.SEARL1. Booths will measure 10'x10' and will be curtained on three sides; one 8' table, draped. One Hydro outlet is included in the booth price. Power bars and extension cords are the responsibility of the exhibitor. Extra tables are also available for a nominal charge. We expect all booths to be sold well before the show date. To confirm your participation in the Second Canadian Atari Users' Convention, please Respond as soon as possible. For inquiries, do not hesitate to call me at (416) 477-2085 or Mike Searl at (416) 245-5543. A FAX number will be provided from Feb 1st to April 1st for your convenience. The number will be (416) 245-5089.

Yours truly, Paul Collard, Convention Coordinator
The Canadian Atari Users Convention

Press Information For Immediate Release

The Second CANADIAN ATARI USERS' CONVENTION
==========

The largest gathering ever of Atari computer users in Canada is expected at the upcoming Second Canadian Atari Users' Convention to be held at the Airport Hilton Hotel On April 1, 1990 from 10am to 6pm. Sponsored by the Toronto Atari Federation, one of the largest computer user groups

in North America, the Convention will offer the public a once-a-year opportunity to see what is new and exciting in the world of Atari. There will be exhibits, seminars and demonstrations by a wide variety of retailers, guest speakers, user groups from Canada and the U.S., software developers and hardware manufacturers. "Show Special" prices offered by retailers, Public Domain software from user groups and reduced room rates at the Airport Hilton ensure bargains for everyone. A special feature will be a major exhibition by Atari Canada, where a full range of their product line, from 8-bit computers and game machines, through 1040ST's, Mega 2's, Mega 4's and PC clones will be on display. One of the biggest draws is sure to be the recently released and widely praised Atari Portfolio, an MS-DOS compatible computer which fits in the inner pocket of a business suit and the latest new Atari STE and STacy.

Other highlights include new products, several from Europe, which enable the ST line to emulate IBM and Macintosh machines more quickly and more easily than ever. The Second Canadian Atari Users Convention is being held at the Airport Hilton Hotel, located on Toronto Airport Strip, 5875 Airport Rd., Mississauga, Ontario.

For more information contact our Public Info-Line at (416) 425-5357, or the TAF On-Line BBS at (416) 235-0318

--

"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

1497. Re: Software Piracy In Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 15:52:32 UTC
From: covertr@force.UUCP
Message-ID: <488aea26.14a1f@force.UUCP>
Source record: 243738

In article <9002071529.AA10375@SAIC.COM>, steveg@SAIC.COM (Stephen Harold Goldstein) writes:
>
> We're a user's group, not a pirate's club. If you know of so called
> user's groups that are only fronts for pirates, I suggest you report
> them to Atari or any interested software houses and have them shut down.
> They give all user's groups a bad name.
>
> ---
> Stephen Goldstein steveg@saic.com

The Phoenix Atari ST club is dedicated to helping our members use legitimately purchased software. We, too, do not allow pirating of software. Our PHASST sponsored bbs has a 40 meg drive with ONLY PD software. We do not allow piracy.

Our Agenda for Staurday's meeting includes:

15 minutes for PHAST Club business
Dave Thorenson gives a demo of a GEM Desktop replacement program
that he is writing. A first for the NAtion!! First time his program
has been demoed!!
Dave Thorenson gives a demo of his favorite game PowerDrome
15 minute break
15 minute Question & Answer period
Demo of Pratical Solution's Video Key for our 1040ST. Pratical Solutions
has an offer out where ST Clubs can get free Pratical Solutions products
if they are demoed for the club, and reviewed in the club newsletter.
Another demo, time allowing, of a game.

So, we don't have time for people to sit and pirate software.
All, in all, I think that it is a good agenda.

Rich Covert, President PHAST
--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1498. Re: TeX and DVISLM; PageStream 1.8; LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 16:02:45 UTC
From: covertr@force.UUCP
Message-ID: <488af34b.14a1f@force.UUCP>
Source record: 243739

In article <9002071552.AA10408@SAIC.COM>, steveg@SAIC.COM (Stephen Harold Goldstein) writes:
> to R. Covert, re: PageStream 1.8:
>
> Kudos for PageStream from our resident critic? :-)
> I agree it's a powerful package, but it's still not bug free. As I
> mentioned a while back, it does a pretty poor job of cleaning up after
> itself on the screen (even with an apparent 're-draw it all' attitude)
> - I'm constantly getting object 'handles' left all over the place.
> Also, UNDO does not work for all operations and you don't know what is
> not UNDOable till it's too late. It's getting better though.
> ---
> Stephen Goldstein steveg@saic.com

Stephen, while I have noticed the same problems in PgS 1.8,I am nonethelss very pleased with PgS 1.8. For example, I have owned 2 laser printers in the last 2 years, the SLM804, and now the Panasonic KXP4450 Laser Partner. One thing that I enjoyed doing with my old dot matrix printer was printing out labels for floppies. I used an old program called "ACTION" (circa 1986!!) with my previous dot matrix printer. But when I got my first laser printer I couldn't use it it any longer. Finally, AVERY has come out with a aser printer label for 3.5" floppies. There are 9 labels for 8.5"x11" page, each label being 2.75" square.

Well, I sat down with PgS 1.8, and in a couple of hours learning made some forms for the AVERY labels. Andd they printed great!! I was even able to rotate the text 180 degrees to place on the spine and the back of the floppy. I made a bunch of labels for some pd disks for the PHAST Club withg PgS 1.8.

so, while PgS 1.8 may still have some bugs, it works very well for me, and I was able to learn to use some of its neat features very quickly.

Calamus, on the other hand, is still sitting on my shelf. I have yet to understand how to use its text editor, and its icons are very confusing.

So, I like PgS 1.8, and I even wrote a letter to Softlogik congratulating them on the 1.8 release.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1499. Wordperfect problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 16:10:48 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2170@calvin.cs.mcgill.ca>
Source record: 243740

I have a rather odd problem with this new version of WP I just got through the mail yesterday.

If I run it directly from floppy, it works fine, but if I boot from hard disk and run it, the F5-List files doesn't work very well. It displays ONLY folders, but no files, so I can't see what is on my disk.

And I tried disabling all mem-res programs, and I also tried running the floppy version instead of the one installed on my HD, [after booting the HD] to see if I what I installed on the HD is bad or if it is universal, and I get the same problem.

Anyone else experience this? Is there a fix for it?

--
S. Alan Ezust | depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science | Montreal, Quebec, Canada
"If the only tool you have is a hammer, all | Disclaimer: I am not
of your problems begin to look like nails." | responsible for anything!!

1500. Re: Epson LQ800 driver for Mac

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 17:01:15 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5680@blake.acs.washington.edu>
Source record: 243743

In article <5163@crdgw1.crd.ge.com> kassover@control.crd.ge.com (David Kassover) writes:
>I am attempting to attach an Epson LQ1500 printer to a Mac Plus.
>My particular printer has a SERIAL interface board, which means
>Grapplers are useless, since the output end of same are all
>Centronics.
>

True.. grappler uses roms inside the cable/box.. and it
must be hooked up to mac type ports etc...

besides.. grappler is $200!

Anyway... i ended up buying the Epson LQ Software pack
from the local store.... $60... though others have seen
it for $45.... it comes with a cable.. i left that in the
box.. kept my LQ800 hooked to the parallel port...
i flipped a few dip switches... and installed the driver...
i didn't follow the directions in the manual as they
involved about 135 swaps of the floppy.... actually, i
DID follow the instructions the first time... but because
the installer didn't recognize my drive.. it defaulted to
trying to set up the boot disk on a floppy.. with only
ONE Disk Drive... this meant lots of swaps just for the
damn System to do its job... after 135 swaps.. it
didn't create a proper disk.. so i decided to copy the
files ONTO my drive FIRST, then install the drive there...

The driver comes with System 6.0.2 .. it reported that
my System 6.0.3 wasn't desireable... so i had to do the
usual.. boot off a floppy etc.. create a new system
folder in a different partition (fortunately i have several
partitions) and install the Espon driver in the new folder
with 6.0.2 (which doesn't work with sound/GCR by the way)..
(as far as i can tell). The software installed in less than
a minute this way.... I then added to this new system folder
all the stuff i had in my original system 6.0.3 folder...
I don't know exactly the differences between 6.0.2 and 6.0.3,
except that David told me sound doesn't/might-not (?) work
with 6.0.2/GCR... i had sound working with 6.0.3 ...
Anyway, i spent 3 hours trying to make contacts with Espon
in california and with 3 local epson dealers... no one
had any comments to make regarding the driver working with
6.0.3 .. as a matter of fact.. most people i talked with
didn't know the product they were selling....

I understand this is rather typical with Epson.. trying to
get support is pulling teeth...

Otherwise.. i have had an easy time printing from
WriteNow, Hypercard and from Canvas - an incredible object oriented
slash paint program... that keeps my wife between me and my
ol' ST....

-kevin

1501. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 17:04:00 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1388@uvm-gen.UUCP>
Source record: 243744

From article <9002011956.AA16674@fsucs.cs.fsu.edu>, by boyd@fsucs.cs.fsu.edu (Mickey Boyd):
Deletions ....
> I believe the GNU C++ compiler has been successfully ported over to the
> ST domain, and I also understand that the FSF is developing interest in
> ST's (net rumor).
more deletions...

I hear it, but I want the facts. Where do you get it and what does it need to run (especially how much memory - 1meg,2,2.5,or the whole 4megs).
thanks
Bob Pegram (pegram@griffin.uvm-gen.uvm.edu)

P.S. I know I posted needlessly on the Magnavox monitor too, but keep it down to a dull roar guys (fist fights outside the net). Email is the best way to do your heated name calling. RBPIII

1502. Re: All Black Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 17:16:04 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1281@lzsc.ATT.COM>
Source record: 243745

In article <271*latornell@mech.ubc.ca>, latornell@MECH.UBC.CA (Doug Latornell) writes:
> There have been some comments recently about potential damage resulting from
> the use of screen savers that change the screen to all black. Could someone
> please explain this? I thought the idea of a screen saver was to preserve

The problem is how all black is obtained. The all black screen saver
selects 'external sync' for the video.
(An artifact of trying to work with a GENLOCK). Since
there is no sync coming in on external, the screen goes blank. The problem
is that the monitor expected sync pulses to keep its flyback oscillator
in time.

If a monitor tends to free run at a frequency too far removed from the missing
sync, the fly-back and the driver chips may overload and overheat. Oscillators
are really strange things.

Also, with no sync, their is really no output signal (video information) either.
This can cause the bias on the video amplifiers to get to a point where, again,
they can overheat.

My old Mono, seems not to care about all of this.
My new Mono, hasn't complained (died) yet, but Atari did post a warning to
look out.
My old color, also seems not to care, but I don't run it often, or blank it
for long times.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1503. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 17:27:56 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5681@blake.acs.washington.edu>
Source record: 243746

In article <25D25D4C.14957@paris.ics.uci.edu> jvance@ics.uci.edu (Joachim Vance) writes:
>In article <4876ef20.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert)
>writes:
>> (stuff deleted..)
>>
>>The is NO REASON for Atari STs to be so poorly marketed here in the USA.
>>With a better marketing and distribution system, the USA could easily lead
>>Europe in sales of Atari products!
>> (more deleted..)
>>Without good marketing, your product is dead. And Atari Corp has
>>never had decent marketing and dsitribution here in the USA.
>
> Sure, there is a great reason, and you hit it on the nose.
>Atari has *NEVER* been any good at marketing in the U.S.
>And they don't seem to be heading in the right direction yet either.
>Atari is able to make decent to good products
>inexpensively and they sell them where people appreciate that,
>Europe mainly, and most other countries except the U.S. Marketing

I think there is a misunderstanding here. HOw possible is
it for someone in the US to even have the chance to "appreciate"
the ST if they have never been "informed" or made aware
that the machines even exist!

>here takes a lot of know how that Atari just doesn't have. Besides,

I think the "know-how" is there... it's just a matter of "choice"
and taking a risk. Atari obviously doesn't believe their company
and products are competitive with Apple and Commodore and so on..
otherwise they would clearly be in the ring together... when
a company doesn't believe in their own product.. it's hard
for consumers to.

>the cost that it takes to meet the FCC regulations in the U.S. just
>doesn't seem to fit with Atari's "make 'em as cheap as possible"

Have you checked out the cost of a MacPlus lately...?
Every product goes through the FCC test... or is there a
conspiracy against ATARI..?

I used to tell my students that they were far better off
buying an ST than putting cash into a Mac. I caught myself
last night when a student was going out the door...
I couldn't HONESTLY tell them this anymore.

>policy. The end result: America doesn't get many computers from Atari.
>
>--
>Joachim

And many who own ATARI's are selling them and buying into other
systems.

-kevin
ramsiri@blake.acs.washington.edu

1504. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 18:50:52 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2712@sbsvax.cs.uni-sb.de>
Source record: 243656

In article <BAMMI.90Feb6182843@curie.ces.CWRU.Edu>, bammi@curie.ces.CWRU.Edu (Jwahar R. Bammi) writes:
> In article <9001301152.AA03348@freya.dmswwu-ether> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
> dale:
> > 2 is a tty. If is IS, then Fforce() it to -1 to attach it to the console.
> Julian:
> But this will fail if you try to redirect handle 2 to PRN:! Correct me if
> I'm wrong...
>
> thats correct, but dales suggestion is still fine. its isatty() that
> needs to be fixed up, so that it does'nt think that PRN: isatty().

Here are my two cents:
What if the user wants to redirect handle 2 stderr to the serial port (AUX:)?
Since this is the default assignment for this handle it will be difficult to
manage this case too.
I had two applications for this. Some time ago i wanted to debug a full screen
editor (not emacs :-) and have sent the debug output to a PC clone. I needed
this output while i was testing the program, not later. Therefore i could not
use a file. The second application needs to redirect all standard handles
(stdin, stdout, stderr). It's a program to run eg. games in a mailbox (for
example nethack). Then stderr IS a terminal, but not the console. And the
mailbox user will not like to play on the console screen (unless he/she is
clear-sighted :-) or sitting before the console).

> --
> bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
> domain: bammi@dsrgsun.ces.CWRU.edu
> GEnie: J.Bammi

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1505. Re: Problems FTP'ing

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 18:54:31 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10855@stag.math.lsa.umich.edu>
Source record: 243748

In article <9002070808.AA13455@ucbvax.Berkeley.EDU> SOFPJF@UOGUELPH.BITNET (Peter Jaspers-Fayer) writes:

>--
>Below is a list of all sites that have/had some Atari ST software:
>
>035.001.001.043 ummts.cc.umich.edu atari st (cd PC7:)
>035.001.033.008 terminator.cc.umich.edu xscheme,msdos (& PC Mag!),Atari,
> unix
>035.195.016.002 euterpe.math.lsa.umich.edu Atari ST,
> questions->dyer@math.lsa.umich.edu

We moved all of the stuff archived at math.lsa.umich.edu to terminator a long time ago. There's no longer any ST stuff archived on euterpe.

The stuff on ummts is basically a copy of terminator's archive, but older, and totally unorganized. So it goes. Terminator is the best bet, overall.

--
-- Howard Chu @ University of Michigan

1506. Re: TOS io redirection bugs

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 18:58:42 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <4955.25d2cc93@uwovax.uwo.ca>
Source record: 243749

In article <9002081436.AA09758@freya.dmswwu-ether>, ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
> In article <BAMMI.90Feb6182843@curie.ces.CWRU.Edu> Jwahar R. Bammi
> writes:
>> thats correct, but dales suggestion is still fine. its isatty() that
>> needs to be fixed up, so that it does'nt think that PRN: isatty().
>> (just out of curiosity, why would someone send stderr to PRN:? why not
>> to a file, and then if its really needed, print the file (saves a few
>> trees in the process)).
> I think that this is a very natural thing to do with stderr. IF we try
> to suggest a good method, it should be possible to do all things that
> you do with sterr on other OS's. If Atari makes a workings suggestion,
> it will be surely incorporated in Gemini 1.2.

[Dale's suggestion was for startup code to do something like
if (isatty(2)) Fforce(2, -1).]

How about this suggestion: if all programmers who use the Atari extended argument passing scheme (ARGV=, etc.) also agree that handle 2 should be stderr, then startup code could do:
if (*argv[0] == 0 && isatty(2)) Fforce(2, -1).
(This assumes that argv[0] is an empty string if it isn't available, as specified by the ANSI standard). This way, ARGV compatible shells can redirect stderr to anything at all; non-ARGV compatible shells can redirect stderr to a file; and programs still correctly re-direct handle 2 when run from the desktop.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

1507. Backup-software

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 19:06:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET>
Source record: 243750

Hi!

In <17829@laurel.athertn.Atherton.COM> <alex | alex@Atherton.COM>
(Alex Leavens) writes:

(stuff deleted)

> > > >
Ok, but which program do you suggest? The system-disk you get
when you buy an ATARI harddisk in Germany contains a program
from 'Application Systems Heidelberg' (HDU V1.05), but I'm not
very happy about it. It terminates the backup-process if it detects
a write-error on the current backup-disk - and you can start again.
The same problem occurs, if you try to restore a backup and one of the
disks has a read-error. But if you need a compression program,
saves you only 10 or 20%, you could use it ... (I would
suggest ARC or Zoo for this purpose).
So, if you know a reliable, fast, cheap (PD or shareware preferred)
harddisk backup program, would you send me a message?

Thanks in advance,
Oliver

Oliver Steinmeier (uk14@dkauni2.BITNET)
Waldhornstr. 4-8
D-7500 Karlsruhe 1

1508. Sound Digitizers

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 20:15:14 UTC
From: v077l5lx@ubvms.cc.buffalo.edu
Message-ID: <787.25d2de82@ubvms.cc.buffalo.edu>
Source record: 243651

Hello,

I am currently writing a game in assembly that I would like to add some digitized sound to, but I have yet to purchase a sound digitizer. I have heard of digisound, digisound professional, replay4, and the ST sound digitizer but I don't know which is better or worth the cost. There may be others that I left out. I would appreciate it if anyone who knows which ST sound digitizer is the best value for the dollar would send me the info.

Thank you,

Guy :-)

V077L5LX@UBVMSD
or
V077L5LX@ubvmsd.cc.buffalo.edu

1509. Re: ST piracy in users group

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 21:17:31 UTC
From: mjv@iris.brown.edu
Message-ID: <28699@brunix.UUCP>
Source record: 243652

Unfortunately, the user group here in Rhode Island is a front for
piracy (or it was less than a year ago, its probably still the same).
This is the experience that Rob is probably coming from since we are both
here in little RI.
The user group slowly was turned into a piracy place by the president
who brought his friends in and in some weird way took it over. He was
never challenged basically because the decent people felt there was
no hope. These new people were very apathetic and trying to get them
to help organize things was useless. I did give a couple of presentations
and tried to help out but the membership slowly died and everyone started
to care more about the latest cracked game from Europe shown by the
president than a nice discusion and demo on different forms of video
on the ST. Most of us gave up.
No pirating was done at the meeting but it was all done after the meetings
at peoples houses and there was often a cover charge.

I'm really, really glad that there are some good user groups out there
and I wish them the best of luck. The net is my only user group.

Disclamer: These are my opinions alone from experience seen and a few that
I have heard about.

-- mjv@iris.brown.edu

1510. Re: Using Atari mono-monitor as a composite monitor

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 21:39:57 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1175@carroll1.cc.edu>
Source record: 243653

In article <1276@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>NO it cannot be used this way. The screen runs at 70 frames/sec on an
>Atari Mono monitor. Composite (TV Compatible) is 60 frames/sec.

I thought it ran at 30Hz, but has interlacing...

>ATT Bell Labs
^^^^^^^^^^^^^ Is this still a cool place to work? I've heard bad things lately.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1511. Re: SAMPLING/RECORDING

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 21:43:08 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1176@carroll1.cc.edu>
Source record: 243654

In article <90020906104235@masnet.uucp> barry.manning@canremote.uucp (BARRY MANNING) writes:
:Anyone really knowledgeable out there know if there are yet any
:inexpensive samplers coming out with a spec. as follows:
: 1. 16 bit A/D/A conversion.
: 2. Driven by ST midi port
: 3. Sequencer to St midi port to sampler.
: 4. 8 RCA outputs
: 5. 500 dollars
: 6. Supports a database of sound files on an ST drive
:The 8 bit just dont do the job.

Umm, not quite yet. I should think it will be awhile before this happens.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1512. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 22:20:23 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750048@hpsad.HP.COM>
Source record: 243655

I used to belong to a users group in this area (Santa Rosa, CA) and there was no piracy allowed there either.

However, drifting a little further, I have some questions about UGs.

Specifically, how much does your UG charge for PD disks? This group would charge $5 for members and $10 for non-members to buy a PD disk.

Is this typical? Mail order disks can cost this much. I would think that UGs would benifit the user a little more as far as PD prices are concerned.

Randy Hosler

1513. Re: Geneology

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 22:46:18 UTC
From: blake@uns-helios.nevada.edu
Message-ID: <1225@unsvax.NEVADA.EDU>
Source record: 243657
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

In article <1272@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>I am looking for a good geneology (family tree) program.
>Anyone out there use one or more of them, and if so, what
>are your opinions of:
> ease of entry
> ability to edit or add to existing entries
> outputs
>
>Thank you

The best package I am aware of is PAF from the LDS church. Not only
is it very powerful, but it has a excellent manual, and is CHEAP!!

PAF may be ordered from:

Salt Lake Distribution Center
1999 West 1700 South
Salt Lake City, UT 84104

1-800-537-5950 (credit card orders)

Price is $35.00 including shipping and handling

PAF is available in Macintosh and MSDOS (both 3.5" and 5.25" formats)
Specify disk size when ordering.

The manual for this package is excellent. However, if you have any
questions there are phone numbers in the front of the manual to call,
or you could look up the local Family History Library (Center) in your
phone book under Church of Jesus Christ of Latter-day Saints. If they
are anything like the center here (Las Vegas), the volunteers there
will know of people who can answer just about any question you can
think of.

If you have any more questions, or need more help in acquiring the
package please feel free to contact me again and I will help you in
any way I can.

Rawlin Blake <blake@nevada.edu>

1514. Re: Review of Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 22:50:55 UTC
From: jamesio@nuchat.UUCP
Message-ID: <19414@nuchat.UUCP>
Source record: 243658

I am looking for a public domain or shareware C compiler (with full)
documentation. If you have one, please email me...

If it is possible to uuencode it, please do so and email it to me.

Thanks.

James

--

jamesio@nuchat.UUCP
jamesio@nuchat.sccsi.com

1515. Re: Hard drive question

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 22:51:44 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <26768@cup.portal.com>
Source record: 243659

Earlier replies speculate on the Supra 20 internal configuration.

I have a Supra 10 and it is a Xebec Owl (integrated drive) connected
to Supra'a DMA-SCSI adapter. And the 10 is older than the 20. My
guess would be that it is an integrated drive.

Henry B. Messenger henry_burdett_messenger@cup.portal.com

1516. Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-02-09 23:05:41 UTC
From: jamesio@nuchat.UUCP
Message-ID: <19415@nuchat.UUCP>
Source record: 243660

I am looking for a public domain or shareware C compiler (with full)
documentation. If you have one, please email me...

If it is possible to uuencode it, please do so and email it to me.

Thanks.

James

--

jamesio@nuchat.UUCP
jamesio@nuchat.sccsi.com

1517. Re: Wierd and Wacky Power Supply Problem.

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 01:01:12 UTC
From: pietrzak@picasso.CES.CWRU.Edu
Message-ID: <1990Feb10.010112.20560@usenet.ins.cwru.edu>
Source record: 243661

In article <9002090802.AA05355@ucbvax.Berkeley.EDU> AMEIJ@vax.oxford.ac.UK (Jan Ameij) writes:
>
>Long live the European Third World (insult copyright RC, 1990!)
>
>Jan Ameij

Now, don't go thinking everyone on this side of the pond is just like RC - not everyone can be quite as adept with the repartee. ;-)

J P pietrzak@ces.cwru.edu

1518. PC Speed

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 04:47:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb9.235128est.57802@ugw.utcs.utoronto.ca>
Source record: 243662

Even though I paid for PC Ditto II in Sept 89, I still have not rec'd it. I got so tired of waiting that I bought PC Speed. After installing it the other day, I post the following message on our local BBS.

Last night, I installed the PC Speed board that I showed to users at the meeting on Tuesday. The installation was very easy in a Mega; I just had to solder a 64 pin socket on top of the 68000.

After I plugged the board into the socket, I booted the Mega and ran PC_INSTL.PRG. I set up the screen as an Olivetti (640x400) instead of either Hercules or CGA to get the same screen layout as the default ST screen. I then ran PC_SPEED.PRG, and, when asked, supplied MS DOS.

The NORTON SI was 4.0. I tested out dBASEIII Plus and Word Perfect - no problems at all (except for the fact they are PC applications which means they do not come up to the level of Mac or ST software's user friendliness).

At a future user's group meeting, I will show my Mega running as an ST, as a Mac (runs 20% faster than a Mac Plus) and a PC (runs at the speed of a Turbo XT). How's that for compatibility. If I had the cash, I would install a 16 MHz 68000 and run the ST at > 2x the speed of a Mac. I could also get the German 386SX/387 board and run the ST like a Compaq 386 !!!

Other facts about PC_SPEED.

(i) multi-meg STs can use the extra RAM as extended memory (my NORTON SI says I have 960k extended memory with the Mega 2).

(ii) extra RAM can be used as a RAM disk with a supplied .SYS file.

(iii) the 68881 math co-processor will be used to emulate an 8087 so that a single co-processor can be used for Mac, ST and PC modes.

Since that posting, I formatted drive C: with MS DOS but I could not get PC Speed to boot from hard disk. Was that because I reran HINSTALL to have the ST boot from C: as well?

1519. Re: INFO-ATARI16 Digest V90 #175

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 08:04:27 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002100804.AA29404@ucbvax.Berkeley.EDU>
Source record: 243663

RE: Epson Emulator for SLM804

One Germam MIDI program called "Master Score" includes this Epson emulator with the Program disk since early 1989. I have tried to use it to print documents from other programs such as 1st Word Plus, Word Writer II without success.

We got the complete version with few fonts since June 1989 (6 or 7 months back) It work fine. I can print graphics in the 1st Word plus document now. There is no graphic in Diablo Eemulator. As we do not have the FCC req here, we always get the new Atari sooner than many countries. The 1040STe has been availabled since January 1990 at the same price as the older 1040STFM. I got my 1st Atari 520ST since May 1985 which I beleived that that was log before it was available in England.

BTW I would love to have an Epson emulator software for the HP LaserJet IIP.
I can't print Degas Pics unless I ported it to TimesWork DTP or Page Stream.
Would any expert with very kind soul care enough to write up one?
Suthipuntha, School of Architecture,
National University of Singapore

1520. Re: INFO-ATARI16 Digest V90 #172

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 08:04:51 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002100804.AA29423@ucbvax.Berkeley.EDU>
Source record: 243664

RE; Hard Disk

Hi Dave,
I ask you here because your answer will surely benefit other netter too. Getting tired of the faan noise from the MEGAFILE 60. Yes I have tried putting 10K Ohm 5 Watt resister to reduced the current and lower the noise down for quite some time until I lock-up the MicroScience. Now the fan is back to full blaze with the SEAGATE 277-1 rattering instead of Dead MicroScience.

I just obtain a 100MB CONNER SCSI 3.5" and only 1"Thk HD, an ICD host adapter. I planned to install it inside the MEGA casing by bolted the Drive and the card to the under side of the RF Shield. I saw a picture of Third Coast Interna l drive for MEGA the drive is fixed upside down. Will these shorten the life of the Hard Disk. I could fabricate 4 L shape brackets if necessary to turn it right side up but won't look as neat. Another question is I still not quite clear how to format HD to make it recognize by Macintosh after tapping SCSI out to DB-25 for MAC. You did mentioned that the HD has to be format with Supra

1521. Re: INFO-ATARI16 Digest V90 #172

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 08:05:12 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002100805.AA29443@ucbvax.Berkeley.EDU>
Source record: 243665

RE: Hard disk
Hi Dave,
Sorry, my quick finger accidentally press the PF5 key before I finish and check the typing error. Here is the continuation:

You did mentioned in your beige color Newsletter as we as in the Spectre GCR manual that in order to make the hard disk readable by Maiintosh. It has to be formatted with suitable HD formatter and you suggested using Supra HD formatter Do you mean the Supra Formatter for Macintosh or Supra HD formatter for Atari?

I have the Supra Formatter for Atari and Unimax Storarere for Macinto, Can I use any of these program? Thanks, Suthipa.
School of Architecture
National University of Singapore.

1522. Note to U.S. netters (Re: Note to European netters)

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 08:57:00 UTC
From: BALTUCH@BINAH.CC.BRANDEIS.EDU
Message-ID: <9002110801.AA09006@ucbvax.Berkeley.EDU>
Source record: 243666

In

Message-ID: In <1990Feb8.160136.12703@Solbourne.COM>
Date: 8 Feb 90 16:01:36 GMT

stan!katmandu!stevem@boulder.colorado.edu (Stephen Matson) jumps
on AMEIJ@vax.oxford.ac.UK (Jan Ameij)

because the latter allegedly jumped on the collective group of ignorant European
netters, that is to say those European users which are ignorant of network
manners or more specifically of listerver manners and of which there seem
to be just as sufficient a number on this side, thank you very much.

> I'm the one that got a good laugh at your semi-hostile tone.

Hmm. Doesn't look to me like this one is particularly friendly, does it?

> This group is one of the worst for intolerance.

No kidding!

Actually although Jan's note is basically common sense and I'd even say
helpful, the tone does get spoiled a bit at the end

>> If not, a) ask someone who knows about these things and b) ask yourself
>> if you are really suited to this form of communication. Perhaps it would be
>> better to learn a little more first?

Observe that the note would have been almost perfect if the AND between (a)
and (b) was replaced by an OR... (a) ask somebody OR (b) ask yourself if etc...
Notice the "subtle" change? ("You can redeem yourself, if only...")
The mysteries of Boolean Algebra and/or (oh no!) logic at work.
(Hey, while I'm at it, how do you apply Metaphysics?... That was how you apply
Boolean Algebra, but Metaphysics?...)

In any case, if I was just starting to get used to networks and stuff and I had
forgotten say how to unsuscribe, I'd think such a note was heaven sent.
I mean, not only does it irritate the whole list and it's embarrassing (very,
I would be anyhow) but it EVEN DOESN'T WORK... Clearly people who do that wish
they didn't... So anyway, I don't think that anyone would have to go into
psychotherapy, or be traumatized for the rest of their life for reading Jan's
note EVEN if they considered themselves part of those who are NOT suited to
electronic communication, not until they learned some more anyway.

> a) Ask yourself if your really suited to communicating. or b) Perhaps
> it would be better to learn a little manners first.

Yeah right. You see, the difference is that Jan was teasing or being sarcastic or whatever, towards an undefined group, an abstraction, into anyone is free to identify themselves or not, whereas you were firing up his own personal ass. My, Stephen, I think you were the cranky one that morning,

Jacob

1523. Re: Software/mouse problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90021007304047@masnet.uucp>
Source record: 243667

What kind of problems are you talking about. I've been having a lot of problems with my HD since installing Word Perfect (crosslinked files, Duplicate directories, etc.)

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1524. Re: Hard Disk Cleaning Suppli

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90021007304058@masnet.uucp>
Source record: 243668

There are many programs that do what you request. I use DLII which is PD
and works fine for me. (The only version I've seen on the boards is an
Beta version but as I said it works fine.)

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1525. Re: Hard Disk Cleaning Suppli

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820213614@masnet.uucp>
Source record: 243669

There are many programs that do what you request. I use DLII which is PD
and works fine for me. (The only version I've seen on the boards is an
Beta version but as I said it works fine.)

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1526. Re: Software/mouse problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820213598@masnet.uucp>
Source record: 243670

What kind of problems are you talking about. I've been having a lot of problems with my HD since installing Word Perfect (crosslinked files, Duplicate directories, etc.)

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1527. Re: STE and SIMs

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 12:45:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90030820213636@masnet.uucp>
Source record: 243671

I've heard that you can use SIMs to upgrade the STE. Has anyone tried using IBM SIMs (and just ignoring the extra bit), or do they have to be Mac SIMs. How fast should they be? I'm sure that it would be useful to everyone if you posted a response to this newsgroup, but I would also appreciate any private responses (much faster for me). Please reply to:

meggin@vm.epas.utoronto.ca (BITNET)

Thanks. I'm considering buying an STE next week, and I need to know.
---
* Via ProDoor 3.1R

1528. Re: STE and SIMs

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 12:45:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90021021121155@masnet.uucp>
Source record: 243672

I've heard that you can use SIMs to upgrade the STE. Has anyone tried using IBM SIMs (and just ignoring the extra bit), or do they have to be Mac SIMs. How fast should they be? I'm sure that it would be useful to everyone if you posted a response to this newsgroup, but I would also appreciate any private responses (much faster for me). Please reply to:

meggin@vm.epas.utoronto.ca (BITNET)

Thanks. I'm considering buying an STE next week, and I need to know.
---
* Via ProDoor 3.1R

1529. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 13:48:26 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <173@raider.MFEE.TN.US>
Source record: 243673

I just want to say that i've had my ST for 1 1/2 years. (1040STf) I write alot of source code and i've used many different editors, but i've never come across the phontom typist. I also see that someone had it happen in Flash, i've used that also with no problems.. I'm not sure what TOS version I have, but I will post a followup about that. Any ideas? Why doesn't this happen to me?
Dana Holt
dlh@radier.mfee.tn.us
** DISCLAIMER???????????????? I DON'T WORK FOR ANYBODY!!!!!!!!!!!!!!!!!!!!!!*B

1530. Re: ST S/ware Rental Places

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 13:55:35 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <174@raider.MFEE.TN.US>
Source record: 243674

I live in Murfreesboro, Tn. We have an Atari user group in Knoxville that doesn't do anything other than help new users,sell PD disks,provide latest Atari info,etc... You can't judge all Atari groups bad because you saw one groupcopying software!!! Come on! What's the matter with you??
Dana Holt
dlh@raider.mfee.tn.us
** DISCLAIMER??????????????????I DON'T WORK FOR ANYBODY!!!!!!!!!!!!!!!!!!**

1531. Large screen monitors

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 14:38:14 UTC
From: monck@ibmpcug.co.uk
Message-ID: <1990Feb10.143814.630@ibmpcug.co.uk>
Source record: 243675
Cross-posted to: comp.sys.atari.st,connect.audit

Hi,
Can anyone tell me anything about those MONITERM monitors?
What are they like?
How much are they?
Where can I get one?
etc etc
Thanks,
Paul
--
Automatic Disclaimer:
The views expressed above are those of the author alone and may not
represent the views of the IBM PC User Group.
--

1532. Re: All Black Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 15:36:30 UTC
From: mark@ccvr1.ncsu.edu
Message-ID: <1990Feb10.153630.29627@ncsuvx.ncsu.edu>
Source record: 243676

Moshe Braner's Idle 1.2 does not blank the screen by removing signals from the monitor. It displays a black screen using the memory below the default video memory. If that area is in use, it just does reverse video on the screen. It will NOT hurt your monitor. I've used it for years and I've examined the code in detail. Moshe writes good code!

Mark Boyd
Univ of North Carolina Asheville
boyd@erma.unca

1533. Mega 2 Fan Question

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 17:44:14 UTC
From: bks@tango.eng.ohio-state.edu
Message-ID: <76921@tut.cis.ohio-state.edu>
Source record: 243677

I have a mega 2 with PC speed installed, and one external SF314 disk drive.
When either disk drive is accessed the fan in the mega slows down...
Is this a normal condition? Should I check my power supply? Could it have
anything to do with PC Speed?
Thanks,
Brian
-=-
=-=-=-

1534. 56K Piggybacked RAM?

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 19:13:48 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000010@ux1.cso.uiuc.edu>
Source record: 243678

Is it impossible to piggyback 256K ram chips on the ones
currently in my 1040 except for one address line which
I could pull from the MMU, in order to upgrade to 2 meg?.

Anyone have any ideas?

-Greg

1535. Re: IBM RT Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 19:25:32 UTC
From: mccann@rbdc.UUCP
Message-ID: <1008@rbdc.UUCP>
Source record: 243679

35002_3025@uwovax.uwo.ca writes:

>At work, I am pulling out 100 megabyte hard drives from IBM rt's to replace
>them with 310 megabyte units. This means that we have quite a few 100 meg.
>units sitting around that may be declared surplus. The drive in question is
>a standard IBM-supplied RT drive - model 0699. I am told that it may be
>an ESDI device. My local Atari dealer tells me that I should be able to
>hook up a controller/interface from Berkerley Microsystems. He tells me
>that the FaST unit from ICD is out of the question. Does anyone else have
>experience with this, or have any bright ideas. I surely would love
>to have a free, 20 microsecond 100 meg. hard drive to play with!

If you would care to, you could send a drive to me and I'd check out the

possibility of it working. My address:

Mike McCann

1101-4 Barbara Ann Circle

Winston-Salem, NC 27103

I think you'll have to homebrew it; most any host should work but likely

an SCSI-E

>--
>Kevin-john Conway
>...a librarian from hell...

>School of Library and Information Science
>University of Western Ontario
>London Canada
>"...deviants from the norm..."

>"My ideas may be silly, but I'm not. I'm positively skewed!"

>35002_3025@uwovax.uwo.ca
>conway@uwovax.bitnet
>kjc@uwovax.bitnet

1536. Re: Supra 20 Meg Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 19:56:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90030820213658@masnet.uucp>
Source record: 243680

I heard somewhere (mistakenly or otherwise) that it was possible to format a Supra 20 Meg Hard Drive to 30 Meg? I could sure use the extra space if it works, and would appreciate any comments from others who have tried it.
---
* Via ProDoor 3.2aR

1537. Re: Supra 20 Meg Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 19:56:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90021021121171@masnet.uucp>
Source record: 243681

I heard somewhere (mistakenly or otherwise) that it was possible to format a Supra 20 Meg Hard Drive to 30 Meg? I could sure use the extra space if it works, and would appreciate any comments from others who have tried it.
---
* Via ProDoor 3.2aR

1538. Re: ST piracy

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 20:44:46 UTC
From: seldin@antares.Concordia.ca
Message-ID: <1853@clyde.concordia.ca>
Source record: 243682

I would like to add the name of M.A.S.T. (Montreal Atari ST Users' Group) to the list of users' groups that are opposed to software piracy. Our library consists of PD software and shareware only.

Jonathan P. Seldin seldin@antares.concordia.ca
seldin@conu1.bitnet

--
Jonathan P. Seldin

1539. Re: Geneology

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 21:17:14 UTC
From: bob@cmpfen.UUCP
Message-ID: <284@cmpfen.UUCP>
Source record: 243683

blake@uns-helios.nevada.edu (RAWLIN BLAKE) writes:

>In article <1272@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>>I am looking for a good geneology (family tree) program.
>>Anyone out there use one or more of them, and if so, what
>>are your opinions of:
>> ease of entry
>> ability to edit or add to existing entries
>> outputs
>>
>>Thank you

>The best package I am aware of is PAF from the LDS church. Not only
>is it very powerful, but it has a excellent manual, and is CHEAP!!

PAF is supposed to be quite good, but the ultimate genealogy program
is Roots III, from CommSoft, 2257 Old Middlefield Way, Mountain View,
CA 94043, phone (800)-327-6687, BBS (415)-967-6730. Its ease of data
entry, reporting, and print formatting surpass anything else which is
available. You just can't appreciate the difference until you see it
for yourself. Call the toll-free number and request their product
literature. The bad news is twofold: It's only available for MS-DOS
(written in assembler), and it costs a couple of hundred dollars. The
good news is that it is supposed to run just fine under pc-Ditto.

--
Bob Breum uunet!tarpit >---v--< petsd
1701 Missouri Avenue hoptoad >---|
Sanford, FL 32771-9722 USA ucf-cs >---+-----------------> !peora!cmpfen!bob
+1 407 322-2002 uiucuxc >---'

1540. Re: Questions about TeX

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 21:58:29 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Feb10165334@dsrgsun.ces.CWRU.Edu>
Source record: 243684

In article <3554@tahoe.unr.edu> mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
....
> IMHO TeX + postscript beats almost all the of the so-called
> DTP's available commercially... and it's (almost)FREE!

i agree completely. my biggest complaint with all the wysiwyg type programs
is "what you see is ALL you get" (ie. no extensibility, very limited
customization possibilities, and too much clickity-clacking with the
mouse to do anything useful.).

incidently, a slightly improved version of CTeX is now available on
dsrgsun.ces.cwru.edu in pub/StTeX. by popular request i have put 1M,
2M, and 4M binaries there (please dont mix their .fmt files. the 4M
binary will consume all of your 4Megs, so you may consider the 2M
binary instead). for a brief period there was a buggy version there.
if you have one of these, (\today will give you a crazy date. (thanks ed P))
please grab a fresh binary (and delete time.c and time.h from the
CTeX source directory). the new binaries will undump more reliably.
--
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1541. Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:14:32 UTC
From: brazil@pawl.rpi.edu
Message-ID: <QZ7$-+@rpi.edu>
Source record: 243685

I've got a problem I hope someone can help me with. I've just recently upgraded my HD, and now I'm having some problems.

My old hard drive is a pre-production SH-204. It contains an NEC 20 meg mechanism, an Adaptatec 4000A controller, and an Atari host adaptor, along with the power supply.

I purchased a Priam V185 mechanism to replace the NEC to bring the system up to 62 megs. I also bought a new power supply, since the Atari one is not enough to spin the Priam.

I removed the NEC mechanism, and connected the Priam. Big cable to big connector between the drive and the Adaptatec, and little cable on the drive to the first little connector on the Adaptatec, J0. I think they were in the right direction, although Atari does not use the block&slot method of polarizing cables (I wonder why?). I didn't adjust anything on any of the boards.

I then booted the system with HDX 3.01 to format the drive. HDX reported that the "Selected drive is not responding. Check cables or inser a disk." I tried this a couple of times, and it just didn't work.

Next, I tried formatting with the 8/12/87 version of ICD's utilities, from before they only worked with ICD host adaptors. It also would not work, saying something like "Sense code: 0".

On a whim, I decided to power everything down and switch the little cable from the drive to the other connector on the Adaptatec, J1. I then tried again to format using HDX. It still didn't work. I tried ICDFMT again. No luck. So, I tried changing the LUN setting in ICDFMT from 0 to 1. This time, it formatted. It also verified all the sectors and said that everything was OK. I tried reformatting it just to make sure. ICDFMT recognized that the drive was already formatted by giving a "Warning: do you really want to erase all the data" type message.

When I exited ICDFMT and tried to install the drives to access them, it (TOS) said that they did not exist. I tried rebooting and installing the drives, and it still didn't work.

Anyone have any ideas on what the problem might be? I'd prefer to get it to work with HDX, since Atari still supports it, and I need partitions bigger than 16 megs. Help Please!!

-Tim Onders
brazil@pawl.rpi.edu
70135.563@CompuServe.COM
(518) 276 - 7186

1542. Monochrome QUERY?

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:52:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000011@ux1.cso.uiuc.edu>
Source record: 243686

I am in desparate need of a monochrome monitor. Can anyone recommend the cheapest place to mail order one or is anyone interested in selling theirs?

Are there third party vendors that make a monitor that can be used on an atari with optional cable making?

-Thanks.

-Gregory L. Kerr

1543. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:56:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021021121188@masnet.uucp>
Source record: 243687

The aug. 89 version is the latest Word Perfect for the ST that I've heard of ..... Oh, it just occurred to me that you're thinking of what WP called their "update." It allows the use of alternate file selectors such as UIS, gives a word count during spell checking, and has a Page Preview option. Call WP for it.
---
* Via ProDoor 3.1R

1544. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:56:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820213675@masnet.uucp>
Source record: 243688

The aug. 89 version is the latest Word Perfect for the ST that I've heard of ..... Oh, it just occurred to me that you're thinking of what WP called their "update." It allows the use of alternate file selectors such as UIS, gives a word count during spell checking, and has a Page Preview option. Call WP for it.
---
* Via ProDoor 3.1R

1545. Re: Software Piracy In Atari

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:59:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021021121199@masnet.uucp>
Source record: 243689

Read "The Cuckoo's Egg" not only for a really good story about
computer hacking (invading military computers for the Soviets) but also
to see how little the FBI and CIA care about such things. Telling the
FBI that there is piracy in a computer club will go absolutely nowhere.
Tell the manufacturers of the products involved.
---
* Via ProDoor 3.1R

1546. Re: Software Piracy In Atari

Newsgroup: comp.sys.atari.st
Date: 1990-02-10 23:59:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820213691@masnet.uucp>
Source record: 243690

Read "The Cuckoo's Egg" not only for a really good story about computer hacking (invading military computers for the Soviets) but also to see how little the FBI and CIA care about such things. Telling the FBI that there is piracy in a computer club will go absolutely nowhere. Tell the manufacturers of the products involved.
---
* Via ProDoor 3.1R

1547. Looking for Assembler

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 02:17:00 UTC
From: AD0834@ALBNYVMS.BITNET
Message-ID: <9002110802.AA09174@ucbvax.Berkeley.EDU>
Source record: 243691

Hello everyone,

I am looking for a PD assembler, does anyone know where I could
find one?

Thanks alot
Andy Dickinson
(AD0834@ALBNYVMS.BITNET)

1548. Re: Uniterm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 02:47:19 UTC
From: ballier@blnosz.UUCP
Message-ID: <287@blnosz.UUCP>
Source record: 243605

In article <3095@caesar.cs.montana.edu> icsu8053@caesar.cs.montana.edu (Craig Pratt)
writes:
>In article <286@blnosz.UUCP> ballier@blnosz.UUCP (Ralph Ballier) writes:
>>In article <9002040802.AA11879@ucbvax.Berkeley.EDU> WACKER@CERNVM.BITNET (Klaus Wacker)
writes:
>>>
>>>[...]
>>>When I try to print directly from Uniterm by selecting 'Printer' rather
>>>than 'Metafile' after hitting Alt-F3, I get an alert box telling me
>>>'Unable to open VDI device'.
>>>[...]
>>I have the same problem like you ('Unable...'). I have written to Simon Poole,
>>but I have not got an answer.
>>
>>Ralph
>
>I have used UniTerm to print and save Tek MetaFiles with no problem. It seems to
>work depending upon which GDOS you're using. Of course, the printer and
>meta.sys file must be in your assign.sys file. But, I have found that with
>EXACTLY the same assign.sys file, UniTerm would print with my G+Plus but would
>NOT work with the ACM GDOS included with the Gemini desktop. Don't ask me why,
>it's a mystery to me. By the way, I finally discovered a program to convert
>the .GEM files produced by UniTerm into the standard .GEM format. If there are
>enough requests I will post it to comp.binaries.atari.st. It can be found on
>GEnie as well.
>
>Craig Pratt
>BitNet: Craig.Pratt@msu3.oscs.montana.edu
>GEnie: C.PRATT4
>"The ships hung in the air in much the same way that bricks don't."
> Douglas Adams, _The_Hitchhiker's_Guide_to_the_Galaxy

Look please, this is my assign.sys for G+Plus; is there any mistake ?

```
Pfad=C:\GEMSYS.SYS
;
01p SCREEN.SYS
;
02p SCREEN.SYS
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTR10.FNT
ATTR12.FNT
```

```
ATTR18.FNT
ATTR24.FNT
ATTP10.FNT
;
03p SCREEN.SYS
ATSS10CG.FNT
ATSS12CG.FNT
ATSS18CG.FNT
ATSS24CG.FNT
ATTR10CG.FNT
ATTR12CG.FNT
ATTR18CG.FNT
ATTR24CG.FNT
ATTP10CG.FNT
;
04p SCREEN.SYS
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
ATTR24.FNT
ATTP10.FNT
;
21r SLM804.SYS
ATSS10LS.FNT
ATSS12LS.FNT
ATSS18LS.FNT
ATSS24LS.FNT
ATTR10LS.FNT
ATTR12LS.FNT
ATTR18LS.FNT
ATTR24LS.FNT
ATTP10LS.FNT
;
31r META.SYS
ATSS10MF.FNT
ATSS12MF.FNT
ATSS18MF.FNT
ATSS24MF.FNT
ATTR10MF.FNT
ATTR12MF.FNT
ATTR18MF.FNT
ATTR24MF.FNT
ATTP10MF.FNT
```

1549. Re: Dave Small (GBS)

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 05:07:17 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830073@hpldola.HP.COM>
Source record: 243692

```
>
>Anyone got a reliable mail address for Dave Small that I can use from the UK?
>I have tried 'dsmall@uucp.well' and the long 'un with the 'relay' bit. But
>my messages keep bouncing. I am trying to contact you Dave!
>

You might try 'dsmall@well.uucp' instead.....

Dave Ritchie
```

1550. Re: Software Piracy In Atari Clubs

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 05:13:31 UTC
From: ritchie@hpldola.HP.COM
Message-ID: <11830074@hpldola.HP.COM>
Source record: 243693

To all,

P3ACE (Colorado Springs CO) isn't a pirate club either.

Dave Ritchie

1551. Re: C++

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 06:05:11 UTC
From: dhe@uafhcx.uucp
Message-ID: <3681@uafhp.uark.edu>
Source record: 243694

In article <1388@uvm-gen.UUCP>, pegram@uvm-gen.UUCP (pegram r) writes:
>
> I hear it, but I want the facts. Where do you get it and what does it
> need to run (especially how much memory - 1meg,2,2.5,or the whole 4megs).
> thanks

It requires at least 2 megs -- this fact as already been posted to the net
nearly every day, but the real question is WHY does it require SO MUCH memory?!
I'd really like an answer to that question.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1552. Re: Floppy drive 1.44 meg woes!

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 09:55:00 UTC
From: hase@hase_1.UUCP
Message-ID: <418@hase_1.UUCP>
Source record: 243695

clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:

>> I'm haveing a few problems hooking up my 1.44 meg teac. I was wondering
> From what I know, you can't use HD on the ST. The controller chip
>can't handle it. Just be glad it works in 720k mode. :^)

Well, you can, if you hack the hardware.

Here we go again:

The trick is to double the clock frequency of the controller chip, so it
will talk twice as fast to the drive: the bit stream has "high-density"
format.
A clock of 16 MHz is well behind specification (the WD1772 is rated to
run at up to 10 MHz), but it will work most of the time.

The hack consists of two parts: hardware and software and works with
high density drives only!
Now: the hardware.

The clock pin of the WD1772 is pin 18. It is normally hooked to the 8
MHz clock.
Cut this pin and connect it to the output of a simple circurit. feed the
two inputs of this simple circurit with 8 MHz and 16 MHz clocks (16 MHz
can be get at SHIFTER pin 39).
The "simple circurit" mentioned above could be a simple, manual switch.
Now You are able to select two clock frequencies and therfore two
"modes" for the controller chip: double density and high density.

The simple circurit could also be a multiplexer (74LS157, I think)
controlled by the "I detected a HD-disk in me"-output of the floppy
drive (the TEAC FD 235 HFN provides this outout on pin 2 if a jumper is
set; the 235 HFN has a second jumper that enables internal detection of
HD disks: this must be set, too).
With the MUX, a disk inserted will select the appropriate mode of
operation automatically.

Do not worry about two drives in different modes: when copying from one
drive to the other, the clock rate will be switched once to twice a
second. This will not trouble the controller (remember the clock to be
in the range of Megahertz...).
If you want to connect one HD drive and one DD drive, you'll need two
more TTL gates (one 74LS00 will do) to make sure, the controller is in
DD mode for the DD only drive: invert the HD-detected-output (it is LOW
for DD before, HIGH for DD behind the inverter) and feed it into a NAND
together with drive select for the DD drive. Let a HIGH output of the
NAND select DD-clock (8 MHz). Now "not-HD-detected OR DD-drive-select"

will select DD mode, right?

With two HD drives, there is no problem at all :-)

Now for the software:

The controller uses its clock as base for all timings.
The pulse width and time between pulses for the step line are controller controlled.
To make it short: with the doubled clock the controller will try to make the head step twice as fast: he will send a step pulse every 1.5 milliseconds if set to 3 milliseconds (which is TOS standard).
Just set the step rate to 6 milliseconds to make the controller step 3 milliseconds in HD mode (well, the 6 milliseconds steps in DD mode will slow down floppy operation a bit, but not that much. Not stepping, reading and writing takes the time!).

How to set the step rate?
Well, there is a documented TOS variable for the step rate at 0x440 called seekrate.
The step rate in this variable will be used by the BIOS after a call of the routine, pointed to by "hdv_init" (the hdv_init routine seems to initialize the BIOS parameter blocks for the floppies). The pointer to hdv_init can be found at 0x46A (this is a supported TOS variable, too).
Look at the MWC-Assembler source below.

The second thing is to get a formatter that will format 18 sectors per track. HYPERFORMAT by Claus Brodt is such a thing, but a simple formatter hacked from the example in the Mark Williams C Lexicon did the same. It's included below.

For help try to write to hase@hase_1.mbx.sub.org, but it'll probably bounce; our mail service is fading fast...
I'll try to reply to anything, I finally get.

hase

------- cut for seek6.s -----------

```
/ module name seek6

.shri

.globl main_
main_:
clr.l -(sp)
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
move.l d0,_save_ssp
move.w $0,0x440 / 0 => 6 ms
lea 0x46a,a0
move.l (a0),d0
movea.l d0,a0
```

```
jsr (a0)
move.l _save_ssp,-(sp)
move.w $0x20,-(sp)
trap $1
addq.l $6,a7
.even
_save_ssp:
.blkl 1
/ seek rate codes are 0,1,2,3 for 6,12,2,3 milliseconds

------------ cut for formath.c -------------

/* formath.c Formatter fuer High Density Disketten */
/* nur fuer angepasste Hardware! Floppycontroller und Laufwerk */
/* muessen High-Density tauglich sein! */
/* Hartmut Semken, Lupsteiner Weg 67 1000 Berlin 37 */
/* hase@hase_1.mbx.sub.org or hase@netmbx.mbx.sub.org */
/* 03-SEP-89 */
#include <stdio.h>
#include <osbind.h>
#include <time.h>

#define SLEEPTIME 1 /* 1: Zeitschleife, 0: Taste */
#define BLANK (0xE5E5)
#define MAGIC (0x87654321L)
#define BUFSIZE (20*1024) /* Platz fuer mehr als 18 Sektoren... */

#define DEVICE 0 /* 0 = Floppy A, 1 = Floppy B */
#define SIDES 2 /* je */
#define SECTORS 18 /* nach */
#define TRACKS 80 /*Belieben */

#define TOTSEC (TRACKS * SIDES * SECTORS)

extern int errno;

main(){
int track;
int side;
int status;
short *bf;
register char reply;
short *middle;
char buffer[512];

printf("\033E\n");
printf("Public Domain High Density Mini Formatter\n");
printf("von H. Semken\nDer Autor garantiert in keiner Weise fr die Funktion\nDieses
Programmes.\nBenutzung auf eigene Gefahr.\n");
printf("\n\n\n");
printf("\007\033pFormatiere Diskette in Drive %c\033q\n%d Seiten\n%d Sektoren pro Spur\n%d
Spuren\n\n", (65+DEVICE), SIDES, SECTORS, TRACKS);
printf("Wirklich formatieren? ");
```

```
fflush(stdout);
if ((reply = Crawcin()) != 'y' && reply != 'Y' && reply != 'j' && reply != 'J') {
printf("Nein. Floppy nicht formatiert.\n");
sleep(1);
Pterm0();
}
printf("Ja.\n");
printf("Diskette einlegen; Taste drcken...");
fflush(stdout);
Crawcin();
printf("\n");
bf = malloc(BUFSIZE);
for (track = TRACKS-1; track >= 0; track--) {
for (side = 0; side < SIDES; side++) {
printf("Formatiere Spur %d, Seite %d", track, side);
fflush(stdout);
status = Flopfmt(bf, 0L, DEVICE, SECTORS, track, side, 1, MAGIC, BLANK);
if (status) {
middle = bf;
printf("\t%d\n", status);
while (*middle) {
printf("\tDefekter Sektor %d\n", *middle++);
}
} else {
printf("\tokay\r");
}
}
}
printf("\n\nAlle Spuren formatiert\n");
printf("Initialisiere Directory\n");
for (track = 0; track < (BUFSIZE>>1); bf[track++] = 0);
for (track = 0; track < 2;track++) {
for (side = 0; side < SIDES; side++){
if (status = Flopwr(bf, 0L, DEVICE, 1, track, side, SECTORS)) {
errno = -status;
perror("Write Error");
}
}
}
Protobt(buffer, (long)Random(),3,0); /* Prototyp Bootsector fr
* 80 * 2 * 9 Sektoren */
/* Prototyp Bootsektor fr das neue Format anpassen */
/* Bytes 19 und 20 enthalten die Sektoren pro Disk */

/* unteres Byte von TOTSEC */
buffer[19] = (char)(((TOTSEC>>8)<<8)^TOTSEC);
/* oberes Byte von TOTSEC; es lebe das Intel int-Format */
buffer[20] = (char)(TOTSEC>>8);
buffer[24] = (char)SECTORS; /* Sektoren pro Spur */
status = Flopwr(buffer, 0L, DEVICE, 1, 0, 0, 1);
```

```
if (status) {
errno = -status;
perror("Write Error (Bootsector)");
}
status = Flopver(buffer, 0L, DEVICE, 1, 0, 0, 1);
if (status) {
errno = -status;
perror("Verify Error (Bootsector)");
}
printf("Diskette in Laufwerk %c formatiert\n", (65+DEVICE));
sleep(1);
Pterm0();
}

sleep(seconds)
int seconds;
#if SLEEPTIME
{
clock_t t;
for(t = clock();clock() < (t + CLK_TCK*seconds););
}
#else
{
printf("Taste druecken\n");
fflush(stdout);
Crawcin();
}
#endif
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@hase_1.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)
```

1553. Bigscrn/Overscan... Doing it.

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 10:40:27 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000012@ux1.cso.uiuc.edu>
Source record: 243696

I am about to do the big screen (cheap-o german) modification
for my 1040. I have 2 questions...

1) Has anyone done it and have comments?
2) Is overscn2.arc at terminator the latest in the overscan
software? I checked panarthea and they only have
a version way back in volume5 binaries and volume 2
binaries...

Thanks for any info. It is much appreciated.

-Greg

#include <whitespace.for.dramatic.effect>

1554. Re: INFO-ATARI16 Digest V90

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 11:13:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021118332736@masnet.uucp>
Source record: 243697

Most ST magazines advertise mouses for the ST. I've only seen a
couple, so your selection is not great. There is a cordless mouse for
the ST and the Amiga.
---
* Via ProDoor 3.1R

1555. Re: INFO-ATARI16 Digest V90

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 11:13:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820213708@masnet.uucp>
Source record: 243698

Most ST magazines advertise mouses for the ST. I've only seen a
couple, so your selection is not great. There is a cordless mouse for
the ST and the Amiga.
---
* Via ProDoor 3.1R

1556. Re: Software/mouse problemspr

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 11:24:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820213730@masnet.uucp>
Source record: 243699

Well, the latest problem I've had with Word Perfect ST has to do with indenting. It just isn't indenting a paragraph properly, unless I make the settings and then go in and backspace a few times - suddenly it works. Second, I put in a few extra tab settings and a minute later find that they have been reset to default settings. Sometimes this happens immediately after tabbing once, sometimes a little later. I can't get my settings to stick. Since I am in the middle of formatting a rather long document, these idiosyncracies are driving me absolutely bananas.
---
* Via ProDoor 3.1R

1557. Re: Software/mouse problemspr

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 11:24:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021118332752@masnet.uucp>
Source record: 243700

Well, the latest problem I've had with Word Perfect ST has to do with indenting. It just isn't indenting a paragraph properly, unless I make the settings and then go in and backspace a few times - suddenly it works. Second, I put in a few extra tab settings and a minute later find that they have been reset to default settings. Sometimes this happens immediately after tabbing once, sometimes a little later. I can't get my settings to stick. Since I am in the middle of formatting a rather long document, these idiosyncracies are driving me absolutely bananas.
---
* Via ProDoor 3.1R

1558. Re: GCR-Mac240 query

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 14:42:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4894ba34.20b6d@apollo.HP.COM>
Source record: 243601

In article <9002080807.AA11869@ucbvax.Berkeley.EDU> menton%v5130c.decnet@CCF3.NRL.NAVY.MIL ("V5130C::MENTON") writes:
>
> Is anyone using the terminal program "Mac240" under David Small's Spectre
>GCR Mac emulator? The keypad functions do not seem to work, other than echoing
>similar keys on the main keyboard. I tried invoking the 'Mac Plus' mode in
>Spectre, but no change.

On pages 55-56 of the Spectre GCR manual David Small points out that the keypad keys do not generate an "extended MAC keypad 0-9", but are mapped to send the codes for the typewriter keys. For MAC software that cares, it doesn't see the ST keypad as a MAC keypad.

In short, for now, you're out of luck unless you can use the terminal pgm to custom-build your own macros.

The reason I say "for now" is NOT based on anything other than the following quote from the same manual, top of page 56:

"Apparently some Mac software cares, so I'll probably update this soon."

Since David Small participates here, perhaps this will be in one of your next (post-2.5??) updates. If so, I would also like to see the right mouse button CONFIGURABLE, so that I could finally generate a Mac "escape key" and be able to get some full use out of MicroEmacs under Spectre...

I'm extremely satisfied with the product as is, without any changes. But he just keeps on making the best even BETTER. Thanks, David.

...walt...

Walt Weber Hewlett Packard NARC @ Apollo Systems Division
-The views expressed herein are personal, and not binding on ANYONE-
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1559. WORDPERFECT ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 15:19:27 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900211.09192530.029680@SFA.CP6>
Source record: 243602

David Shreiber writes:

" I heard a rumour that the Word Perfect disks for the ST in August 1989
contained a virus. I know I have had some problems with WP, while a
friend describes his as "rock solid." He tells me that a later version
of VKILLER (I believe 2.2) is necessary to identify and remove this
virus."

All six disks from WordPerfect that were sent to me have no
virus critters at all. My August 1989 disks were mailed to me in
December. Let's be careful about rumor propagation. In many cases
that is worse than a virus.
And, as usual, a call to WordPerfect's 800 number will clear
anything up: problems, unclear instuctions, etc.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1560. Re: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 15:34:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4894e969.20b6d@apollo.HP.COM>
Source record: 243603

In article <7500014@m.cs.uiuc.edu> totty@m.cs.uiuc.edu writes:
>
> What exactly does the host adapter need to do? How similar
> are the protocols between the Atari DMA interface and a standard
> disk controller? How about between DMA and SCSI controllers?

The Atari DMA interface interface implements what some have called a "modified SCSI interface", since (1) the connector and interface specs regarding cable lengths, etc. is different from SCSI, and (2) the command descriptor block used to transmit commands to the device differs in that the opcode and controller number are both in byte 0 of AtariDMA but in different bytes within SCSI (there are other differences, as well). The host adaptors which I have seen convert AtariDMA <--> SCSI, and then will talk directly to a drive with an embedded SCSI controller, or will talk to a controller card (Adaptec or Omti are two popular choices) which does SCSI <--> ST506.

> what would be involved in actually building one of these interfaces?
> Would it be a simple FSM protocol converter with some buffering or
> are there more complicated things necessary?

Unknown by me. Looking at the ICD and BMS (Berkeley Micro Systems) boards, there appear to be three "sections" - one to do command restructuring, one to drive each side at the appropriate signal levels and handle arbitration, and an third which puts a clock at one of the AtariDMA bus addresses, since the early ST's didn't have an on-board clock, and there are other uses for the cartridge port (buy a Spectre GCR!!).

> Also, where can I get technical information on controller details
> and the Atari DMA port?

Become a registered developer with Atari, and you can get the docs. You will also have spent more than the cost of an ICD or BMS board (approx $125). But you did say it was for "fun", so perhaps the cost isn't an obstacle.

...walt...

Walt Weber Hewlett Packard NARC @ Apollo Systems Division
-The views expressed herein are personal, and not binding on ANYONE-
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1561. Re: mail in your warantee cards

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 15:39:00 UTC
From: weber_w@apollo.HP.COM
Message-ID: <4894ed2d.20b6d@apollo.HP.COM>
Source record: 243604
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <25D074F9.5908@paris.ics.uci.edu> ajauch@ics.uci.edu (Alexander Edwin Jauch) writes:
*In article <1269@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
**the firm making PC-DITTO wouldn't let him buy the newest version
**at half price because he missed the cut off by 7 months.
**His view was that he had only neglected to send in his registration.
**
*I think that this is illegal in California. I do know that you are entitled to
*a full warranty under California law whether or not you send in your card.
*
*Alex Jauch
*ajauch@bonnie

The issue is not warranty, it is registration of the product in order to obtain
a discount on the purchase of the next generation product.

...walt...

Walt Weber Hewlett Packard NARC @ Apollo Systems Division
-The views expressed herein are personal, and not binding on ANYONE-
"The power of accurate observation is commonly called cynicism
by those who have not got it" -George Bernard Shaw

1562. Re: Questions about TeX

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 18:34:04 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1047@watserv1.waterloo.edu>
Source record: 243606

In article <BAMMI.90Feb10165334@dsrgsun.ces.CWRU.Edu> bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>In article <3554@tahoe.unr.edu> mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
> ....
>> IMHO TeX + postscript beats almost all the of the so-called
>> DTP's available commercially... and it's (almost)FREE!
>i agree completely. my biggest complaint with all the wysiwyg type programs
>is "what you see is ALL you get" (ie. no extensibility, very limited
>customization possibilities, and too much clickity-clacking with the
>mouse to do anything useful.).

I love TeX, for doing text typesetting. I think that TeX is
great for doing papers and what-not but for signs and newsletter type
publications a WYSIWYG is best. I use TeX for doing my academic papers
and Calamus for doing newsletters and signs. It is not trivial to
move blocks of text around in TeX, leaving appropriate room for graphics
and what-not. A WYSISYG allows you to visualize the placement of
layout objects and include (visually!) graphics in your documents.
Althought TeX can do this it is a non-triavial task that is handled better
with a WYSIWYG, such as Calamus. Mind you, it takes TeX about 30 sec to
print a 300dpi page and Calamus about 3 min! TeX has its uses; it does
text typesetting in solid blocks much better than a WYSIWYG and a DTP
is suited better to layout type tasks. Comparing a DTP to TeX is really
like comparing apples and oranges - each is designed for different
purposed (TeX for typesetting, DTPs for layout). As a side note, I
prefer the Computer Mondern fonts to, say, Times Roman. Many people
argue with me about this...

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

1563. Re: Porfolio Parrallel Tnsf.

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 19:40:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90021118332768@masnet.uucp>
Source record: 243607

Is there any reason that all of the programs for transferring files
between the Portfolio and and ST seem to use the serial interface? I
unfortunately had to purchase the parallel interface for use with my IBM
at work. I'd love to use the built in Portfolio transfer software to
transfer data files to my ST, but haven't seen anything out from Atari
for the ST, that will allow the transfer? THe only programs I have seen
seem to be PD programs using the serial interface. Is Atari coming out
with a program for the ST? Unless there is some technical problem, I
think it would be of great benefit to the users.
---
* Via ProDoor 3.1R

1564. Re: Porfolio Parrallel Tnsf.

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 19:40:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90030820213752@masnet.uucp>
Source record: 243608

Is there any reason that all of the programs for transferring files
between the Portfolio and and ST seem to use the serial interface? I
unfortunately had to purchase the parallel interface for use with my IBM
at work. I'd love to use the built in Portfolio transfer software to
transfer data files to my ST, but haven't seen anything out from Atari
for the ST, that will allow the transfer? THe only programs I have seen
seem to be PD programs using the serial interface. Is Atari coming out
with a program for the ST? Unless there is some technical problem, I
think it would be of great benefit to the users.
---
* Via ProDoor 3.1R

1565. Re: Flash 1.6 Problem?

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 19:45:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90030820213768@masnet.uucp>
Source record: 243609

I am using Flash v1.6, and recently aquired a modem that will give the response "busy" when the line I am calling is engaged. There seems to be a problem with Flash though, in that when it gets the word "busy" back from the modem, it still remains in dialing mode. I have to click the modem a couple of times to get it out of that mode.
I have updated my dial menu and saved the configuration, for the word "busy" (as well as others), so that isn't it. The only clue I have is that it seems to temporarily cure itself when I replace the Flash.cfg (or whatever the Flash configuration file is called?) with my Flash.cfg file off my original Flash disk. This only seems to work temporarily though. Any ideas?
---
* Via ProDoor 3.1R

1566. Re: Flash 1.6 Problem?

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 19:45:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90021118332785@masnet.uucp>
Source record: 243610

I am using Flash v1.6, and recently aquired a modem that will give the response "busy" when the line I am calling is engaged. There seems to be a problem with Flash though, in that when it gets the word "busy" back from the modem, it still remains in dialing mode. I have to click the modem a couple of times to get it out of that mode.
I have updated my dial menu and saved the configuration, for the word "busy" (as well as others), so that isn't it. The only clue I have is that it seems to temporarily cure itself when I replace the Flash.cfg (or whatever the Flash configuration file is called?) with my Flash.cfg file off my original Flash disk. This only seems to work temporarily though. Any ideas?
---
* Via ProDoor 3.1R

1567. ST sales #s was (Re: WHERE IS THE ABAQ?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 20:25:22 UTC
From: rwilson@uvicctr.UVic.CA.UUCP
Message-ID: <915@uvicctr.UVic.CA.UUCP>
Source record: 243611

In article <90Feb8.215641est.58581@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
[ATW sales numbers info deleted]

>Has anyone seen Atari's latest figures on the number of STs and Megas installed
>worldwide?
>
ST Format #6 (Jan '90) p.19 - "We're now on the brink of the 90s and there's a a million STs in the world - Sam Tramiel reckons on 1.5 million - half of them in Germany alone."

"There are around 160,000 STs in the UK and about the same in France."

Rich (rwilson@uvicctr.UVic.CA.UUCP)

1568. Rumors

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 22:08:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9002120804.AA23093@ucbvax.Berkeley.EDU>
Source record: 243612

I second Larry Rymal's motion to suppress rumors. When I hear a rumor I ask for chapter and verse from primary sources. If folks on the net want to post messages es about viruses in software let them post messages about ones they have personally seen. The ST market has been lucky in this regard, I suspect that it is because the market is too small to attract the really competent virus mecahnics. George Woodside may be another factor because he works hard to keep them under control.

None of this keeps me from being really paranoid. I have invested close to $2000 in backup technology so that when the day comes when I have to rebuild everything I will be able to do so.

1569. GCR 2.5 questions.

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 22:16:24 UTC
From: mikeb@sun.acs.udel.edu
Message-ID: <7764@sun.acs.udel.edu>
Source record: 243613

I just have a couple of questions about GCR.
Will MircoSoft Word work with the GCR?
And, even more important than that:
Will Micro League Baseball II (For the Mac, not atari) run under GCR?

Michael Brennan (mikeb@sun.acs.udel.edu) "argh!"

1570. Cad 3D II Metafiles to Easydraw or Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-02-11 23:00:36 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1890.25d5ee94@cc.helsinki.fi>
Source record: 243614

I have printed Metafiles with the Cad 3D II Hardcopy-program. I haven't been able to load these files to Easydraw or Timeworks, even if they use Metafiles, too. What's the reason for this?

1571. Re: Monochrome QUERY?

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 01:06:10 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002120107.AA07159@fsucs.cs.fsu.edu>
Source record: 243615

In article <16000011@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
>
> I am in desparate need of a monochrome monitor. Can
> anyone recommend the cheapest place to mail order one
> or is anyone interested in selling theirs?
>
> Are there third party vendors that make a monitor that
> can be used on an atari with optional cable making?
>
> -Thanks.
>
> -Gregory L. Kerr

Well, I can recommend a good place to buy one (for that matter, any Atari equipment). It is the Computer Garden, phone 1-800-456-5689. Bob (the owner), unpacks and tests every piece of Atari equipment he sells (he is a registered Atari repair guy). I have bought my entire system from him, and I have never had a problem. I think his price is about $150 for a mono, and he aligns them if they need it before he sends them out. He might have some cheaper ones that don't meet his 100% spec. It is comforting to know that if any of my stuff breaks down, I can send it to HIM (not some unknown person) and get it fixed. I am in no way connected with him or his store, other than being a very satisfied customer.
--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1572. Re: Tape Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 01:52:26 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb12.015226.25152@gumby.cc.wmich.edu>
Source record: 243616

In article <17425@laurel.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes about a tape unit available from BMS: While I appreciate his sharing the info with the net, I honestly can't understand why anyone would choose the option he describes over the ICD FA*ST Tape Backup unit. I don't have any axe to grind here, I'm just a little perplexed and thought an opposing view should be aired. Perhaps there are other advantages to the BMS unit that I'm not aware of.

> It uses a standard size Un*x style cartridge
> tape mechanism and tapes (unlike the ICD unit, which
> uses a non-standard size) to allow you to backup/restore your
> hard-disc partitions on a file-system basis
> (there is no image backup yet).

Unless you're planning on transporting data to/from Unix boxes via this medium, I'm not sure what value this "standard" would have. Perhaps the intention is that the tapes are easier to find?

The ICD box allows both file-oriented and image backups, which comes in handy for Spectre (and possibly Minix?) partitions.

> Tape cartridge prices run about
> $15 each (less if you go to swap meets, where used Sun Microsystems tapes
> can be found for as little as $5).

While most places will try to charge anywhere from $30 to $40 for the CT-600N digital cassette tapes that the ICD box uses, I know of two places (at least) they can be obtained for $19 a piece. Since I don't know the capacity of the BMS tapes, I'm not sure how the $15 compares to the $19 for 155 meg capacity.

> Disc to tape speed averages
> about a meg a minute, which means that the average 10 meg partition
> can be backed up (assuming it's completely full) in roughly 10 minutes.
> One nice thing is that the backup doesn't need to be monitored,
> so you can be off doing something else while your hard disc gets backed up.
> (Like sleeping...:-)

Hmmm, impressive. The ICD unit runs 6-7 megs a minute, and also runs fully unattended. One disadvantage, of course, is that you only get to sleep 1/7-th as long ;-).

> Berkley MicroSystems will sell you a complete system (tape drive, controller,
> SCSI<->ASCI board, software) for $650. However, they say that since the
> cost of the tape drives mechanisms is so cheap, you can probably do a
> lot better by going out and buying a used tape drive yourself, and ...

The ICD box is $775 from Joppa Computers in Maryland, and I just ordered one from MicroTyme in Ohio for $765. Considering the capacity/performance of the ICD box, I don't see the BMS as any savings. I'm sticking a bare 100 meg SCSI hard drive inside the tape box, which saves me buying a box, power supply, and host adapter. Can you do this with the BMS unit?

[MicroTyme advertises the ICD for $799. I pointed out that my brother has bought over $1,000 worth of games from them, and asked if they could match Joppa's price. They beat it. I don't know if they would do this for anybody who asked, or if I got special treatment. They seem to be pretty nice folks though.]

> One caveat--you will need some technical expertise in order to put
> this system together. While SCSI stuff is pretty much plug and play
> these days, there is still a certain level of knowledge needed in order
> to prevent yourself from frying expensive components. (This is not
> a 'take it out of the box and run it' type system, you will have
> to get your hands dirty and assemble it.) Given that
> caution, if you're in the market for an inexpensive tape backup,

If your time is worth nothing, or you just enjoy doing it yourself, this may be a worthwhile option. Otherwise, I just don't see it. People seem to think the ICD box is awfully expensive (I know I did), but if you check out boxes on the Mac using the same streaming tape drive you'll find they run $1,000 to $1,700. That makes the ICD look almost cheap. When you consider that it has to have a host adapter (Atari DMA-SCSI), plus can hold a hard drive, and sells for $775, it's a steal.

If you really want to roll your own, the bare TEAC tape drives can be found for ~$400. Add $100 for a host adapter, $100 for a box/power supply, plus a little extra for miscellaneous cables and mounting hardware. You saved maybe $160 for your efforts. Now sit down and start writing the backup software. Doesn't seem like much of a savings to me. (I considered that option and rejected it. I might have come to a different conclusion if I was going to, say, stuff a whole stack of peripherals in a tower case.)

[The above has been a public service announcement. It's replete with my own personal opinions. Your mileage may vary. Do not exceed recommended doses. Void where prohibited by law.]

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1573. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 02:06:57 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb12.020657.25422@gumby.cc.wmich.edu>
Source record: 243617

In article <2048@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>
> Well, there aren't any REAL replacement keyboards for the ST. You can
> buy those awful spring-things to stiffen up the keyboard, but they don't
> work.
>
> I've been kicking the idea around of building a new keyboard with REAL
> ...stuff removed...
>
> How do people feel about such a thing? I'm surprised it has not been
> done yet. From what I hear, quite a few people would like something
> better than this rubber crap we use now.

Diverse Data Products of Florida (800) 662-8662 is bringing out a $60 box in March that allows you to connect any IBM AT style keyboard you like to the ST. If you're interested, you might want to check them out. There are certainly plenty of options and lots of better keyboards in the PC world.

They're working on software right now to make sure it works with PC-Ditto and Spectre. Personally, I decided to pass on it for two reasons:

(1) it ties up the MIDI port, which I need, strange as it may seem, for... you guessed it... MIDI!

(2) you can't disconnect and remove the Mega keyboard, because it's still needed to supply the intelligent keyboard chip, and handle the mouse and joystick ports.

Your needs may differ from mine. I'd certainly like a better keyboard. I'm just not willing to give up my MIDI ports, serial port, parallel port, DMA port, etc. to get it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1574. Re: Need addresses for ZRAM and ramchips

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 02:14:47 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb12.021447.25614@gumby.cc.wmich.edu>
Source record: 243618

In article <702.25cf31a9@ubvms.cc.buffalo.edu> v067majp@ubvms.cc.buffalo.edu writes:
>
> Also, does anyone know of a good place to get 1Mbit Ram chips (also what
> "speed" I should get).

I.C. Express has 1-meg chips (100 nS) for $8.15. They're in California, at
(800) 877-8189. I've dealt with them in the past and gotten prompt service.
They do add 3% for credit card purchases.

120 nS chips (probably even 150 nS) are plenty fast enough for the ST. It's
just getting harder to find anything slower than 100 nS these days (in 1-meg
packages).

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1575. Re: Large screen monitors

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 04:15:20 UTC
From: steve@thelake.mn.org
Message-ID: <A2984842315@thelake.mn.org>
Source record: 243619

[In article <1990Feb10.143814.630@ibmpcug.co.uk>,
monck@ibmpcug.co.uk (Paul Monckton) writes ...]

> Hi,
> Can anyone tell me anything about those MONITERM monitors?
> What are they like?

Big. Sharp. Monochrome. They're the same Moniterm monitors you might encounter plugged into a Macintosh or a hopped-up PC. The ST version includes a video board that plugs into the Mega internal bus. A program for the /auto/ folder called a "Physbase faker" causes console output to appear on the big monitor instead of the standard monitor.

Calamus looks great on the Moniterm. But some GEM programs won't like it. It's very easy to make assumptions -- such as 32000 bytes as screen size -- that are invalid when the Moniterm is installed. It's best to test any critical software before you make a commitment.

TOS/TTP (non-GEM) programs appear to work without worry (from my limited experiments), except for scrolling text. Because the CPU has so much data to wrestle with, moving text around on the big monitor takes a lot more time than on a standard monitor. You definitely don't want to run a text editor that scrolls a line at a time. Of course, since you're looking at an area that seems as big as a football field, you don't HAVE to scroll very often.

> How much are they?

I think they list around $1,600 U.S.

> Where can I get one?

I don't know about the U.K. In the U.S., any competent Atari dealer should be able to order one. They are made by Viking Moniterm in Minnetonka, Minnesota, USA. If your dealer can't help you, send me a note and I'll dig up Moniterm's address. (I don't have it here at home.)

> etc etc
> Thanks,
> Paul
> --
> Automatic Disclaimer:
> The views expressed above are those of the author alone and may not
> represent the views of the IBM PC User Group.
^^^^^^^^^^^^^^^^^
Ahem... defecting?

By the way, you also might be interested in the Image Systems high-resolution display card for the Mega, which is around $600. It gives you 1024*768 monochrome or 16-color display on any 50kHz multisynch monitor. The manufacturer is Image Systems Corp., 11543 K-Tel Drive, Hopkins, Minnesota 55343 USA, telephone (612) 935-1171. I've seen this one in action, too, and it's very nice.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*not only thin ice, but I saw the first Canada geese returning north this morning, so we hopped in the car and drove all the way to Castle Danger.

1576. GIF to SPC conversions.

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 05:42:59 UTC
From: dhe@uafhcx.uucp
Message-ID: <3684@uafhp.uark.edu>
Source record: 243620

I am looking for a program which can convert GIF files to SPC. files in a command line environment. I know of the GIFSPC.PRG, but unfortunatly it requires large amounts of mouse interaction. I typically like to convert large numbers of GIF files to SPC files, but I'd like to automate the process instead of having to watch it and select new files everytime it finishes one of them. A GIF viewer that could display 320x200x512 colors would also be nice to have.

Please Email me at the address below.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1577. Re: Tape Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 06:52:10 UTC
From: kawakami@tornado.Berkeley.EDU
Message-ID: <34247@ucbvax.BERKELEY.EDU>
Source record: 243621

I understand that used workstation equipment (like tape drives) are pretty cheap and easy to get. I imagine that a tape drive would be easy to find on the used workstation market.

I don't know anything about such dealers. Could someone give me pointers, or pointers to pointers.

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

1578. DISCOVERY CARTRIDGE

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 08:01:52 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002120801.AA22658@ucbvax.Berkeley.EDU>
Source record: 243622

Hello,
I own a Discovery cartridge with software Version 2.7. I have sent my Registration Card asking for upgrading the software to the newer version which will enable me to transfer Mac disk to Spectre format file by file rather than the whole disk since july 1989 but never receive any reply from Happy Computers.

Any one know what happen to this company? I FAX them 2 days ago but got the voice reply that their FAX number is no longer in service. Now I'm stuck with the obsoleted V2.7.

Any help or suggestion would be deeply appreciated.
S. Sujarittanonta AKISUJAR@NUSVM
School of Architecture
National University of Singapore

1579. DESKCART

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 08:03:19 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002120803.AA22847@ucbvax.Berkeley.EDU>
Source record: 243623

REF: Jeff Gortatowsky's message dated 16 December 1989 at 00:27:37 GMT

Sorry to repost it here.

Hello Jeff,
I e-mail to rochester!kodak!elmgate!jdg@louie.udel.edu my mail was returned.
I scaned through my INFO-A16 files and came across your reply on DeskCart
enquiry on the above Ref date. You mentioned that you wish to know someone who
could make the cartridge for your new program. I could do that and at much
cheaper too. (That why Apple and Compaq set up their factories in Singapore)
If you still keen to do it, please give me your shorter address so that I can
reach you directly. I still have problem with a long User ID and Node ID with
Singapore BITNET system. We can discuss further detail without taking up the
space of other netter. I can contact you by FAX too if you prefer. Regards,

1580. Help needed

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 08:04:35 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9002120804.AA23014@ucbvax.Berkeley.EDU>
Source record: 243624

Dear netters,
i downloaded bstat and opus from prog-a16@uoguelph. In the Bstat file
the gwbasro.prg was corrupted and when i used my gwbasro from gwbasic3.0
i wouldn't run cause of a bus-error. I couldn't look into the file with
gwbasic.prg. With opus i tried to make charts and used the gdos which
came with the gemini shell. I run the assigner and it was well though
i didn't see what the program did. The fontwidth.prg wouldn't run. When
i had the line 21 text in the assign.sys i stopped with error in font,
when i had 21p in it stopped without message. With 21r gdos wouldn't
load, telling me it couldn't find fontfiles. Has anyone an idea?
Sincerly
Thomas Neser

1581. Re: HELP! Floppy Drive not working out.

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 09:31:45 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2419@medusa.informatik.uni-erlangen.de>
Source record: 243552

kawakami@ocf.berkeley.edu (John Kawakami) writes:

>I'm having a big problem. I bought a 1.44Mb (high density) 3.5" floppy drive
>to replace the SS/DD drive I have now. My plan was to just pop the drive
>in and use it like an ordinary DS/DD drive, not a DS/HD drive. Well, it
>didn't work.

If you'd live in Germany, your problem would have been already solved. We
have published a way to connect 1.44 MB drives to the ST and read & write
720 KB _and_ 1.44 MB disks. Works perfectly, but involves some hardware
patching (will cost you <10 $). If you want to know more, get your hands
on "ST-Computer", issues 1/90 and 2/90, available from MAXON Computer,
Industriestrasse 26, 6236 Eschborn, West Germany, or snail-mail me for
further information (I can't be reached here): Claus Brod, Am Felsenkeller 2,
D-8772 Marktheidenfeld, West Germany.

1582. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 09:38:44 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1969@laura.UUCP>
Source record: 243551

In article <90020603025378@masnet.uucp> lyn.ibson@canremote.uucp (LYN IBSON) writes:
>Back to one of the initial problems, Rainer -- how do we in Canada get a
>shareware registration fee to you. (I don't even know what the account
>number you refer to in your ARCGSH messages is for!)

Hmm, I don't know anything about the problems over there. I
thing we have to start a cooperation and try to work this out
together. (Money transfer should not be any problem at all for
huge amounts of money are shoveled around the world permanently
within a few minutes.

The following information I can provide: Here in Germany each
bank has a name (in my case it is "Postgiroamt Hannover") and a
unique number, the so-called BLZ (Bankleitzahl = bank code),
which is "250 100 30" in my case. Finally my personal bank
account has the number "4412 46-300".

To transfer money to me you should take the information above,
walk to your bank and ask the clerk how to do it. They are the
experts, they really should know. I would like to hear
how/whether you succeeded!

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1583. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 09:46:13 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2420@medusa.informatik.uni-erlangen.de>
Source record: 243553

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:

>From article <22199@mimsy.umd.edu>, by bane@mimsy.umd.edu (John R. Bane):
>> The dreaded keyboard-repeat-and-lock crash bug is apparently not gone in TOS
>> 1.4. For those of you who haven't seen it before, what happens is after
>> several minutes of fairly steady typing in an editor (I use Word Writer),
>> the keyboard suddenly starts slowly retyping the last seven or so keys you
>> typed, over and over again. After about 10 repeats, your program crashes.
>>
>This is similar to various bugs which many people have encountered with
>First Word Plus. (No coincidence, probably. I understand that both
>Word Writer and First Word Plus were written by the same outfit - GST in
>the UK.)

The bug also occurs in TEMPUS 2.0, so it's not a proprietary GST bug.
It must be a quirk in AES; I don't think it's located in GEMDOS or lower-
level routines for they are documented very well here in Germany, and
someone would have come across the bug if it's been in GEMDOS or BIOS.
Since we have recompiled GEMDOS and BIOS source code, but no AES and
VDI source code, the only people to solve the problem are ATARI US.

I once read a msg related to this problem that stated that you could
escape the deadly repetition of the last few keys by pressing a combination
of SHIFT, CONTROL and ALT keys. This allows for quick saving before system
breakdown.

Claus Brod (sorry, I can not be reached here, but I can read public
replies)

1584. MemMap

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 10:06:11 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <1217@darkstar.ucsc.edu>
Source record: 243554

I find myself in a situation where I would like to know where all my memory is being used up. Does anyone out there have a utility which will display the program name and how much/which RAM it is using? Thanks.

Roman Baker
rome@ucscb.UCSC.EDU

1585. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 10:14:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90021206214250@masnet.uucp>
Source record: 243555

I received the August 18, 1989 release a couple of weeks ago. I assumed it was the last release. If you find out anything different, please let me know.

BTW, have you checked for crosslinked files while using Wordperfect. We used Wordperfect on IBM where I use to work and we always had problems with cross linked files. Now these problems are appearing on my HD. I've had duplicte directories appear within the directory that I keep my Text files; I've also had directories corrupted so that I could return to the parent directory from the desktop but not within a disk utility program like DLII.

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1586. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 10:14:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820213856@masnet.uucp>
Source record: 243625

I received the August 18, 1989 release a couple of weeks ago. I assumed it was the last release. If you find out anything different, please let me know.

BTW, have you checked for crosslinked files while using Wordperfect. We used Wordperfect on IBM where I use to work and we always had problems with cross linked files. Now these problems are appearing on my HD. I've had duplicte directories appear within the directory that I keep my Text files; I've also had directories corrupted so that I could return to the parent directory from the desktop but not within a disk utility program like DLII.

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1587. The ATARI ELITE ST ORG. of Pittsburgh.

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 10:44:03 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <4125@cuphub.cup.edu>
Source record: 243626

In article <A124R_@rpi.edu>, kudla@pawl.rpi.edu (Robert J. Kudla) writes:
> In <3787@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky;AtariEliteOfPghPa
bbs412-384-5609) writes:
> (in response to someone saying how terrible the 1084 is)
>
> Just to avoid any confusion, I'd like to say right off that you're a
> dick.

Gee, Rob, Why am I a "DICK" ? Do you know me? Do I know You? Hell no!!

> Second, advertising ELITE BBSES!!!!!! in your name is generally
> regarded as being juvenile, especially if you're posting to the net
> and said ELITE BBS!!!!! is a pirate board.

The Atari Elite ST Organization, Inc. is an ST-only usergroup based
in the Pittsburgh, Pennsylvnia area.

In accordance with the laws of the Commonwealth of Pennsylvania,
we--being a NON-PROFIT-ORGANIZATION--are incorporated as such in
Pennsylvania. (Yes, this is verifiable through records in Harrisburg, PA)

The Auto-Boss/Atari-Elite ST-BBS is *NOT* a pirate board. Why would you
assume such anyway???
Our board waas the first ST-only bbs east of the Mississippi...and the first
BBS (waybackwhen--) to run a 1030 modem on an 8-bit (long time ago)...

If YOU, Rob, or anyone who reads this would take a little time to investigate
things before you go making unsubstantiated claims then MAYBE I wouldn't
have to skip my Contemp.Bio. class right now...

********** For those interested in finding out about **********
********** the ATARI ELITE of Pittsburgh, then **********
********** please call our BBS at: (412)384-5609 **********
********** **********
********** BTW: We are Now at HST-38400/ARQ bps **********

> Finally, you should really
> take care of that Caps Lock problem. Loose wires can often cause
> strange artifacts such as those reproduced immediately below.
>
> -> I WOULD like it if you would post the "PROBLEMS" you and "OTHERS"
> -> had with it and WHY IT WAS SO "TERRIBLE"...

Gee Rob, I--a "dick", remember?-- wasn't able to find the <bold> or
<underline> keys on the keyboard.....

> I've got a 1084, and I don't really hate it 'cause it's not a bad
> monitor for video work. However, it's got a few problems like
> occasionally screwing up interlaced pictures badly by, well,
> de-interlacing them. The result is often an unreadable flickery
> screen. You wouldn't see this because your machine only does 320x200

Gee, Rob... Are you the bastard offspring of avid LSD addicts or what?
I am running a 1040-STf.....but I wouldn't expect you, an ignorant,
rude, pompous, ass to research ANYTHING before you make a statement...

{fellow ST owners, ignore this paragraph}
THE ST DOES 640x200x4 in COLOR
(and yes, also 320x200x16--or w.some software 320x200x30--i.e;Spectrum-512)

> (Unless your ELITE!!! machine is
> actually an 8-bit, in which case it's marginally less.) It can be a
> pain, in any case.

See two paragraphs UP.

> Robert Jude Kudla <kudla@pawl.rpi.edu>
>
> We foolish and happily hold on to sanity.
^^^^^^^ ^^^^^^

Well, Rob, I believe that your siganture is half correct...
You ARE *quite FOOLISH*.

And come to think of it... NOW who's the "dick"?

--
+---+
| Dan Karbowsky kar7481@pitt!cuphub / S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____/Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week Mention this |
| 412/929-4023 / message at logon. NOW AT USRobotics 38.4k/ARQ !!!! |
+---+

1588. Re: Cad 3D II Metafiles to Easydraw or Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 12:37:38 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <574@galadriel.bt.co.uk>
Source record: 243565

From article <1890.25d5ee94@cc.helsinki.fi>, by jalkio@cc.helsinki.fi:
> I have printed Metafiles with the Cad 3D II Hardcopy-program. I haven't
> been able to load these files to Easydraw or Timeworks, even if they use
> Metafiles, too. What's the reason for this?

Jalkio, (and others!)

the answer is to use version 2.3 of EasyDraw which can import CAD 3D
metafiles with ease, though you will find that shading is changed to a
uniform tone of grey.

If you don't have 2.3 you should upgrade through your distributor or
Migraph themselves. Migraph can supply a version 3 to owners who are
registered directly with Migraph.

Good luck

(I have no commercial connection with Migraph)

Robin

R.A.Gape

robing@uk.co.bt.galadriel

1589. New Panarthea address (Was: PANARTHEA ADDRESS DIFFICULTIES (NEW?))

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 13:51:03 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2978@water.waterloo.edu>
Source record: 243556

In article <900204.15173008.021770@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> For the past few months I've been successfully getting files from
>ARCHIVE-SERVER%PANARTHEA%CHROME@Sun.COM. Now I'm getting the following
>message "From: Mailer-Daemon@Sun.COM (Mail Delivery Subsystem)
> Subject: Returned mail: Host unknown"
>
> Duh.... Ok, what have I done wrong THIS TIME?
>

I had a similar problem, using a slightly different address. I have used
this one since, with complete success.

archive-server%panarthea.ebay@sun.com

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1590. Re: Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 13:53:26 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1284@lzsc.ATT.COM>
Source record: 243627

In article <QZ7$-+@rpi.edu>, brazil@pawl.rpi.edu (Timothy E. Onders) writes:
> I've got a problem I hope someone can help me with. I've just recently
> upgraded my HD, and now I'm having some problems.
>
> My old hard drive is a pre-production SH-204. It contains an NEC 20 meg
> mechanism, an Adaptatec 4000A controller, and an Atari host adaptor,
> along with the power supply.
>
> I purchased a Priam V185 mechanism to replace the NEC to bring the system
> I then booted the system with HDX 3.01 to format the drive. HDX reported

> that the "Selected drive is not responding. Check cables or inser a disk."
> I tried this a couple of times, and it just didn't work.
>
> On a whim, I decided to power everything down and switch the little cable
> from the drive to the other connector on the Adaptatec, J1. I then tried
> No luck. So, I tried changing the LUN setting in ICDFMT from 0 to 1. This
> time, it formatted. It also verified all the sectors and said that

1. re LUN 0 -- you may have miss alligned the plug by 1 pin.
2. re LUN 1 -- The disk drivers (ICD, SUPRA, BMS) will stop looking
at a SCSI device if LUN 0 is not ready. They will then never test LUN 1.
-- I rewrote mine to test LUN 1 also.

-- Of course, Atari, NEVER test LUN 1!

Your initial problem is typical of the problems with expanding/changing
a disk interface. The drive is connected by 2 cables each of which may be
upside down, and the LUN (small) cable can be plugged in 2 places. Lots
of ways to do it wrong; only one way to do it right. The good news is that
the wrong ways (listed above) do not seem to damage anything.

Now that you know it works, try going back to LUN0. It'll probably work great.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1591. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 13:59:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2979@water.waterloo.edu>
Source record: 243557

In article <4894.25cc85ac@uwovax.uwo.ca> 35002_3025@uwovax.uwo.ca writes:
>In article <25CC88FC.14033@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>> Someone asked for a list of Atari dealers in Canada.

OK, here in Kitchener-Waterloo, there is

Whats This? Inc
103 Queen Street South
Kitchener, Ontario N2G 1W1
1-(519)-744-6211

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1592. Need explanation of ICD error-message !!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 14:18:30 UTC
From: cs@walhalla.informatik.uni-dortmund.de
Message-ID: <1204@unido.UUCP>
Source record: 243578

I own a harddrive with ICD hardware and software.
After a long time without any problems I now get an error-message once in a
while.
The ICD harddisk-driver says SENSE $16 or SENSE $17 in the top-line of
my desktop.
Who knows what this message means and if I'll get into trouble reading my
data from the drive ????

Hope to get any answeres 'cause I don't know what to do ...

Chris

--
EUnet-Support-Infoserver + EUnet-Support-News
Universitaet Dortmund, IRB, Postfach 500 500, D-4600 Dortmund 50
cs@unido.informatik.uni-dortmund.de (Chris Schmidt)
Tel. : +49 231 755 2444

1593. Re: Tape Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 14:32:04 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1285@lzsc.ATT.COM>
Source record: 243628

> writes about a tape unit available from BMS: While I appreciate his sharing
> the info with the net, I honestly can't understand why anyone would choose
> the option he describes over the ICD FA*ST Tape Backup unit. I don't have

First you need an Atari Host Adapter that handles multiple SCSI correctly.
BMS-200 does this. ICD FA*ST claims to. LATE issue SUPRA claim to.

Second ingredient is the Adaptec 3530A Adapter.

Third ingredient is a Archeive or equivalent QIC-36 tape unit.

All in all, its not cheap. But the best way to back up large HD's.

A note on speed. The tape units run at the same speed. For 1:1 formatted
HD's, the software can read in 1 track (17 sectors) while writing it to
tape (using the internal buffer in the 3530A. (for purests, the tape will
only accept 16 sectors at a time, so the HD has to be able to read across
the head switch very quickly.)

The goal is to keep the tape moving continuously. If at any time it runs
out of data to write, it must write a long trailer, stop, backspace,and
wait to restart. This is really slow.
If the drive doesn't seek fast enough (sh204), the tape stops from
time to time and has to restart.
If formatted 2:1 or worse, the HD allows you to format for 18 sectors/track.
And the backup writes 16 sectors and stops (see above), then restarts.
The Tape sounds busy, but quickly drops to 1 meg a minute or worse.

I have a BMS-200, controlling 1 3530A tape, and 2 Adaptec 4000A connected
to HD's. Formatted 1:1 with my own backup software (derived from BMS's
early work) I get 6-7 megabyte per minute. I definitely appreciate being
ATT and SUN compatible. (I got Jwahar Bammi to send me all of gnu-xxx
on 1 tape written on a SUN; read it in and go. WOW!).

I would definitely recommend Cartridge Tape for backup. The bigger the
HD, the more you need it.
BMS makes good stuff, it is aimed to the do-it-yourselfer. ICD has a
a good sounding product and package. Either way it is a good way to go.

I save partitions, rather than raw disk by sector number. This lets be
do two things. One, I can restore a single partition or copy it to another
disk. Second, by judiciously rewriting tos.c from MINIX, I can actually
access and read files from the tape directly. The ultimate for the
Cartridge Tape is to adapt a CPIO clone (such a gnuxxx) to read and write
the CT. This is then compatible with UNIX(r), MINIX, and TOS.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1594. NEWBELL.PRG and the Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 14:50:40 UTC
From: CS31217@UTCVM.BITNET
Message-ID: <9002130804.AA19580@ucbvax.Berkeley.EDU>
Source record: 243629

This Newbell program...I'd been thinking of writing one myself but like so many of the ideas in my head, had not found the time for it. Is this program PD? If so, can it be sent to me? If not, where may I get it? And also, since I am quite new to BITNET, USENET and the whole works, can someone explain what the Binaries and and how I should get to them?

-Robert McCoy
-CS31217@UTCVM (bitnet)

1595. Re: drawings -< pic, laserjet, postscript??

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 14:51:23 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <3831@cbnewsj.ATT.COM>
Source record: 243630

In article <273@fornax.UUCP>, chapman@fornax.UUCP (John Chapman) writes:
> Does anyone have, or know of, a program which will let you
> create (relatively) simple line drawings and which will
> produce as output (in order of preference)
>
> 1. [troff] PIC commands
> 2. an HP LaserJet
> 3. Postscript

The drawing tools in Pagestream 1.8 are very good. After you're done,
you simply load the printer driver you want from Pagestream's wide
selection of output modules, which includes the HP Laserjet and Postscript.
I have both the HP Deskjet and the Paintjet, and the output quality on both
is excellent.

If you want to merge these drawings into troff documents, I suggest you
convert your troff output to postscript first, with a postscript
post-processor. Then merge the postscript generated from Pagestream into it.

Rana Dutt
rcd@mtqua.att.com

1596. Neodesk trashcan accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 14:58:11 UTC
From: focke@gmdzi.UUCP
Message-ID: <2015@gmdzi.UUCP>
Source record: 243631

Hello,

can anyone tell what this accessory is good for?

Thanks

Stefan

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240

5205 St. Augustin 1

1597. Re: How to make newsletter available

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 15:43:49 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2981@water.waterloo.edu>
Source record: 243562

In article <9002061853.AA12589@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <15994@well.UUCP>, dsmall@well.UUCP (David Small) writes:
>>
>> ..., and I'd like to make [the newsletter] available online here in some
>>fashion. ...

>I would love to be able to read the Gadgets newsletter from the net. Possible
>solution might be to upload it to comp.binaries.atari.st as a UUE'd ARC file.
>Or for that matter, Panarthea or Terminator would be great too.

I would like to read this newsletter too. Dave has a nice, easy style of
writing, sometimes chatty, that is fun to read. But clearly, it does not
fit the classification of the existing atari news groups.

The best solution is to make it available on servers such as "panarthea"
and "terminator". Terminator has the advantage that a relatively small but
growing number of folks may access it via ftp. Panarthea has the advantage
that folks on every network that carries these articles can reach it by mail,
if they know the gateways and bridges between networks.

Maybe "well" could set up the software to handle a file server by mail?
Correct me if I am wrong, but I think that S.Grimm got his software (or
at least the original command set) from Martin Wiedmeyer in "lakesys"
and he may be willing to supply his stuff to others who want to start a
file server by mail.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1598. STE and multisyncs

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 16:05:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb12.110724est.58178@ugw.utcs.utoronto.ca>
Source record: 243632

I ask ONCE AGAIN. If the STE supports large screen monitors, like the MONITERMs, can I get the full rez (1024x768) on an OMNIMON Rainbow multisync. If so, HOW!!!!!

Can someone from Atari PLEASE, PLEASE answer this question?

Can someone from Atari also post the specs on the SIMMs the STE and STACY are supposed to use?

1599. Re: New Panarthea address (Was: PANARTHEA ADDRESS DIFFICULTIES (NEW?))

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 16:15:20 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35265@grapevine.EBay.Sun.COM>
Source record: 243564

In article <2978@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>I had a similar problem, using a slightly different address. I have used
>this one since, with complete success.
> archive-server%panarthea.ebay@sun.com

The official address is archive-server@panarthea.ebay.sun.com.

Oh, what the hey, it's about time I posted this again:

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: October 13, 1989

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on

your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, a new archive program called "zoo" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others. Unfortunately, you can't unpack a zoo archive with arc, or vice versa.

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for

people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its archives.

Using Binaries -3-

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does

not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source

code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know

about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program,

send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

Using Binaries -6-

1600. Documentation Only

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 16:54:17 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8532@pogo.WV.TEK.COM>
Source record: 243582

```
>"The only documentation from my dept. is sold as part of the developer's
>kit. Mr. Badertscher was in error - unless this was an old message"

The "documentation only" only version IS the developers kit without MWC,
extended support, and TOS 1.4 Roms. It is available at a reduced price.

******************************************************************************
* Bob Luneski *
* Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM *
* Genie: B.LUNESKI1 *
* *
* The opinions expressed herein are my own and in no way reflect the *
* opinions of Tektronix, Inc. *
******************************************************************************
```

1601. vote on comp.periphs.scsi

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 17:01:08 UTC
From: emv@math.lsa.umich.edu
Message-ID: <EMV.90Feb12120108@duby.math.lsa.umich.edu>
Source record: 243566
Cross-posted to: comp.sys.amiga.hardware,comp.sys.mac.hardware,comp.sys.atari.st,comp.sys.ibm.pc

I put forth the idea of comp.periphs.scsi about a month ago on
comp.periphs and a few other groups. Reaction to the idea was almost
entirely positive, reaction to the name was pretty good. The call for
votes went out to news.announce.newgroups on Feb 9; this means if
the vote passed the group will be created early March.

The idea of a comp.periphs.scsi is to collect all of the hard-won
information about various SCSI peripherals that's uniform across
all platforms. I anticipate a fair amount of cross-posting into
this group from the comp.sys.*.hardware groups.

Please mail votes to
To: emv@math.lsa.umich.edu
with the header
Subject: YES vote on comp.periphs.scsi
or Subject: NO vote on comp.periphs.scsi

I'll collect these, tabluate them, and let you know what the
result is through news.announce.newgroups.

Please redirect followups to comp.periphs for substantive SCSI
discussion, news.groups for formal or procedural issues.

--Ed
Edward Vielmetti, U of Michigan math dept

1602. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 17:08:42 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20795@watdragon.waterloo.edu>
Source record: 243633

>In article <2048@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>>
>> Well, there aren't any REAL replacement keyboards for the ST. You can
>> buy those awful spring-things to stiffen up the keyboard, but they don't
>> work.
>>
>> I've been kicking the idea around of building a new keyboard with REAL
>> ...stuff removed...
>>
>> How do people feel about such a thing? I'm surprised it has not been
>> done yet. From what I hear, quite a few people would like something
>> better than this rubber crap we use now.

This may sound strange, but I personally, like the keyboard on my 1040ST
much better than the keyboards which come standard with an IBM AT, PS/2,
or (much worse) PC.

One of the things I learned in High School was how to touch-type. My
fastest typing to date was 80+ words per minute on a professional
desk-top-publishing workstation. (I don't recall the make.) This
had a keyboard so sensitive that you could almost type on it by
blowing on the keys!

The keyboard on the ST isn't as nice as this, of course, but I can still
get a respectable 45-50 wpm while typing on it. My only real complaint
about the ST keyboard is that the keys seem slightly farther apart
than others, but that is something one's fingers quickly get used to.

On an IBM, for comparison, I have NEVER hit faster than about 20-25 wpm.
The reason is that you must press the keys so far down before getting
a character. When you push it all the way down it gets the further
resistance as the switch is activated. This may be fine for those who
don't do much typeing, but if you have been trained to touch-type, your
fingers want to move to the next key as soon as they have hit the top
of the current key. That is, if they don't have to push the key all
the way down, they can move to the next key faster, resulting in better
typing times.

Of couse this is all just my personal opinion and (from much of what is
seen on the net) there are many of you who don't agree with me.

This also really has nothing to do with the creation of replacement
keyboards. Replacement keyboards are a good idea since they allow
the user to choose the one he wants. (For example, there are some
really good touch typing keyboards for the IBM but they tend to be
pretty expensive.)

If you don't agree with me, that's fine; I just thought it was time
to get an alternate opinion on the net and say to the people at
Atari that there is someone (me) who does like their keyboard.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1603. PageStream 1.8 virus (not a rumor)

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 17:52:38 UTC
From: rjd@cs.brown.edu
Message-ID: <28923@brunix.UUCP>
Source record: 243567

If this has been brought up before, I apologize, but...

There was a virus contained in the first 100 to 150 disks
of the $10 upgrade to Pagestrem 1.8. (If you purchased the
$25.00 upgrade, this does not pertain to you.)

This is directly from the horse's mouth, as it were...the statement
was issued by SoftLogik, Inc. to the ST Report. It the statement it
is refered to as the "key virus." (Anyone hear of this?) Any of the
anti-virus programs should take care of it, but Soft Logik is,
of course, exchanging disks if you are nervous.

Please contact Soft Logik, as I have no further information beyond
that.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1604. zoo problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 18:26:50 UTC
From: wao@cbnewsm.ATT.COM
Message-ID: <9221@cbnewsm.ATT.COM>
Source record: 243634

Has anyone on the net successfully unpacked a zoo file
(anything.zoo) using any of the available zoo programs?
I have down loaded several .zoo files using XMODEM and
KERMIT and have tried to unpack them using several ZOO
programs (booz for example). Nothing works. I always
get a CRC error.

Thanks
Bill wao@cbnewsm.att.com
wao@aloft.att.com

1605. User support? Re: harddisk-backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 18:36:04 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8533@pogo.WV.TEK.COM>
Source record: 243569

In <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET> O. Steinmeier writes:

>...
>So, if you know a reliable, fast, cheap (PD or shareware preferred)
>harddisk backup program, would you send me a message?

So you want it to be fast, reliable, and do everything but wash the kitchen sink but you don't want to pay for it???? Typical.

Besides the TOTAL lack of support from Atari Corp.(products, marketing, and distribution) the single most important factor contributing to the decline (and eventual death unless something changes) of the ST is the unwillingness of users to PAY for quality software. NOBODY wants to develop software for a machine that you can only sell 500 copies of a program before it's on half the bulletin boards across the country.

Unless Atari starts selling more machines so there are a few more users to buy software AND unless ST users start supporting the machine through the purchase of quality software there won't be any quality software to purchase!

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

1606. hi

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 18:36:26 UTC
From: edbinn%dhmolde.uninett@NAC.NO
Message-ID: <50*edbinn@dhmolde.uninett>
Source record: 243635

```
help
```

1607. Re: Tape Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 19:11:38 UTC
From: alex@athertn.Atherton.COM
Message-ID: <18154@laurel.athertn.Atherton.COM>
Source record: 243572

obryan@gumby.cc.wmich.edu (Mark O'Bryan) wonders why I like the
BMS Tape backup unit better than the ICD unit.

Well, first off, I don't like it better; I've never used the
ICD unit, so I can't really say. The BMS unit is a do-it-yourself
type box, and the ICD isn't. There are some of us (me included, :-)
who actually like putting something together, rather than just taking
it out of a box. (If I bought an ICD unit, the first thing I'd do
would be to take it apart and see how it works! <grin>).

>Unless you're planning on transporting data to/from Unix boxes via this
>medium, I'm not sure what value this "standard" would have. Perhaps the
>intention is that the tapes are easier to find?

The standard cartridge tapes are very easy to find; my basis for this
comment was one ICD owner who mentioned to me that the tapes for
that unit seemed to be hard to find and expensive.

>The ICD box allows both file-oriented and image backups, which comes in
>handy for Spectre (and possibly Minix?) partitions.

Actually, there's one person on the net (Howard Bell), who's got image
backup working for the BMS unit.

>While most places will try to charge anywhere from $30 to $40 for the
>CT-600N digital cassette tapes that the ICD box uses, I know of two places
>(at least) they can be obtained for $19 a piece. Since I don't know the
>capacity of the BMS tapes, I'm not sure how the $15 compares to the $19
>for 155 meg capacity.

Typical cartridge tapes are between 60 and 300 meg capacity.

>Hmmm, impressive. The ICD unit runs 6-7 megs a minute, and also runs fully
>unattended. One disadvantage, of course, is that you only get to sleep
>1/7-th as long ;-).

Yes, but if you used to use floppy, then it _is_ a heck of a difference.

>If you really want to roll your own, the bare TEAC tape drives can be found
>for ~$400. Add $100 for a host adapter, $100 for a box/power supply, plus
>a little extra for miscellaneous cables and mounting hardware. You saved
>maybe $160 for your efforts. Now sit down and start writing the backup
>software. Doesn't seem like much of a savings to me. (I considered that
>option and rejected it. I might have come to a different conclusion if I
>was going to, say, stuff a whole stack of peripherals in a tower case.

Your prices aren't right. BMS will sell you a very nice tower case
with power supply and fan for ~$50. (It's big, though). Tape drive

mechs, used, are nowhere near $400--$100 is more like it. (And I've seen them for even less). So for $250, you can have drive, host adapter, box, power supply and cables. When you buy the BMS board, if you tell them what you're using it for, they give you the backup software too. So your cost is more like $250, and it's not a savings of $160, but more like $500-$600. This is worth it, IMHO. (Especially if you like getting your hands dirty :-).

Again, I haven't used an ICD unit at all; from everything I've seen, they are very nice units. I was just trying to give people a pointer to another option which is worthwhile in checking out, especially if you have more time than money.

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
"Mmmm...Ooo, say...Yummm......Blewuechh! Tiggers _don't_ like honey."

1608. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 19:30:09 UTC
From: ars3_cif@uhura.cc.rochester.edu
Message-ID: <5205@ur-cc.UUCP>
Source record: 243636
Cross-posted to: rec.games.frp,comp.sys.atari.st

```
Try: Which path would a member of the other tribe suggest?
Then: Go the other way.
```

1609. Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 19:46:29 UTC
From: PETERS@RODNEY.enet.dec.com
Message-ID: <9002121946.AA23004@decwrl.dec.com>
Source record: 243637

In article <28201@brunix.UUCP>, rjd@cs.brown.edu (Rob Demillo) writes:
>
> The reason I can say this is because I have attended ST User Group
> meetings in three different communities. In all three cases, the
> scene is entirely the same: a brief meeting is held, some software
> is demoed, then what can only be described as an orgy of software
> piracy begins. Its mallicious, its organized, and its massive.

I helped found the Nashua Area ST User Society (NASTUS) several years ago and have been its president for the past year. Prior to that I was the club software librarian. So I can say with authority that our club has NEVER condoned or engaged in this sort of activity. In fact, when we officers heard a rumor of a local BBS offering pirated ST software, we included a note in our newsletter saying we are strongly against pirating.

I also attend the Nashoba Valley ST User Society (NAVaUS), and was their librarian for a year. Same thing there. In fact, at one time a member pointed out that I had inadvertantly included a commercial telecommunications program in our library. After verifying that what he said was true, I removed it from the library.

Going further, I previously attended meetings of the ST subgroup of the Boston Computer Society, knew the librarian, and swapped public domain disks with him. Neither he nor the members dealt with any pirate software that I was aware of.

So while I can't speak for clubs I haven't attended, all three ST clubs I've associated with in the past five years have in no way even come close to software pirating orgies.

Don Peters
NASTUS President
(508)-250-3153

1610. Atari 512st forsale $200.00 ....

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 19:53:57 UTC
From: mls@cs.purdue.EDU
Message-ID: <9634@medusa.cs.purdue.edu>
Source record: 243638
Cross-posted to: misc.forsale,comp.sys.atari.st

For Sale

Atari 512 .5 Meg with 3.5 disk drive

$200 + shipping

This Machine has never been Used, I bought it to play with
MINIX, but I never got around to it.

Mike Schneider

1611. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:11:59 UTC
From: wsflinn@watcgl.waterloo.edu
Message-ID: <13352@watcgl.waterloo.edu>
Source record: 243639

In article <173@raider.MFEE.TN.US> dlh@raider.MFEE.TN.US (Dana L. Holt) writes:
>
> I just want to say that i've had my ST for 1 1/2 years. (1040STf) I write alot
>of source code and i've used many different editors, but i've never come across
>the phontom typist.
...
>Any ideas? Why doesn't this happen to me?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I have seen the Phantom strike in both Word Writer and 1st Word Plus. In
both cases, his appearance always immediately followed some keyboard
confusion on my part. In particular, I would type too fast and botch it
up, try to backspace quickly, botch that up, try to type the correction,
generally just hitting an awful lot of keys in quick succession. It's
kind of spooky the way the Phantom seems to get fed up with my
incompetence and begins to do the typing himself. Unfortunately, he is
a much slower typist than me.

Has anybody else noticed any correlation between rapid sequences of
keystrokes (involving multiple backspaces) and the appearance of the Phantom?

--
Me: Scott Flinn / "If it doesn't fit, force it.
Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
UUCP: watmath!watcgl!wsflinn / fit anyway."

1612. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:34:20 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002122030.AA17968@fsucs.cs.fsu.edu>
Source record: 243568

```
In article <173@raider.MFEE.TN.US>, dlh@raider.MFEE.TN.US (Dana L. Holt) writes:
>
> I just want to say that i've had my ST for 1 1/2 years. (1040STf) I write alot
>of source code and i've used many different editors, but i've never come across
>the phontom typist. I also see that someone had it happen in Flash, i've used
>that also with no problems.. I'm not sure what TOS version I have, but I will
>post a followup about that. Any ideas? Why doesn't this happen to me?
> Dana Holt
> dlh@radier.mfee.tn.us
>** DISCLAIMER???????????????? I DON'T WORK FOR ANYBODY!!!!!!!!!!!!!!!!!!!!!!*B

I have not experienced this either. Does one have to be a really fast typist
to experience this problem? Jam up the keyboard buffer or something?

--

-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

1613. Re: Supra 20 Meg Drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:38:20 UTC
From: matthews@umd5.umd.edu
Message-ID: <6116@umd5.umd.edu>
Source record: 243574

In article <90021021121171@masnet.uucp> calvin.bruner@canremote.uucp (CALVIN BRUNER) writes:
>I heard somewhere (mistakenly or otherwise) that it was possible to
>format a Supra 20 Meg Hard Drive to 30 Meg? I could sure use the extra
>space if it works, and would appreciate any comments from others who
>have tried it.
>---
> * Via ProDoor 3.2aR

You can, sort of. What it sounds like "they" are talking about is taking an MFM drive and formatting it RLL (or, in layman's terms, squeezing more data into the same space). This would require you to get an RLL interface? to replace the MFM one, making sure that the drive in question will work with the RLL board.

Even if you get it to work, I wouldn't trust it. The drive was only certified for 20 megabytes of capacity; going 30 would probably give you lots of grief when your data just started going bad.

Easiest way to get more space is to get more hard drive. :-)

Mike

1614. Re: INFO-ATARI16 Digest V90

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:42:46 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002122041.AA18144@fsucs.cs.fsu.edu>
Source record: 243570

In article <90021118332736@masnet.uucp>, david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>
> Most ST magazines advertise mouses for the ST. I've only seen a
>couple, so your selection is not great. There is a cordless mouse for
>the ST and the Amiga.
>---
> * Via ProDoor 3.1R

I have decided to replace my ST mouse with a Microsoft Mouse (have to do a little soldering, very simple mod). I have seen so many reports of ST mice dying that I have given this matter thought. However, some interesting questions come to mind.

1. To my knowledge, there are three types of ST mice around. The very first ones were marked as being from Germany. The next batch is made in Taiwan (I think), and has a sliding mouse-ball door, and plain metal rollers which get all gummy with heavy use. The new ones have a rotating ball door, and have white plastic covers on the metal rods, and do not seem to collect nearly as much gunk. Are there any more types?

2. I happen to own one of the new ones (fat plastic roller covers). It has laughed at my attempts to wear it out. It doesn't make any of the weird noises that I hear from the older types (after some use). Are my Microsoft plans unfounded? Has Atari actually produced a long lasting mouse? Mine seems to feel smoother than the older types, buttons feel the same.

Enquiring minds want to know!!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1615. Postings to UOGUELPH and PANARTHEA

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:56:33 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Feb12.160239est.58482@ugw.utcs.utoronto.ca>
Source record: 243640

I have just posted what in my opinion is a very useful Fast Fourier Transform routine, with a convenient user interface, to UOGUELPH and PANARTHEA. (written by someone else, alas...)
Also posted at the same time the .TOS, .SRC, and .DOC files for ABZMON.
These should show up at Guelph very shortly, and at Panarthea some time later.
Peter

1616. TeX Fonts ... How many are there?

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 20:56:52 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Feb12.205652.12645@gpu.utcs.utoronto.ca>
Source record: 243571

I am seriously considering getting the TeX diskettes from the Current Notes' Library, but first I have some questions which I hope netters can answer.

Here at the museum, we use SoftQuad's troff system on a Xenix box coupled with a PostScript printer. One of the nice things about this is that we can take advantage of all of Adobe's fonts. Some of the one's we find useful are Goudy Old Style, Palatino, Futura. Does TeX, in its public distribution, have any means of supporting Adobe fonts or similar typefaces?

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

1617. RT(E) Monitors

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 21:29:41 UTC
From: zasl@tank.uchicago.edu
Message-ID: <7590@tank.uchicago.edu>
Source record: 243575

I am new to all this so please forgive if this has been covered recently. I am shopping for an STE and was wondering about monitor questions. Is the Atari SC1224 the best and only choice for a color monitor or will any RGB do? For example, in my J&R Music World catalogue there is a Magnavox "8562/8762" advertised for *much* cheaper.

Any comments or recommendations would be greatly appreciated as well as references to previous notes, horror stories, detc.

Thank you.

1618. Non-PD Music programs

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 21:35:02 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <7388@mentor.cc.purdue.edu>
Source record: 243573

Ok, since no one can recommend a good PD-ware music program to play .sng files, can anyone recommend any music programs that will play .sng files?

--

| Andy Burnett | The more things change, |
| g4r@mentor.cc.purdue.edu | the more they stay insane. |

1619. Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 21:53:03 UTC
From: covertr@force.UUCP
Message-ID: <489b42d9.14a1f@force.UUCP>
Source record: 243641

The following are notes about becoming an Official Atari ST Developer in the United States. I would be interested in hearing from our friends in Europe about the rules for becoming a developer there. But now on with the show!!

I called Gail Johnson in early January 1990 to inquire about becoming an Official Atari ST/TT Developer. I was sent a large envlope withing a week. The envelope contained a description of the current plan which is a single level plan costing $250.00. The Developer MUST be developing a COMMERICAL product for the ST. The Developer MUST submit 3 copies of said product to Atari Corp. the Developer MUST re-register annually. The packet I received said a LOT about what the Developer must do, but very little about what the Developer receives for his $250.00.

Basically, all the Developer gets for his $250.00 is some mailing lists from Atari Corp. And the option of having his products (demos thereof) being distributed by Atari Corp to all Atari dealers.

The packet did NOT contain any information about what sort of Developer software, or Developer Documentation would be provided by Atari Corp.

So, I called Gail Johnson to ask about all this. I was told that Atari had multiple levels of Developers, one of which included the Mark Williams C compiler and cost $250.00. Another level, which did not include the MWC C compiler was $100.00. As I currently own, and use, MWC I wanted to sign up for the $100.00 Developer Program. Gail Johnson informed me that such a program was dropped as of December 31, 1989. So, as of Jan 1 1990 there is only one Developer Program which costs $250.00. And it doesn't even include the MWC C compiler. It contains the OLD OLD Alycon C compiler, which I have heard is VERY VERY bad.

so, my question is Why Did Atari change their Developer programs to eliminate the lower cost option??

Why did Atari Corp drop the MWC C compiler and start shipping the Alycon compiler??

I had really palnned to sign up as a Developer but now I am having serious doubts. I don't want the Alycon compiler, and I don't like the $250.00 price tag. I do some part time C programming at home, and don't plan to market a commerical product. So, where does that leave me?? Out in the cold I believe.

I wish that Atari Corp would try to help their customers more, and this new DEvelopers program is not a good way to start a new decade.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1620. WERCS

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 22:13:51 UTC
From: covertr@force.UUCP
Message-ID: <489b5577.14a1f@force.UUCP>
Source record: 243642

I want to thank Michtron (and Ann@Michtron) for their prompt upgrade
to my copy of WERCS. I sent in a floppy on Wednesday Jan 31 and received my
upgrade on Sat Feb 10. Ann told me that Michtron shipped it on Tuesday Feb 6.
So, it is nice to see a company respond so quickly to a customer. BTW, the
upgrade was FREE, with just a nominal $5 charge for shipping and handling.
Very fair for a package like WERCS.

Also, could someone in England tell which is the latest version of WERCS
over there?? Michtron has Version 1.16, which is what I received. Is there
a newer versio of WERCS in England?? If so, how can I get it?? I have the latest
version that Michtron has.

Thanks for a great product.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1621. Ultima V Bug

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 22:22:16 UTC
From: marauder@nadia.UUCP
Message-ID: <769@nadia.UUCP>
Source record: 243643

There's a rather annoying bug in Ultima V. After inserting a write-protected 'Player/Underground' disk (which is the save disk) you're told that that's the wrong one and to insert the right disk. All you have to do to damage your disk is removing the write-protect, put it back into the drive and hit any key... Then, when you try to leave Iolo's hut, the game hangs saying 'offsetmap'.

Stefan.

--
_ _ MAR-3H Marauder Don't leave your dropship without one !
/\V/\
8/"\8 "Everybody should have an opinion." (Carmen K.-S.)
^ ^ marauder@nadia.UUCP / ..!uunet!unido!nadia!marauder / ++49-711-252624

1622. So long and thanks for all the fish...

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 22:26:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9002130825.AA21105@ucbvax.Berkeley.EDU>
Source record: 243644

Well, info-atari16 is due to die in the next day or two, and as our mail system here is somewhat erratic at the moment, I thought I'd get my farewell message in now...

Thank you everyone, on both sides of the Atlantic, and further afield, for the help I have had from this mailing list. I am very grateful, particularly to the Atari people who seem unfailingly helpful and patient!

Ta-ta,
Jan Ameij.

PS If anyone this (east) side has any questions on TeX on the Atari, I'm happy to give what knowledge/advice/wild guesses I can. The address is: ameij@uk.ac.oxford.vax

PPS Those with long memories may remember that I asked about music typesetting. Well, I was put in touch with Take Control Ltd., of Birmingham, whose "Music Publisher" seems to do almost everything I want. I have been very impressed by their demo disk and sample output, and I am now saving up the 300 pounds for the real thing. (This is the summary back). Bye again, JA

1623. Waterproofing HP DeskJet output.

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 23:25:45 UTC
From: logajan@ns.network.com
Message-ID: <1990Feb12.232545.19373@ns.network.com>
Source record: 243576

I have taken to waterproofing my HP DeskJet output (like the addresses on envelopes) by spraying it with Krylon Matte Finish. I picked up a can at a local stationary store for four or five bucks. Thus stuff dries in a couple of minutes.

Actually, it is more like water-resistant than water-proof.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

1624. bizarre problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-12 23:48:05 UTC
From: gael@b.gp.cs.cmu.edu
Message-ID: <7956@pt.cs.cmu.edu>
Source record: 243577

I just recently bought a Mega2 with a monochrome monitor and wanted to hook up the mono with my 520ST giving the Mega my color monitor. Everything works fine except the monochrome monitor doesn't display anything with the 520ST. I've tried the ST with color and the mega with both (color and mono). Apparently my ST doesn't like the mono. The monitor's power is on, and I can here keyclicks but no display.

Does anyone have any advice?

Gillette
gael@b.gp.cs.cmu.edu

1625. disk caches for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 00:15:17 UTC
From: mikew@wheeler
Message-ID: <3561@tahoe.unr.edu>
Source record: 243645

Can someone please recommend some disk caching programs for the
1040ST (1.0 ROMS)? Maybe a comparison of what is available?

I tried lcache but found noo doc files. I am not quite sure if I
used it correctly or if there is a bug in it.

I also tried dcache (Dijkstra). I believe it only caches read
buffers and not write. I would like to cache both read/write
operations (floppy and hard disks) and have control over
flushing the buffers (e.g. a 'sync' command).

PD, freeware, shareware, commercial--- all fine.
Thanks!

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________________	_____________________________

Never attribute to malice what can be explained by incompetance.
(because incompetance really is so much more common than
deliberate malice)- J. Martin in "To Rise Above Principle"

~ ____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____________________________|__RENO___NEVADA_____________|

1626. hello

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 00:47:06 UTC
From: kc_yeo@sngsf1.SINet.SLB.COM
Message-ID: <9002130047.AA08578@ascsu1.SLCS.SLB.COM>
Source record: 243646

```
Hi , this is a test to see if I can reach you. I will appreciate very
much if you can acknowledge receipt of this message. Thank you.
best regards,
Arthur
```

1627. Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 00:51:31 UTC
From: jdg@elmgate.UUCP
Message-ID: <1199@elmgate.UUCP>
Source record: 243647

Anyone out there able to give me a clue on how fine scrolling is
accomplished on an ST? I'm more interested in horizontal than vertical,
but, desire info on both. do we Blit? If so, what "limits" are placed
upon the Blit in respect to amount .vs. algorythm degradation?
How do we keep it "smooth"... Etc. I know SOMEONE! out there must know..
Is there a DOC on this someplace? Any/all help appreciated. (this is the 3rd
time Ive asked... Please!?).

--
Jeff Gortatowsky-Eastman Kodak Company .....rochester!kodak!elmgate!jdg
(use uuhosts or such to find path to rochester)
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

1628. Re: User support? Re: harddisk-backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 01:52:56 UTC
From: tar@naucse.UUCP
Message-ID: <1877@naucse.UUCP>
Source record: 243648

In article <8533@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
> In <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET> O. Steinmeier writes:
>
> >...
> >So, if you know a reliable, fast, cheap (PD or shareware preferred)
> >harddisk backup program, would you send me a message?
>
> So you want it to be fast, reliable, and do everything but wash the kitchen
> sink but you don't want to pay for it???? Typical.

I would like the know just what is wrong with wanting to get a useful piece of software as cheaply as possible. As I recall there are very GOOD packages for non-Atari computers in the public domain (PD/Shareware) that do things as well or better than commercial packages at a fraction of the cost. What's the matter, having a bit of hard luck??

>
> Besides the TOTAL lack of support from Atari Corp.(products, marketing, and
> distribution) the single most important factor contributing to the decline
> (and eventual death unless something changes) of the ST is the unwillingness
> of users to PAY for quality software. NOBODY wants to develop software for
> a machine that you can only sell 500 copies of a program before it's on half
> the bulletin boards across the country.
>

Even though the first part of the above statement is for the most part true, I think that it is ENTIRELY uncalled for to make such a statement vis-a-vis commercial software on Pirate BBS'es. You obviously have a serious attitude problem.

> Unless Atari starts selling more machines so there are a few more users to buy
> software AND unless ST users start supporting the machine through the purchase
> of quality software there won't be any quality software to purchase!
>

While I do agree with the necessity of support for commercial software for the ST, I dislike the tone that you have used in your little tantrum. If you can't make a positive contribution to the net, then just BE QUIET!

> --
> Bob Luneski
> Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
> Genie: B.LUNESKI1
>
> The opinions expressed herein are my own and in no way reflect the

> opinions of Tektronix, Inc.

Hm, a disgruntled (but obviously otherwise gainfully employed) developer, eh?

In response to the original poster's request, I have used the TURTLE backup program by George Woodside successfully for a number of years now. It should be available from the various servers (I'm sure it's at terminator...). If you are unable to ftp, you can get it off of my wife's BBS 7 days a week, from 10PM-7AM MST. The number is: 602-578-9115. I hope that this helps you out, Mr.(?) Steinmeier.

(To Bob: See how easy it is to do something constructive as opposed to whining about how 'rough' life is?)

Timothy Roeder
<don't know if my .sig works anymore or not...been so long since I've responded in this manner...>

1629. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 04:50:15 UTC
From: brazil@pawl.rpi.edu
Message-ID: <8%90M%@rpi.edu>
Source record: 243596

In article <1990Feb6.223637.15845@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
>
>What Atari has changed, I believe, is to treat the "recno" parameter
>as an UNSIGNED int, with a range of 0 to 65535, and consequently a
>32Mb limit. However, any software which calls Rwabs() to directly

Actually, the logical sector size was also increased to 1024 bytes, along with some other modifications. Maximum partition size is now 1024 Megs, or 1 gig. I'm presently running off of a 40 meg partition, and I wouldn't go back for anything.

>access the hard disk (such as disk checkers might do) must understand
>this convention, or else they will get confused by the (apparently)
>negative sector numbers (i.e. any in the second 16 Meg with the
>high-order bit set).

The big problem now is that the program may not be able to deal with the 1024 byte logical sectors, since most just assume 512 byte sectors. The physical sectors, however, are still 512 bytes.

>get about 4 Meg of stuff in a partition, the old Dfree()/FAT search
>bug rears up, and file creation takes nearly forever. It is, however,
>a good motivation to get Rainbow TOS.
>
Never seen this problem, even though I've still got 1.2. Hmmm.

-Tim Onders
brazil@pawl.rpi.edu

1630. Re: disk caches for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 04:52:17 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Feb12234717@dsrgsun.ces.CWRU.Edu>
Source record: 243649

In article <3561@tahoe.unr.edu> mikew@wheeler (Mike Whitbeck) writes:
> I also tried dcache (Dijkstra). I believe it only caches read
> buffers and not write. I would like to cache both read/write
> operations (floppy and hard disks) and have control over
> flushing the buffers (e.g. a 'sync' command).

Dcache does all of the above. (sync via 'dcache =f' if i remember
correctly, or via the supplied ACC). It can optionally *not* write
through.
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1631. Bookmark for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 06:02:44 UTC
From: bane@mimsy.umd.edu
Message-ID: <22492@mimsy.umd.edu>
Source record: 243650

Does there exist, PD/shareware/commercial software for the ST that can do a RAM image dump at intervals to help you recover from crashes? The phantom typist bit my wife again twice today; the first time she was able to mouse Save and reboot with no damage done -- the second time she lost an hour's work and her temper.

HELP!
--
ARPAnet: bane@mimsy.umd.edu
UUCP:...umcp-cs!bane

1632. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 07:06:16 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Feb13.070616.18451@gumby.cc.wmich.edu>
Source record: 243598

The biggest problem for me with the ST keyboards is that the gap between the keys is too small; a problem which Atari has solved with the keyboards on the Stacy and the new TT machines.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1633. Re: Looking for Assembler

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 07:56:44 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1977@laura.UUCP>
Source record: 243599

In article <9002110802.AA09174@ucbvax.Berkeley.EDU> AD0834@ALBNYVMS.BITNET writes:
> I am looking for a PD assembler, does anyone know where I could
>find one?

Get Jas from the Sozobon C package.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1634. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 08:09:01 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <9002130809.AA20031@ucbvax.Berkeley.EDU>
Source record: 243600

To: info-atari16

Subject: gem

Is there a way to convert degas PI3 files to gem for use with Word Perfect 5.0
on an IBM?

Any help or comments would be appreciated. Please email me directly, I do
not get this digest.

Thanks,

Norm Frech (frech@MWRAAA.ARMY.MIL)

==========
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==========

1635. ALADIN MAC EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 08:12:32 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002130812.AA20298@ucbvax.Berkeley.EDU>
Source record: 243501

I am looking for an Aladin Macintosh Emulator with Software Version 3.0 and also the Aladin Exchanger Cartridge. Anyone planning to get the Spectre GCR and want to get rid of the Aladin, kindly e-mail your offer and the price you want to sell to me please.

S. Sujarittanonta
School of Architecture
National University of Singapore

1636. ALADIN MAC EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 08:12:51 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9002130812.AA20322@ucbvax.Berkeley.EDU>
Source record: 243502

I am looking for an Aladin Macintosh Emulator with Software Version 3.0 and also the Aladin Exchanger Cartridge. Anyone planning to get the Spectre GCR and want to get rid of the Aladin, kindly e-mail your offer and the price you want to sell to me please.

S. Sujarittanonta
School of Architecture
National University of Singapore

1637. Help? Unsusibe?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 08:50:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000013@ux1.cso.uiuc.edu>
Source record: 243506

Is it just me or does anyone else feel like mailing the words 'Piss off!' to the people that post 'help' or 'unsuscribe' to the news group.

Of course maybe I'm stupid and there's a valid reason for it.

-Greg

1638. Re: Tim Roeder

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 09:34:26 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8540@pogo.WV.TEK.COM>
Source record: 243510

Tim,

It's a pity you can't see the genuine concern for the health of the ST I displayed in the first message through your emotion.

>Even though the first part of the above statement is for the most part true, I
>think that it is ENTIRELY uncalled for to make such a statement vis-a-vis
>commercial software on Pirate BBS'es. You obviously have a serious attitude
>problem.

This "attitude" is is derived from finding Diamond Back on no less than 20 BBS's within 3 months of it's initial release.

>> Unless Atari starts selling more machines so there are a few more users to buy
>> software AND unless ST users start supporting the machine through the purchase
>> of quality software there won't be any quality software to purchase!
>

>While I do agree with the necessity of support for commercial software for the
>ST, I dislike the tone that you have used in your little tantrum. If you can't
>make a positive contribution to the net, then just BE QUIET!

I dislike losing hard earned money through software theft. If someone came into your home and stole your TV and then you saw it at the flea market wouldn't you get upset?? I dislike the tone of your response because I have made positive contributions to the ST community. If you can't handle that then you should just BE QUIET.

>Hm, a disgruntled (but obviously otherwise gainfully employed) developer, eh?

Well, a man's got to eat.

Hey, this line of discussion is counter productive. Flame off ok?

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

1639. DEC keyboard as ST replacement

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:02:15 UTC
From: mwjester@wsucsa.uucp
Message-ID: <13203@wsucsa.uucp>
Source record: 243558

Has anyone tried out the package that supposedly allows one to connect a DEC LK201 keyboard to the ST? (I think the package is at Terminator.) I have been using DEC keyboards for some time now, and an LK201 would be my choice if I was looking for a 'better' keyboard for the ST.

Max J

1640. Re: STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820215421@masnet.uucp>
Source record: 243559

I was considering selling my old 520ST and buy the new STe since I thought I could upgrade to 4 meg cheeply. However, today I was told by a dealer that the STe doesn't use industry standard SIMM chips but rather somthing else (he said SIPP). And these new chips aren't even available yet. Is this true? Will they be more expensive than SIMM chips?
/

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1641. Re: Software/mouse problemspr

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:03:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820215399@masnet.uucp>
Source record: 243560

I haven't noticed the problems you've mentioned but then again, I haven't changed the tabs much yet. I assume you put the at the correct place in the document? I remember my first experiences with Word Perfect I'd change the margins but everthing came out wrong. I'd forgotten that you had to go to the top of the document first.

Have you checked your HD since you installed WP? I'm curious to see if others are having the crosslinked file problem I'm having.

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1642. Re: SAMPLING/RECORDING

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:03:00 UTC
From: barry.manning@canremote.uucp
Message-ID: <90030820215383@masnet.uucp>
Source record: 243561

I wasd just asking in the hope that some bright engineers might see the market. It cant be that difficult. Best regards. Barry.

~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

1643. Re: Dave Small: PLEASE tell us about Appletalk

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:38:59 UTC
From: dsmall@well.sf.ca.us
Message-ID: <16134@well.sf.ca.us>
Source record: 243507

[The basenote asks me to tell more about the Appletalk board for the ST].

Really, it's a bit preliminary. Right now, with a board that we have, we can print to an Apple LaserWriter from Spectre (Mac) mode, and coexist on a network with a Mac II. We've not yet tried fancier network things; getting the Apple LaserWriter printing means good things are working.

However, there are things to be done and added, PC boards to be made, packaging, et all. I'd expect many moons of delay before it finally ships; we want it to *work* without any hassles.

This board should also allow *high* speed networking amongst ST's, provided someone will write some driver software. It sure beats the 31K buad of the SGS net... Appletalk is up at around 230Kbaud, I believe.

So, it opens up all sorts of intersting possibilities.

Again -- this is not going to be ready for quite some time. We've asked for a few design changes to help make MIDI possible, since we're 90% there anyway with this board, and that rev of the board is not done, though close.

Anyway, that's what's going on. I'd appreciate it if no one tried to get in a "first order"; it will be *months* before we'll accept any.

-- thanks, Dave / Gadgets

1644. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:50:09 UTC
From: jbww@ukc.ac.uk
Message-ID: <3832@harrier.ukc.ac.uk>
Source record: 243505

In article <13352@watcgl.waterloo.edu> wsflinn@watcgl.waterloo.edu (Scott Flinn) writes:
>
>Has anybody else noticed any correlation between rapid sequences of
>keystrokes (involving multiple backspaces) and the appearance of the Phantom?
>

YES, also multiple mouse clicks as menus drop ...

1) how about a problem with EventMulti (as a first guess)
(new interupt while processing first one)
- comes back to previously suggested problem of spending too long
in an interrupt - because of two interrupts ???
else,
2) how does keyboard uP react to interrupts when already handling one ?

fairly easy to check which is at fault :
put a hardware monitor (scope, monostable with LED) on the serial data
to the 6850 in the ST, look for transitions when the Phantom is typing.

Presumably the long delay bewteen keystrokes is caused by a counter
getting out of the expected range, and then having to wrap round.

i.e., suppose a buffer is being emptied (until 'low-water mark' is reached)
if an equality test is missed due to interleaving interrupts, the counter
will have to wrap round (via 64k/.../...) to reach equality.

The cure may be as simple as changing an equality test
for an `equal or less than' test. (somewhere!)

probably totally wrong, just my best guess to date.

cheers
beau webber jbww@ukc.ac.uk

1645. FORSALE atari 1040st w/2.5M

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 10:54:00 UTC
From: rich@sendai.sendai.ann-arbor.mi.us
Message-ID: <RICH.90Feb13055400@sendai.sendai.ann-arbor.mi.us>
Source record: 243563
Cross-posted to: comp.sys.atari.st,misc.forsale

just yer basic 1040 but with 2.5 M of memory with sm124 (the monochrome monitor).

Also an sh204.

Will consider selling separately. Make me an offer, I want to get rid of this thing.

1646. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 11:48:58 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Feb13.114858.5081@bath.ac.uk>
Source record: 243517

In article <900204.10484196.021631@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
> There has been an increasing amount of talk about the 'phantom
>typist' on the ST, in which the computer appears to slow down and
>whatever characters are stored in the keyboard buffer, appear, albeit
>slowly. Some programs which have keyboard commands, such as WordPerfect

I heard rumours some time ago that this was a side-effect (maybe or maybe
not intentional) of an early PD program called UHRLI.ACC, which when
selected would put a small digital clock display inside a tiny window.
I certainly have not seen the problem since I bought a cheap digital
watch to hang beside the computer, and stopped using UHRLI. May just
be coincidence, though.

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

1647. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 11:53:40 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Feb13.115340.5645@bath.ac.uk>
Source record: 243518

In article <4876ef20.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>
>Jan, the USA market is being relegated to Third World Status by the marketing
>of Atari Corp. There is no other explanation for Atari Corp selling new products
>in Europe first. As far as the USA market being so much smaller than the Europoen
>market, that is the fault of Atari Corp. If Atari Corp were to aggresively market
>the Atari ST/TT computers here in the USA, than the USA market would be bigger
>then the Europeon market.

There is ONE good reason for selling to Europe first. In general, FCC type approval is harder to get than the corresponding approvals in Europe. So, Atari can begin selling the machines over here before they have been tightened down to FCC specs. Or, in other words, it may be that Europe is being used to 'bug-chase' the machines before they are released in the States, rather than being favored. Certainly, if problems DO occur with the early versions of a machine, it is better to have them surface in the market which is potentially smaller, rather than in the one which is potentially large.

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

1648. Re: PageStream 1.8 virus (not a rumor)

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 13:06:32 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <9906@ttidca.TTI.COM>
Source record: 243523

In article <28923@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
...[edited]...
>This is directly from the horse's mouth, as it were...the statement
>was issued by SoftLogik, Inc. to the ST Report. It the statement it
>is refered to as the "key virus." (Anyone hear of this?) Any of the
>anti-virus programs should take care of it, but Soft Logik is,
>of course, exchanging disks if you are nervous.

The "KEY" virus is the most widespread virus in the USA. That is
because it displays no symptoms, it only spreads. It represents
two dangers:
1) It spreads to every disk that passes through the ST while the
virus is active, thus wiping out existing executable boot sectors
on disks which must have them. This can render a disk which must
be self-booting useless.

2) It is called the "KEY" virus because, once installed in a
system, it checks every passing disk for a "KEY" value in the
boot sector. If it locates one, it will cause the execution of
whatever code is on that disk, even if the machine is not being
powered up or reset at the time the "KEY" disk is located. There
have been no episodes of a "KEY" disk being located reported, to
date. That doesn't mean they don't exist. That only means that
I haven't heard of them, or the victim of whatever the "KEY" did
was not aware of the cause (which is quite likely, if such an event
has occurred).

Every virus killer I've seen (or written, of course) will eradicate
this virus.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

1649. Re: (repost) POOLFIX3.ARC - fix to TOS 1.4 and STe TOS

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 13:21:58 UTC
From: hh@trillian
Message-ID: <1979@laura.UUCP>
Source record: 243508

Path: trillian
!hh

In article <4284@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <BAMMI.90Jan30155547@dsrgsun.ces.CWRU.Edu>
>bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>>apratt: how about sending out a binary diffs (a convenient way is to
>>hexdump, and send out context diffs of the hexdumps) from the t1.4
>>image, that fixes these problem, so that those of us with eproms can
>>fix them.
>
>I doubt if Atari are going to buy this idea, nice though it is. I would prefer
>if they started shipping out complete fixed images to subsiduaries now. Just
>like they did with TOS1.6 when they found some real showstopping bugs.

Hey, what? Did they? Where can I get them? I hope I need not send my
precious STE to Atari.

Snail mail: | E mail: hh@trillian.informatik.uni-dortmund.de
Hasko Heinecke +---
Ostenbergstr. 97 | Computers are different from telephones!
D-4600 Dortmund 50 | Computers do not ring! -Tanenbaum

1650. Digest

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 14:04:45 UTC
From: kc_yeo@sngsf1.SINet.SLB.COM
Message-ID: <9002131404.AA12177@ascsu1.SLCS.SLB.COM>
Source record: 243579

Hi, I am interested to be on the distribution list for the
INFO-ATARI16 digest. Can you tell me what does it take to do that ?
Your early reply is very appreciated. Thank you.
best regards,
Arthur

1651. Anybody using FORTH?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 14:07:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000014@ux1.cso.uiuc.edu>
Source record: 243580

Is anybody using Forth that has been posted to various sites?
I am about to embark on learning it, but I would like to know
if it is able to save executable binaries. The docs seem a
little hazy about it.

-Greg

1652. st xpress magazine

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 14:07:12 UTC
From: toml@xrxedds.UUCP
Message-ID: <TOML.90Feb13090712@nighthawk.xrxedds.UUCP>
Source record: 243581

has anyone heard anything about st xpress? i bought it on the newsstand occassionally last year, decided i liked it and send in $$ for a subscription, only to get two issues in four months and no more issues since november or so. i had heard rumors of trouble... any official word on this (fairly good) magazine? if they have failed, what is the likelihood of getting some of my money back?

--

tom love
Xerox Engineering Design and Documentation Systems
607 Herndon Pkwy, Herndon, VA 22070 703-787-2027
ARPA: toml.herndon@xerox.com
XNS: toml:herndon:xerox
UUCP: uunet!xrxedds!toml
{sun|rlgvax|hadron}!sundc!ra!toml
GENIE: tomlove (infrequently used)

Disclaimer: they didn't do it, i did, so leave them alone.

1653. GNUEMACS

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 15:28:50 UTC
From: gaertner@linod.UUCP
Message-ID: <245@linod.UUCP>
Source record: 243509

Please could someone email me parts 6-10 of GNUEMACS (comp.binaries.atari.st)
as our site didn't receive them. Could someone tell me the path of an archive
site for comp.binaries.atari.st?

thank you
M. Gaertner

Linotype AG Eschborn
UUCP: ..uunet!mcvax!unido!linod

1654. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:21:07 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Feb13.162107.2537@gpu.utcs.utoronto.ca>
Source record: 243511

Jeff,
I tried to mail to you directly the last time, but the message got sent back "userid not known". This seems to happen a lot on this network nowadays. Hopefully others will be interested too.

Having done some playing around with scrolling methods, I would say that blitting is definitely the way to go. Figure out the screen size in pixels, subtract the offset of the scroll amount (1, in your case), and use a raster copy opaque (vro_cpyfm(), if memory serves me right) to shift the screen by the offset amount. You will now need to overlay the "vacated" screen space. If you are working within a window, v_gtext() will work fine. It doesn't care what pixel it starts on, although it is faster if it is snapped horizontally to a byte boundary. If you are dealing with the alpha screen, you are in for some work, unless somebody in netland knows a quick way to do this. I would build the text line image in some buffer (alternate Logbase?) and blit a portion of it into the screen. I don't have much experience with the alpha mode, so I will defer to better advice here.

If you would like to see a code fragment for a window, send me a note. Perhaps personal mail works better.

Barry

1655. Re: User support? Re: harddisk-backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:26:20 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1289@lzsc.ATT.COM>
Source record: 243583

In article <8533@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
> In <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET> O. Steinmeier writes:
>
> >...
> >So, if you know a reliable, fast, cheap (PD or shareware preferred)
> >harddisk backup program, would you send me a message?
>
> So you want it to be fast, reliable, and do everything but wash the kitchen
> sink but you don't want to pay for it???? Typical.
>
> of users to PAY for quality software. NOBODY wants to develop software for
> a machine that you can only sell 500 copies of a program before it's on half
> the bulletin boards across the country.
>
Whats great is that the Atari is easily programmed by good hackers and so
so much is free. [The term hacker, is used here in its original complimentary
sense].

Turtle is available on USENET as freeware (I think is free, otherwise its
sharware and cheap). It is fast, reliable and even tries to wash the dishes.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1656. Re: bizarre problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:35:16 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1290@lzsc.ATT.COM>
Source record: 243584

In article <7956@pt.cs.cmu.edu>, gael@b.gp.cs.cmu.edu (Gillette Elvgren) writes:
>
> I just recently bought a Mega2 with a monochrome monitor and wanted
> to hook up the mono with my 520ST giving the Mega my color monitor.
> Everything works fine except the monochrome monitor doesn't display
> anything with the 520ST. I've tried the ST with color and the mega
> with both (color and mono). Apparently my ST doesn't like the mono.
> The monitor's power is on, and I can here keyclicks but no display.
>
> Does anyone have any advice?
>
Two obvious source of problem in the 520:
1. the connector is broken. The mono signal is on a different pin.
2. one of the monitors ASSERTS a signal to the 520. If it thinks its always
color, mono will surely be screwed up.
3. Internally the mono signals must make it thru parts of the motherboard
to get to the connector. (Maybe also thru a chip! [my drawings are
home]).

Bottom line. Your 520 is Broken.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1657. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:40:19 UTC
From: pietrzak@guava.CES.CWRU.Edu
Message-ID: <1990Feb13.164019.4830@usenet.ins.cwru.edu>
Source record: 243512

In article <13352@watcgl.waterloo.edu> wsflinn@watcgl.waterloo.edu (Scott Flinn) writes:
>
>Has anybody else noticed any correlation between rapid sequences of
>keystrokes (involving multiple backspaces) and the appearance of the Phantom?
>
>--
>Me: Scott Flinn / "If it doesn't fit, force it.
>Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
>UUCP: watmath!watcgl!wsflinn / fit anyway."

The only time a phenomenon like the "Phantom" ever happened to me was in a
case similar to this, where I was typing in WordPerfect quickly or backspacing
quickly, and the machine sort of took over. This hasn't happened to me
in the last year or so; I attributed this to getting the Wordperfect 89 update
and/or moving to a mega ST (both of which happened around the same time :-).
If the people with mega's have experienced the phantom, could this problem be
solved in software (i.e., the new WordPerfect fixes the problem)?

J P

1658. Re: mail in your warantee cards

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:50:57 UTC
From: cfj@nosun.UUCP
Message-ID: <579@intelisc.nosun.UUCP>
Source record: 243585
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

I recently mailed in my registration card for my SE/30 and it got kicked back with a message stamped on it that the post office box had been closed. Did Apple change the address where the registration cards are sent ????

--Charles Johnson
Intel Scientific Computers
Beaverton, OR
cfj@isc.intel.com

1659. Re: Tim Roeder

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 16:52:27 UTC
From: tar@naucse.UUCP
Message-ID: <1878@naucse.UUCP>
Source record: 243515

In article <8540@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
> Tim,
>
> It's a pity you can't see the genuine concern for the health of the ST I
> displayed in the first message through your emotion.
>

As you might have suspected Bob, I reacted rather hastily and
emotionally to your post. Of course, I have to admit that it WAS
difficult to see any concern in your original post. It did seem to be
merely another in a long series (not necessarily all from you) of
unproductive gripes.

>
> This "attitude" is is derived from finding Diamond Back on no less than 20
> BBS's within 3 months of it's initial release.
>

I am now more ready to accept your previous statement given a little
more 'fact' in regards to Pirate BBS'es, etc. I am rather sorry that
you found your product on such places. I am aware that it hurts.

>
> I dislike losing hard earned money through software theft. If someone came
> into your home and stole your TV and then you saw it at the flea market
> wouldn't you get upset?? I dislike the tone of your response because I have
> made positive contributions to the ST community. If you can't handle that
> then you should just BE QUIET.
>

I can, given the above response(s), readily understand your anger
towards me. For my somewhat out of line personal attacks, I do
apologise. However, I guess I should point out that the main point I
was (probably poorly) attempting to make was that one should not get on
other people's case when they ask for a program that does what they want
and hope that something in the public domain will fit the bill. I
realize that you wish to make a little money on your efforts, but
there's no need to lash out against them.

>
> Well, a man's got to eat.
>
> Hey, this line of discussion is counter productive. Flame off ok?
>

Yes, I agree that it is <was?> counter-productive. I also apologise (once again) for my rather vehement attack. I hope I have made my reasoning a little clearer. I shall endeavor to be more restrained in the future.

--
Timothy A. Roeder - Northern Arizona University/Univeristy of Arizona
UUCP: ...!arizona!naucse!tar
Internet: arizona.edu!naucse!tar -- troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.BITNET

1660. Re: Bookmark for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 17:08:43 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <35684@iuvax.cs.indiana.edu>
Source record: 243513

Gee. Sounds like one of the best reasons I've yet heard to buy WordPerfect, which has an auto-backup feature (I've never lost more than 8 minutes of work, and with my hard drive, I don't notice the autosaving at all).

Come to think of it, I've only seen the phantom typist twice the school year. It's shown up much less frequently in the last 8 months or so...the only thing I can think of that's different in my system is that I'm using TurboST

Jeff

1661. European ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 17:41:37 UTC
From: mjv@iris.brown.edu
Message-ID: <29087@brunix.UUCP>
Source record: 243514

I'm thinking about getting both some ST magazines from Europe. What are some good general interest ones that are in either English or German? Has anyone done overseas subscriptions and what success have they had?

Please e-mail any responses. Thanks much!

-- mjv@iris.brown.edu

1662. Re: drawings -< pic, laserjet, postscript??

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 18:16:12 UTC
From: fyl@ssc.UUCP
Message-ID: <478@ssc.UUCP>
Source record: 243586

In article <3831@cbnewsj.ATT.COM>, rcd@cbnewsj.ATT.COM (rana.c.dutt) writes:

> The drawing tools in Pagestream 1.8 are very good. After you're done,
> you simply load the printer driver you want from Pagestream's wide
> selection of output modules, which includes the HP Laserjet and Postscript.
> I have both the HP Deskjet and the Paintjet, and the output quality on both
> is excellent.

> If you want to merge these drawings into troff documents, I suggest you
> convert your troff output to postscript first, with a postscript
> post-processor. Then merge the postscript generated from Pagestream into it.

Actually, you can just include the postscript into troff input.
By adding a \! prefix, troff will just pass it thru to the typesetter.
I use this feature all the time to produce overheads for my
UNIX classes. I produce postscript with Publishing Partner and
then use a make file on the UNIX system to handle the preprocessing
of the postscript to add the prefixes (and strip out garbage generated by
PP. I use a macro in my troff source to include the postscript file and
tell troff how much space the figure will take. I am using devps to drive
the postscript printer or typesetter from troff.

--
Phil Hughes, SSC, Inc. P.O. Box 55549, Seattle, WA 98155 (206)FOR-UNIX
uunet!pilchuck!ssc!fyl or attmail!ssc!fyl (206)527-3385

1663. Re: European ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 18:39:23 UTC
From: rjd@cs.brown.edu
Message-ID: <29098@brunix.UUCP>
Source record: 243516

In article <29087@brunix.UUCP> mjv@iris.brown.edu (Marshall Vale) writes:
>
> I'm thinking about getting both some ST magazines from Europe. What
>are some good general interest ones that are in either English or
>German? Has anyone done overseas subscriptions and what success have
>they had?
>
> Please e-mail any responses. Thanks much!
>
>-- mjv@iris.brown.edu

Marshall ---

Funny you should mention this. :-)

I get three Europian ST mags, one in English and the
other two in German. The one in English is from the
UK and called ST World. It is really a decent rag, with
alot of (envious) product announcements, some decent articles/reviews,
and reasonable programming/hardware hacks. The 68000'er (German)
is similiar. ST Magazin (German) I let the subscription run out on
because it is a little to basic user oriented.

-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1664. PHANTOM TYPIST

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 20:02:48 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900213.14024526.032409@SFA.CP6>
Source record: 243587

Scott Flinn writes:

"Has anybody else noticed any correlation between rapid sequences of keystrokes (involving multiple backspaces) and the appearance of the Phantom?"

I think that Scott has sort of hit the nail on the head. But heck if I can get the creature to show up at my beckoning. I wonder if it takes a certain combination of keys that occur upon fatfingering. That would explain why it is so difficult to get the critter to show up. Furthermore, I still feel that it is on the keyboard side and not the motherboard side. Seems the fact that it has happened also with Spectre would be a significant clue.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1665. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 21:05:46 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Feb13160032@dsrgsun.ces.CWRU.Edu>
Source record: 243588

In article <2420@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

> Since we have recompiled GEMDOS and BIOS source code, but no AES and
> VDI source code, the only people to solve the problem are ATARI US.
>
Who is "we". the reason i ask is that atariUS is refusing to
distribute source code for gemdos/bios here like they used to with the
developer kit. i am curious if atari germany if distributing it to
developers there.
--
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

1666. 64 pin socket for PC Speed

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 21:10:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb13.170233est.57483@ugw.utcs.utoronto.ca>
Source record: 243589

As described earlier on the net, I installed PC Speed in my Mega. This involved soldering the supplied 64 pin DIP socket on top of my 68000. I want to be able to move PC Speed to another machine, which involves soldering another 64 pin socket on that machine's 68000. Problem is, I need another two 64 pin sockets (the second inserts in the soldered one to raise the PC SPeed board a reasonable distance off the Mega's motherboard), I called Active Electronics & they want 5.11 each but a minimum order of $25 is required. Does anyone know where I can buy two such sockets without having to blow $25 just to fulfill a minimum order requirement.

Note: I am looking for suppliers in Ontario, Canada if at all possible. It does not matter whether the supplier is commercial or private - I just want the sockets.

Thanks in advance!!!

1667. RE: Tape Backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 21:19:24 UTC
From: blee@plains.UUCP
Message-ID: <3411@plains.UUCP>
Source record: 243525

I just got off the phone with Vance Chin of Berkley Micro Systems.
Unfortunately I was not able to confirm the information
given by Alex Leavens.
When I spoke to Vance (2:30 centeral, 2/13/90), he said that
the controler (BMS200) was $150 if I wanted a case with it; a shoe box
case (6x6x~12 (not the same as Alex's case)) with the bord was
$250.
Then I asked about software: He assumed I wanted it for a hard
drive, so he said that software for the tape backup would be extra
(I don't remeber if any price was given).

The only thing he said that was positive (in my view) was that
the BMS200 is the only controler that can handle 1:1 interleave
on the larger drives.

I hope this does not detract from Alex. I thank him for his personal
reply to questions about his equipment. There is a $100 discrepency
here and I would like to know where this is comming from. Possibly
just a salesman who wanted to get some extra commission or Alex received
a break for repeat business.

I don't work for anyone listed, I have no gripes with anyone,
I just hope I saved a phone call for someone...

Blaine Lee
blee @ plains.nodak.edu

1668. Re: TeX Fonts ... How many are there?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 21:54:15 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10915@stag.math.lsa.umich.edu>
Source record: 243522

In article <1990Feb12.205652.12645@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>I am seriously considering getting the TeX diskettes from the Current
>Notes' Library, but first I have some questions which I hope netters
>can answer.
>
>Here at the museum, we use SoftQuad's troff system on a Xenix
>box coupled with a PostScript printer. One of the nice things about this
>is that we can take advantage of all of Adobe's fonts. Some of the
>one's we find useful are Goudy Old Style, Palatino, Futura. Does TeX,
>in its public distribution, have any means of supporting Adobe fonts or
>similar typefaces?

If you get MetaFont running, you can create all the fonts you want. Of course, you should have a good deal of spare time before you try this. The NeXT machines are shipped with a program called afmtotfm, which converts Adobe Font Metric files to TeX Font metric files. I don't remember if the source code is shipped as well, but that at least tells you that it's a doable thing.

TeX is by far the most versatile text processing system that exists; it can certainly handle things better than troff can. And, by switching to TeX/DVI output, you get the advantage of the device-independent output file format. Since you're using postscript already, that's probably not a big issue, but if you need to support any other types of printers DVI is a wonderful thing to be able to take advantage of. I've got a program (based on code from Imagen written 15 or so years ago) that I've been hacking on that takes troff CAT output and converts to DVI, just 'cause it's so handy at times...
--
-- Howard Chu @ University of Michigan

1669. Re: Bookmark for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 22:17:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10917@stag.math.lsa.umich.edu>
Source record: 243526

In article <22492@mimsy.umd.edu> bane@mimsy.umd.edu (John R. Bane) writes:
>Does there exist, PD/shareware/commercial software for the ST that can do
>a RAM image dump at intervals to help you recover from crashes? The
>phantom typist bit my wife again twice today; the first time she was
>able to mouse Save and reboot with no damage done -- the second time
>she lost an hour's work and her temper.

Switchback can sort of do what you want. You can use it to partition your ST memory into chunks of 512K, 1meg, or 2meg (don't remember if there were other supported sizes) and run different programs in each partition, or take snapshots of the current partition and save them in other partitions. Then you run their buffer utility to save a partition to disk.

The switchback software could probably be altered to not use partitions, and just dump and restore all of memory as a single block, but it would need about 4K for control info. (That's how much it eats out of each of the partitions it sets up.)

(I just bought one of these a couple weeks ago; I like it a lot. Really slick. Of course, I use it with a Mega-4, with more RAM in an UltraDisk, so I can really put this thing thru its paces...) It's unfortunate that Alpha Systems no longer makes their UltraDisks - 4meg of memory there is quite the handy thing to have. I can run Minix in 4 meg and TOS in another 4 meg, and swap between the two at the touch of a button. Also, since the UltraDisk is battery backed up, if your machine locks up, as long as you had a copy of the current image stored there, you can just toggle the power and swap it back in and keep right on running. This is one of the most awesome hardware/software combos I've seen for the ST; I'm kind of surprised more people aren't using it.

I don't have their number handy right now, but you should be able to look 'em up in most ST magazines. I ordered Switchback straight from them and got it via UPS in 3 days. It works really well, I like it a lot...

(No affiliation, just a satisfied customer...)
--
-- Howard Chu @ University of Michigan

1670. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 22:44:30 UTC
From: rwilson@uvicctr.UVic.CA.UUCP
Message-ID: <917@uvicctr.UVic.CA.UUCP>
Source record: 243590

>>In article <25CC88FC.14033@maccs.dcss.mcmaster.ca>, johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>>> Someone asked for a list of Atari dealers in Canada.
According to my local Atari dealer, he can lose his dealership if he send's machines to the U.S. Since Canadien Atari computers are not FCC approved, they cannot be sold to the U.S. Please ask your dealer before posting his address, he (or of course she) may not want to be bothered by lots of requests for STe's that he can't fill.

Rich (rwilson@uvicctr.UVic.CA.UUCP)

1671. Read/Write to DMA port

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 23:38:50 UTC
From: ZUCCONI@FRMOP11.BITNET
Message-ID: <9002170430.AA16245@ucbvax.Berkeley.EDU>
Source record: 243591

```
Date: 13 February 1990, 23:37:13 GMT
From: J.-M. Zucconi (+33) 81666900 ZUCCONI at FRMOP11
To: info-atari16@wsmr-simtel20.army.mil
Subject: read/write to the DMA port

I try to use the DMA port to write and read data (not in DMA mode)
typically to send commands to an external controller. The problem I meet
is that I can't read safely from the DMA port. After several checkings
I have found that I always read the last byte written on the port. Further
investigations show that if I wait 'some' time before reading the port, the
value returns to zero. The following code shows that. It should be noted
that during execution, NOTHING is connected to the DMA port!
I write the value 0xff to the port. If the parameter 'time' is set
to 0x1fff, I read 0xff. when time is set to 0x5fff, I read 0x0 (correctly?)
and if time is set to 0x3fff, I get 0xe0 !!!

Could someone tell me what is wrong in my code and how to write/read via the
DMA port?

Thanks
J.-M.

------------ CUT HERE ---------------------------------------------
flock EQU $43E
diskctl EQU $FF8604
fifo EQU $FF8606

; ...initializations take place here

BSR super_on ;go in supervisor mode
ST flock ;turn off floppy
MOVE #$1C8,fifo ;set DMA mode register to write data

MOVE #$FF,diskctl ;write data on DMA port

MOVE #$C8,fifo ;set DMA mode register to read data
BSR pause ; pause

MOVE diskctl,D0 ;read data on DMA port
BSR affiche_status ;and prints value
SF flock ;turn on floppy
BSR super_off ;return in user mode

; end of the program...

pause MOVE.L #time,D1 ;delay loop. time is set between $1FFF and $5FFF
loop SUB.L #1,D1
BNE loop
```

RTS

------------ CUT HERE --
-*-*-*-*-*-*-*-*-*-*-*-*
Jean-Marc Zucconi
ZUCCONI@FRMOP11.BITNET
--*-*-*-*-*-*-*-*-*-*-

1672. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 23:39:46 UTC
From: apratt@atari.UUCP
Message-ID: <2039@atari.UUCP>
Source record: 243592

brazil@pawl.rpi.edu (Timothy E. Onders) writes:

>In article <1990Feb6.223637.15845@sj.ate.slb.com> greg@sj.ate.slb.com (Greg Wageman) writes:
>>
>>What Atari has changed, I believe, is to treat the "recno" parameter
>>as an UNSIGNED int, with a range of 0 to 65535, and consequently a
>>32Mb limit.

Wrong.

>Actually, the logical sector size was also increased [...]

Right. The logical sector size is now "large enough so the partition can be represented by 32767 sectors," which is to say 512 bytes for <16MB, 1024 bytes for <32MB, etc. all the way up to 8K/sector or more.

This means BIG TROUBLE for any program which does Rwabs() calls and expects to get 512 bytes per sector: you should use Getbpb() to FIND OUT how big sectors are, rather than assuming any one value. It's also BIG TROUBLE for programs which add buffers to GEMDOS via the "bufl" system variables: it's hard (not impossible) to tell how large each buffer must be. Get the AHDI 3.00 Release Notes from Atari (available to developers) for the grubby details.

>>the old Dfree()/FAT search bug rears up

There is no such bug; I think you mean "really horribly slow implementation."

>>and file creation takes nearly forever.

That part is true. So take your own advice and get TOS 1.4!

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1673. Re: Software/mouse problemspr

Newsgroup: comp.sys.atari.st
Date: 1990-02-13 23:42:53 UTC
From: icsu8053@nero
Message-ID: <3111@caesar.cs.montana.edu>
Source record: 243528

In article <90021118332752@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>
> Well, the latest problem I've had with Word Perfect ST has to do with
>indenting. It just isn't indenting a paragraph properly, unless I make
>the settings and then go in and backspace a few times - suddenly it
>works. Second, I put in a few extra tab settings and a minute later find
>that they have been reset to default settings. Sometimes this happens
>immediately after tabbing once, sometimes a little later. I can't get my
>settings to stick. Since I am in the middle of formatting a rather long
>document, these idiosyncracies are driving me absolutely bananas.
>---
> * Via ProDoor 3.1R

It sounds like you are setting your codes in the middle of your dicument.
There are a few basic rules you have to remember when using WordPerfect:

-Everything is done in codes. When you set your tabs, it inserts a code
sequence into your document. This code is treated as a single character.
Use Reveal Codes to display the text and codes in a document.

-The codes only affect the text which comes *after* the code and before
another occurance of the same code.

-Some codes have an explicit start and end. Bold, for instance, will start
with a big B ([B] in reveal codes) and end with a little b ([b] in reveal
codes). These codes are inseperable and if one is deleted, the other will
be removed. The only way to restore these types of codes is by using the
block feature to highlight the text and press the appropriate code.

As far as indenting goes, try following these guidelines: Use tabs up to the tab stop just previos to where you want to start indenting then use a tab to
indent the first line of the paragraph. It should look soething like this:
(using tabs stops every three characters)

This is a test. Ignore it and it will go away. My name is Luca, I
live on the second floor. The quick brown fox jumped over the lazy
whaterer and they all ived happily ever after.

In reveal codes, it would look like:
[TAB][INDENT][TAB]This is a test. Ignore it and it will go away. My name is L
ca, I[Srt]live on the second floor.....

By the way, don't try to use margin release until you have a VERY good hang
of how WP works. It can really screw with your mind. By the way, NEVER use
spaces to line things up in WP. It will always screw things up. I'm sorry
if this is a bit too basic, but better safe than confused. I just completed

another 35 page document last night in WP and it seems that I learn something new to do with it every time. It's a slick program, you just have to learn it language. But it is a VERY powerful language.

BTW, make sure your tab stops start AFTER your left margin, usually ten. If your tab stops are 5, your first stop should be at 15.

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.Pratt4

"The ships hung in the air in exactly the same way that bricks don't."
Douglas Adams, _The_Hitchhiker's_Guide_to_the_Galaxy_

1674. Re: TeX Fonts ... How many are there?

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 01:27:59 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3567@tahoe.unr.edu>
Source record: 243529

In article <10915@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <1990Feb12.205652.12645@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca
(Royal Ontario Museum) writes:
>>I am seriously considering getting the TeX diskettes from the Current
>>Notes' Library, but first I have some questions which I hope netters
>
>If you get MetaFont running, you can create all the fonts you want. Of
>course, you should have a good deal of spare time before you try this.
>The NeXT machines are shipped with a program called afmtotfm, which

afmtotfm is available (source) in the dvips40 distribution
(june.washington.edu I believe). Yoy might also be able to get
the tfm's from Personal Tex Inc. They list a lot of Adobe fonts
for TeX on the PC.

>converts Adobe Font Metric files to TeX Font metric files. I don't remember
>if the source code is shipped as well, but that at least tells you that
>it's a doable thing.
>
>TeX is by far the most versatile text processing system that exists; it
>can certainly handle things better than troff can. And, by switching to

With TeX I can format and preview files at home on my ST (its
been ported to just about everything but the Sinclair!) and
print 'em at work!

>TeX/DVI output, you get the advantage of the device-independent output
>file format. Since you're using postscript already, that's probably not a
>big issue, but if you need to support any other types of printers DVI is
>a wonderful thing to be able to take advantage of. I've got a program
>(based on code from Imagen written 15 or so years ago) that I've been
>hacking on that takes troff CAT output and converts to DVI, just 'cause

Neat! There is also a troff2tex program in comp.sourcces.unix
that works amazingly well (even equations).

A friend was just finishing a large book (math. physics like)
in troff. When he saw what I could do with TeX he called
his publisher and was told that they could take TeX files
directly, speed up the process and would really appreciate it!
He switched! We found the translator (troff2tex) and he was back
on schedule in a few weeks.

>it's so handy at times...
>--
> -- Howard Chu @ University of Michigan

~ ____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____________________________|__RENO___NEVADA_____________|

1675. Re: STE and multisyncs

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 02:01:28 UTC
From: apratt@atari.UUCP
Message-ID: <2042@atari.UUCP>
Source record: 243593

01659@AECLCR.BITNET (Greg Csullog) writes:

>I ask ONCE AGAIN. If the STE supports large screen monitors, like the
>MONITERMs, can I get the full rez (1024x768) on an OMNIMON Rainbow
>multisync. If so, HOW!!!!!

Taking this tone does not help you get an answer. This is the first
time I have seen this question come up, and I'm answering you in spite
of your tone mainly as an excuse to ask people to be more considerate
in the future.

No, the STe can not drive a Moniterm or similar monitor directly. The
video signal for that kind of monitor is totally different from the
normal ST/STe video, and requires extra hardware. There is an add-in
board available for the Mega which has this hardware. Since the STe is
in a 1040 case, without the room or stakes for this kind of board,
it's not available for STe. We do have plans for a future STe with
enough expansion capability to make this possible, but the details
are not public yet (and I don't know them).

The TT does support Moniterm-style monitors directly. It has that
extra hardware built in, in addition to other new video modes, plus the
three ST video modes for compatibility. All the modes except the
1024x768 Moniterm-style mode are usable with the same type of monitor.
That monitor is *like* VGA, but the timing is a little different, so an
off-the-shelf VGA monitor will look funny (i.e. picture too small and
not centered, or something like that). If you buy the monitor from us,
it will work (of course). If you buy a multisync monitor, it will come
with enough adjustments that you can make it look good. Your ST
monitors will not work with a TT.

>Can someone from Atari also post the specs on the SIMMs the STE and STACY
>are supposed to use?

I don't know them. The SIMMs are there mainly for the cost and space
savings on the PC board, not so you can add memory to your machine.

In some machines the memory is not even socketed: it's SIPs, not SIMMs.
If the cost of SIPs is lower than SIMMs plus sockets at the time we
buy, we use SIPs.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1676. Portfolio <-> ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 02:51:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-13-18:51:01.98*UK14"@DKAUNI2.BITNET>
Source record: 243594

In <90021118332768@masnet.uucp> Calvin Bruner asked for a program,
which allows data transfer between Portfolio and ATARI ST using
the parallel interface.

As far as I know, there is a technical problem that makes it
impossible to use the parallel port of the ATARI ST. The Portfolio-
interface uses the paper-end signal (I think for handshaking). The
pin which should handle this signal is not connected in the ST's
parallel port. So I think the only way to use the parallel interface
to transfer data between ATARI ST and Portfolio is to write a new
transfer program for both computers. I don't know if ATARI is going
to write this program.

Oliver

Disclaimer: Everything I wrote might be wrong, even this!

Oliver Steinmeier (UK14@DKAUNI2.BITNET)
Waldhornstrasse 4-8
D-7500 Karlsruhe, FRG

1677. PC-SPEED

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 02:52:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-13-18:52:08.72*UK14"@DKAUNI2.BITNET>
Source record: 243595

In <90Feb9.235128est.57802@ugw.utcs.utoronto.ca> Greg Csullog
writes:

> Since that posting, I formatted drive C: with MS DOS but I could
> not get PC Speed to boot from hard disk. Was that because I reran
> HINSTALL to have the ST boot from C: as well?

Yes, that's it!
If you want TOS to boot from C:, you cannot tell PC-SPEED to boot
MS-DOS from TOS-drive C:. The PC-SPEED-software reads the MS-DOS-
system-files from DOS-drive C:, which can be set to an arbitrary
TOS-drive (e.g. D:). So all you have to do (assuming MS-DOS
boot-drive is TOS-D:) is:

1. Run PCS_INST and tell PC-Speed that you have a harddisk (do NOT
select 'HDBOOT') and attach MS-DOS drive C: to TOS-drive D:
(other connections as you would like to have them)
2. Run PC_SPEED and boot MS-DOS using your boot floppy-disk.
3. Try to switch to drive C:. It should work - and the contents
should be the contents of your TOS-partition D:.
4. Format MS-DOS-drive C: using the FORMAT-command. Don't forget to
use option /s to install the system files on your boot partition.
FORMAT deletes the information which was stored on MS-DOS-drive C:.
Make sure that you have copied your important files to another
partition or disk, before you format the partition.
5. Leave MS-DOS and rerun PCS_INST. Tell PC-SPEED that you would
like to boot MS-DOS from your harddisk (i.e. select HDBOOT).
6. Run PC_SPEED and press RETURN without inserting a boot disk.
Your computer should boot from your harddisk.

By the way, you should NOT allow PC-SPEED to access harddisk
partitions which are smaller than 4.2 MB, because MS-DOS cannot
handle them. It could cause data loss!

Oliver

Disclaimer: Everything I wrote might be wrong, even this!

Oliver Steinmeier (UK14@DKAUNI2.BITNET)
Waldhornstrasse 4-8
D-7500 Karlsruhe, FRG

1678. Piggybacking RAM into the 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 05:37:55 UTC
From: SLH85@cc.usu.edu
Message-ID: <18502@cc.usu.edu>
Source record: 243597

A couple of days ago I read a message about piggybacking RAM chips onto the ones already in my 1040ST. It mentioned connecting a single line into the MMU. Is this possible, and if so which line on the MMU should I connect to.

Thanks.

Kurt Olsen (SLH85@CC.USU.EDU)

1679. more drive woes

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 07:23:21 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <34302@ucbvax.BERKELEY.EDU>
Source record: 243503

I STILL have yet to get my floppy "upgrade" working. What I have is:

Toshiba 1.44M drive
The parts of an Atari SS/DD drive

What I want to end up with is:

A DS/DD drive (for now)

What I have ended up with is:

A SS/DD drive using the 1.44M part.

The problem appears to be the fact that the head/side select line on the adapter board in the Atari drive unit (the little board behind the actual drive) does not have that signal connected to the drive. There are some traces leading from the corresponding pin on the fat atari cable through the board, but the pin going from the board to the drive is not connected.

I checked the signal levels and it appears that when side 1 (of 1 or 0) is selected, the drive stops moving the head around.

I also tried connecting the line from the computer to the drive directly, but this did not work.

Any clues anyone?

PS. I've already done the pin 10 - pin 14 jumper and I can get SS/DD performance.

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

1680. Re: GNUEMACS

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 07:26:11 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1982@laura.UUCP>
Source record: 243504

In article <245@linod.UUCP> gaertner@linod.UUCP (Margit Gaertner) writes:
>Please could someone email me parts 6-10 of GNUEMACS (comp.binaries.atari.st)
>as our site didn't receive them. Could someone tell me the path of an archive
>site for comp.binaries.atari.st?

There are two archive servers holding the postings to
comp.binaries.atari.st. One is called
archive-server@panarthea.ebay.sun.com and is located somewhere
in the USA; it is maintained by Steven Grimm, the moderator of
comp.binaries.atari.st and is therefore always up to date. The
other one is info-server@unido.uucp and is located at the
University of Dortmund, (still West-) Germany. It might not
always have the very last postings but it is much cheaper to
reach from this side of the Atlantic.

Both archive servers are mail servers. They will send you
further instructions if you mail them a message with the word
"help" somewhere in it.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1681. Key virus NOT harmless

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 09:12:09 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <3117@caesar.cs.montana.edu>
Source record: 243359

In article <9906@ttidca.TTI.COM> you write:
>In article <28923@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>...[edited]...
>>This is directly from the horse's mouth, as it were...the statement
>>was issued by SoftLogik, Inc. to the ST Report. It the statement it
>>is refered to as the "key virus." (Anyone hear of this?) Any of the
>>anti-virus programs should take care of it, but Soft Logik is,
>>of course, exchanging disks if you are nervous.
>
>The "KEY" virus is the most widespread virus in the USA. That is
>because it displays no symptoms, it only spreads. It represents
>two dangers:
>1) It spreads to every disk that passes through the ST while the
>virus is active, thus wiping out existing executable boot sectors
>on disks which must have them. This can render a disk which must
>be self-booting useless.
>
>2) It is called the "KEY" virus because, once installed in a
>system, it checks every passing disk for a "KEY" value in the
>boot sector. If it locates one, it will cause the execution of
>whatever code is on that disk, even if the machine is not being
>powered up or reset at the time the "KEY" disk is located. There
>have been no episodes of a "KEY" disk being located reported, to
>date. That doesn't mean they don't exist. That only means that
>I haven't heard of them, or the victim of whatever the "KEY" did
>was not aware of the cause (which is quite likely, if such an event
>has occurred).
>
>Every virus killer I've seen (or written, of course) will eradicate
>this virus.
>
>--
>* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
>* Path: woodside@ttidca *
>* or: ..!{philabs|csun|psivax}!ttidca!woodside *

I just ran into this virus yesterday and it is not even in the general sense
harmless! It ate two of my disks last night before I could isolate it and
kill it. I figured the first disk, my WordPerfect document disk, had gone
bad but the second disk made me suspicious so I ran the *excellent* vkiller
program on it and discovered that I had the key virus on both the dead disks
and some "undead" disks as well. I tried to recover these disks with Norton
utilities, which always has recovered all but a few of the files on a toasted
disk; it would have nothing to do with it. It created some files but they

were bits and pieces of multiple files. I've devoted this evening attempting to figure out what happened. I took one disk which still had the "harmless" key virus on it and copied just the files off. I also installed the hospital utilities just to see if they worked - it did very well. Anyway, I then made this the test disk and formatted a new blank disk. I discovered that when I booted off the "undead" disk, it suddenly became dead and gave a read error on the disk. When I inserted the control disk, which had tested safe, and pressed retry, it didn't do anything. When I displayed information on the control disk, it read and probably wrote to the disk. I ran vkiller. It couldn't read the test virus disk and said the control disk now had a virus. By determination and disk switching, I finally got the test disk to read. It said it was virused, had eight sides and 119538576 bytes total of disk space. By examinig the sectors, I discovered that Key had written over the directory sectors of the disk. It was very dead. So, it would seem that the key virus is *NOT* *HARMLESS*. All I can say is install the hospital programs and hope and pray that the bozo/moron/idiot scumball/50 caret moron(s) who wrote this virus doesn't make one that messes with my hard drive. It would be time to play "Hunt down & destroy the pesky little virus hacker" (New...from Nintendo!).

A tremendous Thank You to George Woodside for his excellent vkiller program!

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu
GEnie: C.PRATT4 (not here often)

"The ships hung in the air in exactly the same way that bricks don't"
Douglas Adams, _The_Hitchhiker's_Guide_to_the_Galaxy_

1682. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 09:22:23 UTC
From: hafer@tubsibr.uucp
Message-ID: <1990Feb14.092223.6082@tubsibr.uucp>
Source record: 243362

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

>The bug also occurs in TEMPUS 2.0, so it's not a proprietary GST bug.

Add Calamus to the list. Calamus likes to crash for all sorts of
reasons, but yesterday it definitely was the phantom typist. (Including
the effect that you had to move the mouse slightly to get the system
to react to keys and/or menu selections.)

1683. Re: disk caches for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 09:53:03 UTC
From: atari@praxis.cs.ruu.nl
Message-ID: <2436@ruuinf.cs.ruu.nl>
Source record: 243358

In article <BAMMI.90Feb12234717@dsrgsun.ces.CWRU.Edu> bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:

>In article <3561@tahoe.unr.edu> mikew@wheeler (Mike Whitbeck) writes:
>> I also tried dcache (Dijkstra). I believe it only caches read
>> buffers and not write. I would like to cache both read/write
>> operations (floppy and hard disks) and have control over
>> flushing the buffers (e.g. a 'sync' command).

> Dcache does all of the above. (sync via 'dcache =f' if i remember
>correctly, or via the supplied ACC). It can optionally *not* write
>through.

Correct.

However if you want to use dcache on a floppy
you have to be careful (the manual also warns for this):
- Don't change floppies without 'invalidating' and syncing the cache
for a floppy.
- Formatting a floppy from the desktop with a cache for the
floppydrive turned on fails.

1684. Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 10:37:03 UTC
From: joep@tnosoes.UUCP
Message-ID: <801@tnosoes.UUCP>
Source record: 243361

Look at this C-code:

```
#define MAX -32768

main()
{
printf("1: %d\n", MAX);
printf("2: %d\n", (int)MAX);
}
```

Result:

```
1: -1
2: -32768
```


```
==========================================================================
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==========================================================================
```

1685. Re: zoo problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 11:03:11 UTC
From: mwjester@wsucsa.uucp
Message-ID: <13255@wsucsa.uucp>
Source record: 243519

In article <9221@cbnewsm.ATT.COM>, wao@cbnewsm.ATT.COM (william.a.oswald) writes:
> Has anyone on the net successfully unpacked a zoo file
> (anything.zoo) using any of the available zoo programs?
> I have down loaded several .zoo files using XMODEM and
> KERMIT and have tried to unpack them using several ZOO
> programs (booz for example). Nothing works. I always
> get a CRC error.
>
> Thanks
> Bill wao@cbnewsm.att.com
> wao@aloft.att.com

I originally got zoo from terminator (the file zoobin.arc, if I recall) and have had very few problems...and these problems have been caused by doing a file transfer in the wrong mode. A typical sequence for me might be:

ftp a file from an internet site to the local VAX
kermit the file from VAX to ST (using Uniterm)
unzoo the file

As long as I remember to use binary as the type, things come out OK. For the FTP part, this usually means SET TYPE I; on the VAX end of Kermit, it's SET FILE TYPE BINARY. In Uniterm, binary is an option on the Kermit dialog box. One check that helps when FTPing - the number of bytes transferred should be equal to the filesize (if the host lists sizes in bytes, e.g.Unix). If the counts don't match, you _will_ get CRC errors.

Hope this helps - feel free to email with questions.

Max J.

1686. Re: UniTerm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 11:10:34 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <3122@caesar.cs.montana.edu>
Source record: 243520

In article <287@blnosz.UUCP> ballier@blnosz.UUCP (Ralph Ballier) writes:
>In article <3095@caesar.cs.montana.edu> icsu8053@caesar.cs.montana.edu (Craig Pratt)
writes:
>>In article <286@blnosz.UUCP> ballier@blnosz.UUCP (Ralph Ballier) writes:
>>>In article <9002040802.AA11879@ucbvax.Berkeley.EDU> WACKER@CERNVM.BITNET (Klaus Wacker)
writes:
>>>>[...]
>>>>When I try to print directly from Uniterm by selecting 'Printer' rather
>>>>than 'Metafile' after hitting Alt-F3, I get an alert box telling me
>>>>'Unable to open VDI device'.
>>>>[...]
>>>I have the same problem like you ('Unable...'). I have written to Simon Poole
>>>but I have not got an answer.
>>>Ralph
>>I have used UniTerm to print and save Tek MetaFiles with no problem. It seems
>>to work depending upon which GDOS you're using. Of course, the printer and
>>meta.sys file must be in your assign.sys file. But, I have found that with

[some of my stuff deleted]

>Look please, this is my assign.sys for G+Plus; is there any mistake ?

Sorry to post this here but mail bounced and bounced HIGH.

>Pfad=C:\GEMSYS.SYS

I don't know if this is a typo but it should read: PATH=C:\GEMSYS.SYS

>01p SCREEN.SYS

> 02p SCREEN.SYS
> ATSS10.FNT
[bunch of font names deleted]
> ATTP10.FNT
> 03p SCREEN.SYS
> ATSS10CG.FNT
[more fonts deleted]
> ATTP10CG.FNT
> 04p SCREEN.SYS
> ATSS10.FNT
[yes, that's right, more fonts deleted]
> ATTP10.FNT
> 21r SLM804.SYS
> ATSS10LS.FNT
[more fonts with 1:1:1:1 correspondance]
> ATTP10LS.FNT

> 31r META.SYS
> ATSS10MF.FNT
[...]
> ATTP10MF.FNT

Why do you have this last set of fonts here? I've never seen that done before. Anyway, the only real problem UniTerm should be giving you is if it can't find META.SYS or SLM804.SYS. These must be located in C:\GEMSYS.SYS\ or bad things will happen. It also doesn't hurt to tell G+Plus to load ASSIGN.SYS before running UniTerm. If none of these suggestions do the trick, you should probably get in touch with a GDOS expert. There's more on your side of the pond than on mine!

By the way, the metafile converter might show up soon. I had to figure out how to post to binaries. It's always difficult the first time.

Craig Pratt
BitNet: Craig.Pratt@msu3.oscs.montana.edu

"The ships hung in the air in exactly the same way that bricks don't."
Douglas Adams, _The_Hitchhiker's_Guide_to_the_Galaxy_

1687. ST mice & longevity

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 11:10:37 UTC
From: mwjester@wsucsa.uucp
Message-ID: <13257@wsucsa.uucp>
Source record: 243521

In article <9002122041.AA18144@fsucs.cs.fsu.edu>,
boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>
> 1. To my knowledge, there are three types of ST mice around. The
> very first ones were marked as being from Germany. The next
> batch is made in Taiwan (I think), and has a sliding mouse-ball
> door, and plain metal rollers which get all gummy with heavy use.
> The new ones have a rotating ball door, and have white plastic
> covers on the metal rods, and do not seem to collect nearly as
> much gunk. Are there any more types?
>
> 2. I happen to own one of the new ones (fat plastic roller covers). It
> has laughed at my attempts to wear it out. It doesn't make any of
> the weird noises that I hear from the older types (after some use).
> Are my Microsoft plans unfounded? Has Atari actually produced a
> long lasting mouse? Mine seems to feel smoother than the older types,
> buttons feel the same.
>
> Enquiring minds want to know!!

My mouse (early 86 vintage) appears to be of the second type (metal rollers, sliding door); it is marked as made in Japan. About 2 years ago I had to degunk the rollers (simple operation: Qtips and rubbing alcohol), but that's the only maintenance it ever needed. BTW, up until then I had only used the mouse on a bare desktop; shortly after that I acquired a mouse pad and have since had no gunk problems, although why this should be so is not entirely clear to me.

Max J.

1688. Re: ST sales #s was (Re: WHERE IS THE ABAQ?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 11:45:55 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <800.25d8fea4@miavx1.acs.muohio.edu>
Source record: 243524

In article <915@uvicctr.UVic.CA.UUCP>, rwilson@uvicctr.UVic.CA.UUCP (Richard Wilson) writes:
> In article <90Feb8.215641est.58581@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
> [ATW sales numbers info deleted]
>
>>Has anyone seen Atari's latest figures on the number of STs and Megas installed
>>worldwide?
>>
> ST Format #6 (Jan '90) p.19 - "We're now on the brink of the 90s and there's a
> a million STs in the world - Sam Tramiel reckons on 1.5 million - half of them
> in Germany alone."
>
> "There are around 160,000 STs in the UK and about the same in France."
>
> Rich (rwilson@uvicctr.UVic.CA.UUCP)

Does anyone know how these figures compare with the Amigas, Macs and IBMs out there?

Ryan

rlcollins@miavx1.bitnet

1689. PC SPEED problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 12:03:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb14.070736est.57736@ugw.utcs.utoronto.ca>
Source record: 243527

After a few days of limited experience with PC Speed I have come across two very *serious* problems.

(1) Every 3rd or 4th time I try to boot PC Speed, the video gets broken up. Instead of seeing seeing the message to insert a DOS disk, I see something like

..... where the pixels of the characters are speard apart.
.. .. Following this, the system locks up.
.. .. <---representation of letter D with pixels spread out
.....

(2) If I run Word Perfect or dBASEIII Plus, everthing starts OK but as soon as I try some speedy operations, the system locks up or I get a stack overflow message. For example, pressing F3, F3 brings up WP help and typing the letter A brings up a help screen for functions that start with A. If I type A, B, C, ... quickly to switch topics, LOCK UP. Same thing with dBASE's ASSIST mode - if I switch menus quickly, I get a stack overflow message. NORTON's Change Directory will give a stack overflow message everytime I attemp to change directories.

When I tried to install PC GEM/3, I would see

>New installation
Change existing

Then I would see

>C
D

Next, when the screen to select a graphics card popped up, the computer would lock up.

Can someone on the net who lives in Germany pass this info on to SACK, the creators of PC Speed.

I may just have a buggy board. If not, if this is typical of PC Speed, my recommendation is avoid the product at all costs. Hopefully, someone on the net (maybe someone from Michtron, the US reps) can help me out and solve these problems.

1690. How to boot from external drive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 13:22:28 UTC
From: craig@scol.UUCP
Message-ID: <9002141716.aa00709@flopsy.specialix.co.uk>
Source record: 243530

I have just bought a 1M external 3.5" floppy for my 520STFM,
and everything's hunky-dory except I can't run some games
that expect to be booted rather than double clicked.

I've heard that there are two options - fitting a switch
in the ST to swap the drive select lines, or a PD utility
that allows a warm-boot from drive B.

Can some kind soul help me by either telling me whereabouts
the relevant lines for the switch are on the circuit board
(mine is Rev D), or mailing me the utility?

I'd appreciate a quick answer on the hardware question,
since my machine is in bits right now while fitting a
memory upgrade, and I'd like to avoid the hassle of putting
it back together and then taking it apart again!

a v n e
T H A N K S
d a c

O__ .... Craig R.P. Heath Europe:
/| bang Santa Cruz Operation Ltd. ...!ukc!pyrltd!scol!craig
/ \ +44 923 816344 x417 Internet: craig@sco.COM

1691. Spectre + keypad functions

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 13:23:00 UTC
From: menton%v5120.decnet@CCF3.NRL.NAVY.MIL
Message-ID: <9002170516.AA18846@ucbvax.Berkeley.EDU>
Source record: 243531

A short time ago, I asked if anyone knew why the keypad functions did not seem to work in the terminal program Mac240, under Spectre GCR. Many thanks to a correspondent (sorry - don't have your name here at work; hardcopy of msg is at home) who pointed me to the page in the GCR instructions on which David Small states that the extra keypad functions are NOT presently supported.

Below is David Small's answer to my request for future keypad support.

- Bob Menton KG3J
ARPAnet: MENTON%V5120.DECNET@CCF.NRL.NAVY.MIL

Date: Tue, 13 Feb 90 02:14:05 pst
From: well!dsmall@lll-lcc.llnl.gov (David Small)
Message-Id: <9002131014.AA25459@well.sf.ca.us>
To: lll-lcc!nrl3.arpa!menton%v5120.decnet
Subject: Re: Keypad function

Numeric keypad is fully supported in Spectre 2.65, the next release. Things like Word and Excel that use it work just fine with it, so I expect Mac2420 to work okay too...

-- thanks, Dave / Gadgets

1692. Substance under keys

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 13:33:57 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <2077@rodan.acs.syr.edu>
Source record: 243365

I had been noticing for a while that there was some sort of brownish/beige greasy substance under my "return" key, and last night I finally decided to investigate. I popped up the right shift key and the return key (that was an adventure, since I wasn't sure how much pressure to exert) and found two metal "hooks" that were inserted into little white plastic pieces that themselves were inserted into the keytop. This greasy substance what smeared over these metal pieces in the plastic, and I guess it had begun to melt/run(?). That is why I saw it under the keys. I wiped it up a bit and returned the keys...now I'm just curious...what is this stuff? and what is its purpose? (It seems almost like pipe fitting grease.)
Replies to the net will be fine.
Regards,
Gerry
email: maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

1693. Re: Dave Small (GBS)

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 14:18:13 UTC
From: jjsf@gmv.es
Message-ID: <1615@colon.gmv.es>
Source record: 243532

In article <11830073@hpldola.HP.COM> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
>>Anyone got a reliable mail address for Dave Small that I can use from the UK?
>>I have tried 'dsmall@uucp.well' and the long 'un with the 'relay' bit. But
>>my messages keep bouncing. I am trying to contact you Dave!
>
> You might try 'dsmall@well.uucp' instead.....
>
No, they do it that way in the UK, i.e. everything the other
way around. They have special cars, they have special mailers, too.
His problems must come from some other source.

Julio

1694. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 14:44:21 UTC
From: jmack@b11.ingr.com
Message-ID: <7448@b11.ingr.com>
Source record: 243533

In article <3832@harrier.ukc.ac.uk>, jbww@ukc.ac.uk (J.B.W.Webber) writes:
> In article <13352@watcgl.waterloo.edu> wsflinn@watcgl.waterloo.edu (Scott Flinn) writes:
> >
> >Has anybody else noticed any correlation between rapid sequences of
> >keystrokes (involving multiple backspaces) and the appearance of the Phantom?

On the Atari, when you hit a key, the keyboard uP sends a 'make'
code via interrupt to the 68000. When you let off of a key, a 'break' code
is sent. If for some reason (fast typing?) the 'break' code for a key
never gets sent, the 68000 will think that the key is still being pressed
down.
I ran into this problem when trying to disable all interrupts for
a long period of time. The 'break' code got lost and so the keys just kept
coming until you pressed another one.
Is this a resonable explanation??

1695. Re: Need explanation of ICD error-message !!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 14:47:02 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1295@lzsc.ATT.COM>
Source record: 243534

In article <1204@unido.UUCP>, cs@walhalla.informatik.uni-dortmund.de (Chris Schmidt) writes:
> I own a harddrive with ICD hardware and software.
> After a long time without any problems I now get an error-message once in a
> while.
> The ICD harddisk-driver says SENSE $16 or SENSE $17 in the top-line of
> my desktop.
> Who knows what this message means and if I'll get into trouble reading my
> data from the drive ????

THIS IS SPECULATION:

The Adaptec/SCSI standard has error codes assigned. They are returned to the driver when something goes wrong. If it were by driver, I would print them. Hex 16 and 17 are "NOT ASSIGNED". But the group 10-18 are for reporting bad things. Thus I think 16 and 17 are bad also.

From Adaptec 4000A Manual:
Error codes:
10 ID CRC ERROR
11 Uncorrectabel data error
12 ID address mark not found
14 Record not found
15 Seek error
16-17 Not assigned
18 Data check in no retry mode

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1696. Re: Key virus NOT harmless

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 14:56:42 UTC
From: krieg@jupiter.uucp
Message-ID: <2059@mrsvr.UUCP>
Source record: 243363

I have been infected by a virus. Using VKILLER 2.2 I have learned that I have the 'Key' virus that everyone is talking about. It is waiting for a certain disk to be inserted before it does its damage. Thankfully, I never inserted that disk. By the spread of the virus (about 25 of my disks) I have determined that I have had the virus for about 3 weeks. Now, I probably still have the program that generated the virus in the first place. Is there any way to test for that? I'd like to determine where I picked it up from.

--
==
= Andrew Krieg 2to1 Keeper Marvel Historian =
= G.E. Medical Systems - CT - New Berlin, WI =
= USENET: krieg@jupiter.med.ge.com =
==
= "Big clocks are never wrong!!" - Bob Newhart in _Cold Turkey_ =
==

1697. XEDIT-type editor for ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 15:58:12 UTC
From: BGB100@psuvm.psu.edu
Message-ID: <90045.105812BGB100@psuvm.psu.edu>
Source record: 243369

Hi all:
With working on an IBM mainframe everyday at school, I have grown a bit used to the XEDIT editor. I am interested in making an Xedit-type editor for the ST, with the same kind of power (macros, full configuration settings, etc.) I know that a commercial product exists for the IBM PC series of computers called Kedit (Mansfield Software). Does anything exist like this for the ST, either PD, shareware or commercial? If something like this does exist, can someone please give me references to companies or FTP/mail sites to get a copy? Any help would be appreciated.
By the way, I know Kedit works on an ST running PC-DITTO; it's slow, but it works.
On a related note, is there anything similar to REXX available for the ST? That's another idea that has been brewing over in my mind for a while now too. (I know...if I want a mainframe environment, use a mainframe. But I like my ST!)
Thanks all! I hope something good can come out of this!

Bruce Blanar


```
_________________________________
| ___ || BGB100@PSUVM.bitnet
| / )____ _|_ / | || ::::::::::::::::::prefered
| /| / | | | __\_ | || BGB@psuhcx.psu.edu
| | / | \ \/ | || BGB@psuecl.psu.edu
| | | /\ \/ * || BGB@psuecl2.psu.edu
|_________________________________|| blanar@math.psu.edu
```

1698. SCSI Adapter: welche, wie teuer, wie gut?

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 16:10:11 UTC
From: me@dude.pcs.com
Message-ID: <ME.90Feb14171034@dude.pcs.com>
Source record: 243535
Cross-posted to: sub.sys.st,comp.sys.atari.st

```
/* If anybody outside 'dnet' and 'sub' can read this, PLEASE tell me. I tried
to restrict the distribution to sub,dnet. */

Hallo allerseits,

Ich hab' hier eine SCSI Platte, die ich an meinen ST anschliessen will.
Dazu brauch' ich nun ja einen Hostadapter, der das (WUT) ACSI Interface
des ST auf SCSI bringt.

Was ich nun von euch :-) wissen will, ist folgendes:

Wer hat Erfahrungen mit den verschiedenen Geraeten, die man so kaufen
kann - mir sind bisher nur die Bausatzloesungen von c't, ST Computer und
ST Magazin bekannt.
In comp.sys.atari.st wurde das Thema zwar schon angeschnitten, es ging aber
immer im amerikanische Geraete, die hier wohl so nicht erhaeltlich sind.

Also: - Welche fertigen Adapter sind auf dem Markt?
- Wie ist die Ausstattung (Kabel, Treiber, Doku, Netzteil, ...)
- Wie zuverlaessig ist das Ding?
- Preis?
- Bootfaehigkeit von der Platte?
- AHDI kompatibel?

- Wie sieht's mit den Selbstbauloesungen aus?
- Wie zuverlaessig sind die?
- In welchen Ausbaustufen kann man sie haben (Leiterplatte, Bauteile,
fertig bestueckte Platine, Fertiggeraet)
- Software?
- Preis?

Falls sich tatsaechlich jemand dazu aufraffen kann, mir zu antworten,
dann bitte per e-mail, ich werd' das ganze zusammengefasst posten (es sei
denn das ist nicht gewuenscht ;-) ).

Ich bin zu erreichen unter: me@dude.pcs.com (fuer ganz schlaue mailer)

unido!\
\
pyramid! --- pcsbst!me (fuer die armen Hunde, die
/ selber routen muessen)
(tumuc!) guug!/

Tausend Dank im Voraus,

Michael
--
```

Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

1699. Manipulation of Courtroom Evidence

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 16:40:38 UTC
From: wniren@pyrtech
Message-ID: <102034@pyramid.pyramid.com>
Source record: 243371
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,ba.general

Hi. My friend is a 2nd year law student and she is working on a fascinating project with which she needs a little help.

Basically, she is investigating the impact of recent computer graphics technology advances on the use of video and photographs as courtroom evidence. As many of you may know, it has been possible over the past few years to manipulate photographs and videos at a bit-level using new generations of graphics computers. The results are that you can completely alter what these media display.

A somewhat recent example is a past National Geographic magazine where the editors actually moved some scenery closer together on the cover photo to make everything fit in the small space available. This was done using some expensive computer equipment which digitized the picture enabling them to manipulate the photo so well that the modifications were completely undetectable.

To take this further, the equipment to do this type of work has been very expensive in the past. Now, with machines like the Amiga and the Atari ST, anyone with a few thousand dollars can do this kind of work.

Photos and videos are still admissable as courtroom evidence in most situations. However, with these new "advances", can we trust these forms any more? Think of the impact..a criminal could possibly be let loose based on a photo showing someone else perpetrating the crime. Newspapers and TV networks could change what the public sees. We're talking about a tremendous potential for "disinformation" to quote our wonderful government (by the way, isn't that a fancy word to mean "to lie"?).

So. What we need is information of a technical and intellectual nature pertaining to this topic. Is there software available for these inexpensive machines to enable average people to do this? Has anyone seen examples of this kind of manipulation? etc.

Thanks in advance and please cc replies to my mail address:

wniren@pyrtech.pyramid.com

Walter Nirenberg,
Pyramid Technology,
(415)335-8730

1700. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 17:12:41 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1392@uvm-gen.UUCP>
Source record: 243536

From article <1990Feb3.070418.13493@gumby.cc.wmich.edu>, by obryan@gumby.cc.wmich.edu (Mark O'Bryan):

Useful explanation deleted here (saying that formdial saves the screen behind a dialog box, eliminating slow redraws when dialog box is removed).

> Most programs work OK with FormDial, but some don't and will hang, probably
^^^^^^^^^^

UIS III also eliminates screen redraws when it disappears using the same idea. However, the feature is optional because - as the manual points out - some programs are written badly and *depend* upon the call to redraw the screen to realize that the "dialog" is over. Time Works Publisher ST is mentioned specifically, and some others that I forget. I expect that this is the bug that hangs programs with formdial. If this is what you meant by not balancing calls, it wasn't very clear.

On a related note, what *is* the proper procedure in calling and returning from dialogs - one that doesn't check for a screen redraw?

> because they got sloppy and don't balance their calls to formdial properly
> (just my guess). Whether it's worthwhile for you will depend on how tight
> memory space is, and if you ever run ill-behaved programs that cause it
> to hang.
>
> --
> Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
> Western Michigan University
> Kalamazoo, MI 49008

Bob Pegram (pegram@griffin.uvm.edu) Univ. of Vt. Burlington, VT.

1701. Re: Non-PD Music programs

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 17:33:42 UTC
From: matthews@umd5.umd.edu
Message-ID: <6122@umd5.umd.edu>
Source record: 243373

In article <7388@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Drew Burnett) writes:
>
> Ok, since no one can recommend a good PD-ware music program to play .sng
>files, can anyone recommend any music programs that will play .sng files?
>--

Yeah, how about Music Studio? :-)

There was a PD .sng file player, but it wasn't very good.

This is assuming we're talking about Music Studio .sng files; I seem to remember there being another program that used .sng as its extender.

Mike

1702. Re: Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 17:35:13 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5754@blake.acs.washington.edu>
Source record: 243372

In article <489b42d9.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>The following are notes about becoming an Official Atari ST Developer in
>
>I called Gail Johnson in early January 1990 to inquire about becoming an Official
>Atari ST/TT Developer. I was sent a large envlope withing a week. The envelope
> Richard E. Covert, Lead Engineer of Software Tools Group
> AG Communications Systems, Phoenix AZ (602) - 581-4652
> TCP/IP: covertr@gtephx
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

I had the identical experience recently.. and my opinions
were much the same as Richard's.

Frankly, condidering
the state ATARI is in these days...
Seems more reasonable to make the developer's kit
robust, cheap and thorough.

ATARI needs to attract as many good developer's
as possible. All i read regarding developer
support is a great sense of frustration and
resultant indignation.

Can ATARI "afford" to be this way?

-kevin
ramsiri@blake.acs.washington.edu

1703. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 17:37:46 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Feb14.173746.28244@agate.berkeley.edu>
Source record: 243367

```
>Look at this C-code:
> #define MAX -32768
> main()
> {
> printf("1: %d\n", MAX);
> printf("2: %d\n", (int)MAX);
> }
```

This is not a bug, its a feature. MAX is not a number, its an expression. Thus, the evaluation of MAX is a long int. The first printf only prints the high word of the long int MAX. The second printf properly casts the long int to an int and prints the correct result. Try:

```
printf("3: %ld\n", MAX);
```

Eric
ericco@sag4.ssl.berkeley.edu

Eric
ericco@ssl.berkeley.edu

1704. Re: Floppy drive 1.44 meg woes!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 17:51:17 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1393@uvm-gen.UUCP>
Source record: 243537

From article <2103@ultb.isc.rit.edu>, by clf3678@ultb.isc.rit.edu (C.L. Freemesser):

>> I'm haveing a few problems hooking up my 1.44 meg teac. I was wondering

> From what I know, you can't use HD on the ST. The controller chip
> can't handle it. Just be glad it works in 720k mode. :^)
>
> Chris Freemesser, Rochester Institute of Technology :BITNET:%clf3678@RITVAX
> ||| _____________ :GEnie: C.FREEMESSER
> ||| /___ / (and 8-bit too!) :USENET: clf3678@rit.isc
> / | \ ______/ / : .edu
> Call the A.C.O.R.N BBS (716)436-3078, 300/1200 baud :<-or my BBS

Not True, details of the modifications necessary were posted in this
group by the designer (I believe) in December 1989.

If I get enough requests (say 10 or more) I will repost the pertinent
bits (edited that is, to save BW, is that ok Hase?) Email requests (on
internet) to pegram@griffin.uvm-gen.uvm.edu

I make no guarantees, as I haven't had the time to do the mod myself
yet, but it does make sense. The basic idea is to double the clock to
the 1772, then set your seek rate to "6msec" (= 3msec for a 16Mhz clock).
There are 1 or 2 gotchas that can come up (hey, it happens with 720K
drives too!) and you are clocking the WD1772 beyond its design limit
(10Mhz limit, 16Mhz actual).

Bob Pegram (pegram@griffin.uvm.edu) Univ. of Vt., Burlington, Vt., U.S.A.

U.S. snail:
R.F.D. 2, Box 2843, Vergennes, Vt, 05491, U.S.A.

1705. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 18:01:45 UTC
From: andrewm@atreus.uucp
Message-ID: <1369@bmers58.UUCP>
Source record: 243538

In article <20795@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>>In article <2048@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>>>
>>> Well, there aren't any REAL replacement keyboards for the ST. You can
>>> buy those awful spring-things to stiffen up the keyboard, but they don't
>>> work.
>
>This may sound strange, but I personally, like the keyboard on my 1040ST
>much better than the keyboards which come standard with an IBM AT, PS/2,
>or (much worse) PC.

I must concur. I like the light touch of the ST keyboard. I can also touch type and find some of the IBM keyboards (especially the 'XT') type terrible to use. I also don't like the click that so many people seem to require.

About the only improvement would be some marking of the 'home' keys (f & j) as I sometimes get going 'out of sync'

for what it's worth
Andrew

NO .sig yet. Standard disclaimers apply
Robert Andrews
Bell-Northern Research
{uunet!attcan!}utgpu!bnr-vpa!bnr-fos!titan!randrews <- haven't tried this yet

1706. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 18:08:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002170524.AA19485@ucbvax.Berkeley.EDU>
Source record: 243539

Keywords : Fonts, UK, Europe, STE

Re : <9001150805.AA1590@ucbvax.Berkely.EDU> on 24-pin font editors

You need Fontkit Plus, which allows you to edit GDOS fonts, downloadable printer fonts and .RSC free images. It covers a huge range of printers, and this includes the NEC P6, _all_ Epsons and compats. and a few more esoteric printers.

It is an excellent font editor - easily the best font ed. for the ST (excluding the Calamus font ed.) It really does have too many features to mention here. It is published in the UK by an ST user group, for the princely sum of 15.95 pounds stirling, from

The ST Club,
49 Stoney Street
Nottingham, United Kingdom
NG1 1LX

disclaimer : I have no connection with the writer of Fontkit Plus, nor with the ST Club - it's just a damn good program.

Re : <9001122253.AA25532@ukcbvax.Berkley.EDU> Home of the ST

If there is a true home of the ST, then it must be Germany. The wealth of products available and the esteem in which the machine is held is incredible. In the UK, we have similar problems getting all those products released. For example, a friend of mine in the ST business has tried extremely hard to get Turbo C/ST released over here. He would have done all the manual translation, layout, publicity etc. himself, but Borland/Heimsoeth in Germany say that Borland UK have Turbo C/ST and they can't do anything about it. Borland UK do not want to be associated in any way with the ST, to the point of paranoia. It would be funny if it weren't such a crime.

As far as machines _actually shipping_ goes, the current status is

520STEs are arriving in volume. This was something of a surprise for the dealers, who ordered ordinary 520STFMs and got STEs instead! I have yet to see a 1040STE, but that doesn't mean there aren't any.

The TT _IS NOT SHIPPING IN VOLUME_, contrary to reports I read in this newsgroup. I don't know of any developers who have machines.

TOS 1.4 is not shipping either. Every time you ask Atari UK about this (assuming you can find anyone who knows) you get a different answer. A lot of people are _very, very_ annoyed about the delay.

The magazine ST World will be running a series on programming the STE soon (probably starting in the April edition). I covered STE DMA sound in my "Programmer's Clinic" column for the March edition. You can get ST World in the USA and CANADA, as well as most of Europe. Similarly, I had someone cover the correct generation of GEM Metafiles in the current (February) edition. I will cover more on the STE hardware in later issues.

I have good Atari technical documentation for the STE. I cannot see any reason for not posting it to this group, if anyone is interested.

As of 3/2/90, Gollner Publishing (which produces ST World) has been merged with the Database group of magazines, forming a new company, Interactive Publishing. This now means that Interactive Publishing owns ST World, ST Action, Atari ST User, Amiga Action and Amiga Computing. I do not think the new company will continue to run five magazines when it can get away with two.

Therefore, I do not think that ST World will survive for long (the owners of the Database group, Europress, own Interactive Publishing).

Re : HiSoft WERCS

The version I have is 1.12, dated March 1989, and it works for me

This is my second attempt at a posting - hope this one makes it...


```
**************************************************************************
* Mathew Lodge, University Of York, UK {A black hole in the universe of *
* * electronic mail} *
* c/o Dept. of Computer Science * "Baldrick, fetch me a turkey _SO_ *
* University of York * big, you'd have though it's mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * - Blackadder *
* YO1 5DD * *
**************************************************************************
```

1707. Frontier memory upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 18:09:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002170522.AA19370@ucbvax.Berkeley.EDU>
Source record: 243540

Frontier _is_ a UK company. They started out as the UK supplier of Supra hard discs. They now also supply a large range of memory add-ins:

Basically, you buy the Xtra-RAM board, and add as much memory as you like. The prices are as follows:

Xtra-RAM board, unpopulated : 69.99 pounds
Xtra-RAM plus 1/2MB RAM : 99.99 pounds
Xtra-RAM plus 2MB RAM : 299.99 pounds

Postage and packing are _EXTRA_. They take Access and Visa, and can be contacted at:

Frontier Software
P.O. Box 113
Harrogate
North Yorkshire
HG2 0BE
United Kingdom

Phone : +44 423 567140 or +44 423 530577
Fax : +44 423 522874

1708. Re: Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 18:34:15 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1296@lzsc.ATT.COM>
Source record: 243541

In article <489b42d9.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes:
> So, as of Jan 1 1990 there is only one Developer Program which costs $250.00.
> And it doesn't even include the MWC C compiler. It contains the OLD OLD Alycon
> C compiler, which I have heard is VERY VERY bad.
>
> so, my question is Why Did Atari change their Developer programs to eliminate
> the lower cost option??

The main answer is to squeeze out the non-serious developers. I doubt that
Atari even broke even at $100 for its new support.

Remember, developers can buy Atari Hardware and the MWC compiler at a discount,
as well. That plus the "freevies" they thrown in as of late makes it a good
deal, even at $250.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1709. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:12:15 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2554@sactoh0.UUCP>
Source record: 243542

Heck, if you really want to make a difference, don't just write a letter,or make an announcement saying you're clean, the pirate boards just laugh in your face anyway, what do they care?

Heck, just infiltrate the bloody organization, and format their hard disk, or palm an indistrial magnet, and run them over the disks....

Plant worms, viruses, program new viruses to screw up their systems. Do something, rather than point and hope someone does something.

Besides, *DON'T* believe all the "we're clean" postings, as here in Sacramento, an Atari BBS had a "secret" download section full of pirated Atari software, while they claimed that they do not condone pirating. See, what do pirates care? Unfortunately, although I was close to breaking in, I was cut off... I was close though...

Mata ne da-tcha,
Mark Newton-John

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

1710. PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:14:29 UTC
From: dhe@uafhcx.uucp
Message-ID: <3703@uafhp.uark.edu>
Source record: 243364

Since there hasn't been any mention of this subject for awhile I though that I'd ask....What's the current status on PCDITTO II? The last I heard it was halted from shipping because of a bug that make it fail on certain ST's. I apologize to anyone who is getting tired of seeing these messages, but I could really use PCDITTO II.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1711. Re: Waterproofing HP DeskJet output.

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:18:35 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2555@sactoh0.UUCP>
Source record: 243543

In article <1990Feb12.232545.19373@ns.network.com>, logajan@ns.network.com (John Logajan) writes:
> I have taken to waterproofing my HP DeskJet output (like the addresses
> on envelopes) by spraying it with Krylon Matte Finish. I picked up a
> can at a local stationary store for four or five bucks. Thus stuff
> dries in a couple of minutes.
>
> Actually, it is more like water-resistant than water-proof.
>

Heh, I had to read that twice. Worrying that your paper can't stand any water threw me... Paper, by it's nature, does not hold up to a shower very well. But I understand the problems with the water based ink in HP DJs.

I supose if you really want a "hard" copy, run it on a copier. No wait, that's too simple, and lo-tech.... heh heh

Ja ne da-tcha,
Mark Newton-John

--
--
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

1712. Re: Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:20:51 UTC
From: peters@rodney.enet.dec.com
Message-ID: <9002141920.AA05746@decwrl.dec.com>
Source record: 243368

Subject: Becoming an Official Atari Developer!

Richard E. Covert Comments on becoming an Official Atari Developer:

>I called Gail Johnson in early January 1990 to inquire about becoming an
>Official Atari ST/TT Developer. I was sent a large envlope withing a
>week. The envelope contained a description of the current plan which is a
>single level plan costing $250.00. The Developer MUST be developing a
>COMMERICAL product for the ST. The Developer MUST submit 3 copies of said
>product to Atari Corp. the Developer MUST re-register annually. The
>packet I received said a LOT about what the Developer must do, but very
>little about what the Developer receives for his $250.00.

>Basically, all the Developer gets for his $250.00 is some mailing lists
>from Atari Corp. And the option of having his products (demos thereof)
>being distributed by Atari Corp to all Atari dealers.
.
.
.
>So, as of Jan 1 1990 there is only one Developer Program which costs
>$250.00. And it doesn't even include the MWC C compiler. It contains the
>OLD OLD Alycon C compiler, which I have heard is VERY VERY bad.

Maybe I can shed some more light on the situation. Like Richard, I was also confused by Atari's new developer contracts and discussions. Developers can now get good discounts on Atari hardware, but I didn't know if I qualified, since, although I was an official developer for 4 years, I had no commercial product. No one in our ST computer club knew either.

So, a few days ago, I called Charles Cherry, the manager of Developer's programs at Atari (408-745-2082). Things are still a bit up in the air, since he has only been on the job for a few months, and he is still attempting to expand benefits. But here's how things stand so far.

There are now TWO classes of developers - one that is developing a commercial product(s), and one that is chiefly developing for oneself. Unfortunately, there are no specific names to attach to these two classes - they are working on that. For convenience, I'll refer to them as commercial and non-commercial developers.

For either class, you send in your $250 with a non-disclosure agreement, and in return you get:

- a developer software kit supporting the ST, TT, and STe
. Alcyon C compiler
. MADMAC assembler

. Debugger
. Linker
- a newsletter subscription
- online support

If you are a commercial developer, you also get:

- customer registration address database
- marketing support

Mark Williams C is not included, but available separately for a discounted price of $99.

Why become an official commercial developer? Well, mainly because you get some hefty discounts on Atari hardware, as well as extended marketing support. Atari is doing this to encourage the generation of new software products in the marketplace.

You are probably wondering what you need to do to become a commercial developer. First of all, if you have been a developer, you are "grandfathered" in, and have no problem. Otherwise you have to apply fresh, following these guidelines:

1) You must have a commercial product

2) Shareware definitely qualifies as a commercial product

3) Having your program published in some magazine qualifies

4) Public domain submissions generally don't qualify

5) If you are just starting, you most likely won't have any product yet. In that case, you must submit a business plan, describing the product you are working on and the timeframe for release.

Of course, you could try to lie like crazy, pay your $250, and go for the discounts, but Charles says Atari will periodically review applicants and remove them from the list of developers if no product appears to be forthcoming. (I expect policy updates here, since policing this could turn out to be a nightmare.)

All in all, I got the impression from Charles that Atari was really serious about its claims of increasing developer support. I know I've received several developer updates recently, each of good quality. In fact, I'd say developer support was probably better now than at any time in the past.

Charles also says to be sure to write him on suggestions. For example, he recently asked a group of developers what kind of UNIX they wanted on the TT. In spite of the wide audience, he only received two responses! Hearing this, I asked if he monitored USENET (where he would get an earfull). He said that while he didn't, there were others in Atari who did monitor it (such as Ken Badertscher).

Oh, incidently, I asked him about the developer mailing that I recently received whereby I got several disks of address data of all the ST buyers that sent in their warranty cards. He said this was confidential developer info, and couldn't be given to Atari clubs. On the other hand, it was OK for the developer to make up mailing labels from these disks, and for the developer to send out club meeting announcements along with any product advertisements.

Finally, while I tried to accurately convey the significant points of our conversation, I no doubt omitted an important thing or two. You may want to talk to Charles Cherry yourself to clarify some issue. Give him a call - he seems friendly enough to talk to.

1713. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:36:32 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Feb14.193632.23724@ccu.umanitoba.ca>
Source record: 243544

In article <90021206214250@masnet.uucp> derek.linfield@canremote.uucp (DEREK LINFIELD) writes:
>BTW, have you checked for crosslinked files while using Wordperfect. We
>used Wordperfect on IBM where I use to work and we always had problems
>with cross linked files. Now these problems are appearing on my HD. I've
>had duplicte directories appear within the directory that I keep my Text
>files; I've also had directories corrupted so that I could return to the
>parent directory from the desktop but not within a disk utility program
>like DLII.

Word Perfect maintains it's own virtual directory information in temporary files (at least, the ST version does). Why it does this I'm not sure (ask the programmers :-), but if at some point it can't find its temporary files, it gets real upset and starts cross-linking _your_ files, messing up directories, etc. This is a common problem on floppy-only systems, particularly systems where memory is at a premium and the user is tempted to set WP's virtual directory to the floppy.

If no virtual directory is specified by the user in WP_START.PRG, then WP automatically sets up a ramdisk of 30K or so and saves its temporary files there. If you're short on memory, you can save the 30K by setting the virtual directory to A:, say, in WP_START.PRG. (Setting the virtual directory to A: also allows you to edit large files that won't fit into memory all at once; 30K isn't enough room for WP to spool the virtual file into, but there's usually plenty of room on the floppy.)

God help you, though, if you have the virtual directory set to A: and you swap out the disk that has WP's temporary files on it. You're virtually guaranteed to have problems with cross-linked files, etc., and the problems are virtually guaranteed not to show up until later. I.e., the files you're editing will appear to save OK, you can continue to edit them, save them again, exit WP, whatever; but the next time you load them into WP, they're trashed, along with probably 80% of whatever else you had on the disk. (Believe me, I learned all of this the hard way.)

I keep WP's virtual directory set to D: (a 200K ramdisk) on my 1040ST, and have _never_ had a problem with cross-linked files or anything similar. If you have a hard drive, set the virtual directory to one of its partitions and you shouldn't have any problems either.

If you absolutely MUST set the virtual directory to a floppy (I sometimes do this on my wife's 520ST floppy-only system at home, when I need to edit large files), proceed with extreme caution. DO NOT under any circumstances simply swap out the floppy and put in another one in order to save a backup copy of the file or anything like that.

If you only have a single drive and you desperately need to access a different floppy, make sure that you refer to the other floppy as B: (assuming that the virtual directory is set to A:) -- e.g.: Shift-F10 will give the the "Retrieve File" dialogue; input "B:\yourfile.ext" and the system will prompt you to insert the other disk. Just to be on the safe side, hit F5 ("List Files") as soon as you're done retrieving the file from the B: disk, and the system will prompt you to re-insert the A: disk so that WP gets its temporary files back. Hope this helps, BBB

--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

1714. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:39:00 UTC
From: hase@hase_1.UUCP
Message-ID: <9002151609.AA04258@hase_1.UUCP>
Source record: 243545

To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
Subject: Re: more drive woes
Newsgroups: bit.listserv.info-a16
References: <INFO-A16%90021408333148@MARIST.BITNET>

In bit.listserv.info-a16 you write:

>I STILL have yet to get my floppy "upgrade" working. What I have is:
>Toshiba 1.44M drive
>The parts of an Atari SS/DD drive

What kind of sigle sided drive?
Is it one of the SF354 that has an 8049 microcontroller on the little PC board adapting the STs version of the Shugart bus to the 'real' bus?

This microcontroller does a lot of weird things, it seems.

To connect Your Toshiba drive to the St just build a cable from Your old round cable: cut off one of the round connectors and connect a 34-pin connector to the wires. That should be not to tricky.

If You need the specs for the cable, look inside the ST manual (description of the floppy output) and compare the signal names to the signal names in the drives manual (or write to hase@netmbx.mbx.sub.org :-).
Maybe You want to use the old adaptor-PCB to adapt the power connector, but build You own "adaptor" cable to connect the drive.

>I also tried connecting the line from the computer to the drive directly,
>but this did not work.
Well, I suspect very much, You have the microcontroller controlled drive.
The 8049 does some sort of "consistency check" on the signals and stops the drive, if he doest like the combination of input signals; for example, it is impossible to make an unmodified SF354 work with the BLITZ copier cable, cause this asserts both drive select lines at the same time: the 8049 thinks, they must not be asserted at the same time...

>Any clues anyone?

>PS. I've already done the pin 10 - pin 14 jumper and I can get SS/DD
>performance.

Hmm, say nothing to me. What does this do, and where is it done??

hase

Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@hase_1.UUCP

Dennis had stepped up into the top seat whet its founder had died of a lethal overdose of brick wall, taken while under the influence of a Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

1715. Re: Documentation Only

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:46:46 UTC
From: covertr@force.UUCP
Message-ID: <48a4e0dc.14a1f@force.UUCP>
Source record: 243546

In article <8532@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
> >"The only documentation from my dept. is sold as part of the developer's
> >kit. Mr. Badertscher was in error - unless this was an old message"
>
> The "documentation only" only version IS the developers kit without MWC,
> extended support, and TOS 1.4 Roms. It is available at a reduced price.

I just spoke to Charles Cherry about becoming a Developer and was told
that Atari is changing the Developer program. Currently, there is only one
level, that of Commerical Developer, which costs $250. This is down from
$300 in 1989. this includes the Atari Docs and the Alycon C compiler. The
old package, which cost $50 more , included the Mark Williams Corp C compiler.
The MWC compiler was dropped since most developers already owned a compiler,
and didn't need it. Charles told me that the MWC compiler can still be purchased
thru Atari (as a developer) for $100. sounds fair to me.

Charles did say that Atari is trying to make a Non_Commerical Developer class,
but that it is not announced yet.

So, there is NO "documentation only" developer package, but the Full Commerical
Dev Package has benn dropped to $250.00.

As always contact Gail Johnson at Atari Corp for more info.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1716. ATARI ST 520FM for sale

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 19:52:55 UTC
From: rosalia@max.sunysb.edu
Message-ID: <1990Feb14.195255.18204@max.sunysb.edu>
Source record: 243547
Cross-posted to: misc.forsale,comp.sys.atari.st

First I should point out what the FM is: it is an Atari 520 ST with
the floppy drive built in, instead of external, and with an RF modulator.
It also has the power supply INSIDE.

I bought this in 1989, to replace my old 520, which died, and am
impressed with it, because it does not have all those cables and power
supplies sitting all over the place. But I ended up not using it
because I use my UNIX PC all the time.

I also sell a double sided external drive (so you have a double and a
single). The double sided drive and the monitor are both older.

I have some disks of software, and if you read the net, you will find
a lot of better stuff in various archives.

So here is the scoop: I sell

-- Atari 520 ST FM
-- Monitor
-- Internal single sided drive
-- External double sided drive
-- Various disks with PD and commerial software
-- Manuals

You pay exactly $400 or best offer for the whole thing, including UPS COD
charges.
--
{These opinions are mine, and should be everybody else's :-)}
Mark Galassi rosalia@dirac.sunysb.edu
rosalia@mozart.UUCP rosalia@sunysbnp.BITNET

1717. Looking for a drive

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 20:51:19 UTC
From: gbs@cs.brown.edu
Message-ID: <29292@brunix.UUCP>
Source record: 243366

I recently had my ST drive burn out (yahoo), and am looking for a replacement.
I had a single sided, but would be quite happy with a double if the price was
right. Anyone looking to sell? Please mail me, or write/call. My address:

Geoff Speare
54 John St.
Providence, RI 02906

Phone (401)-521-0864

Thanks a bunch,
Geoff Speare

1718. Net Access

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 21:01:41 UTC
From: alex@athertn.Atherton.COM
Message-ID: <18304@laurel.athertn.Atherton.COM>
Source record: 243548

This was originally mail for Rob DeMillo (if he's still
out there), but netmail keeps bouncing it. In addition,
it's got some info that other people might find useful...

Rob,
Dave Beckemeyer sells a UUCP package that works with
his Multi-tasking C-shell. It allows you to become
a UUCP node in your own right (of course, you have
to get someone who'll give you a feed...) I've
recently gotten the software working, and it's
cool! Just set your machine up, and the software
does the rest... (You _will_ become knowledgeable
in the ways of the sysadmin, however! <grin>)

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "Mmmm...Ooo, say...Yummm......Blewuechh! Tiggers _don't_ like honey." |

1719. Re: zoo problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 21:32:28 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002142131.AA19798@fsucs.cs.fsu.edu>
Source record: 243374

In article <9221@cbnewsm.ATT.COM>, wao@cbnewsm.ATT.COM (william.a.oswald,alc,) writes:
>Has anyone on the net successfully unpacked a zoo file
>(anything.zoo) using any of the available zoo programs?
>I have down loaded several .zoo files using XMODEM and
>KERMIT and have tried to unpack them using several ZOO
>programs (booz for example). Nothing works. I always
>get a CRC error.
>
>Thanks
>Bill wao@cbnewsm.att.com
> wao@aloft.att.com

I have done so. I first used booz to unpack zoo.ttp, which I drive using
Arcshell 2.?. Worked fine for me, perhaps xmodem and kermit are the problem.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1720. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 22:29:46 UTC
From: ljdickey@poppy.waterloo.edu
Message-ID: <20919@watdragon.waterloo.edu>
Source record: 243384

In article <917@uvicctr.UVic.CA.UUCP> rwilson@uvicctr.UVic.CA.UUCP (Richard Wilson) writes:

>According to my local Atari dealer, he can lose his dealership if he send's
>machines to the U.S. Since Canadien Atari computers are not FCC approved, they
>cannot be sold to the U.S. Please ask your dealer before posting his address,
>he (or of course she) may not want to be bothered by lots of requests for
>STe's that he can't fill.

Who is asking the dealer to "send" anything. I think we are talking
about walk-ins here. My dealer did not ask if I intend to take
my machine to the US. I know of another who may have contributed
to the current shortage of Mega ST2's in the US by purchasing there
and carrying with him to a third country.
None of these activities are illegal, nor should they endanger the
status of a dealership.

Good grief.
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1721. Re: ATARI ST 520FM for sale

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 22:36:23 UTC
From: rosalia@max.sunysb.edu
Message-ID: <1990Feb14.223623.20544@max.sunysb.edu>
Source record: 243386
Cross-posted to: misc.forsale,comp.sys.atari.st

In article <1990Feb14.195255.18204@max.sunysb.edu> rosalia@max.sunysb.edu (Mark Galassi) writes:
>So here is the scoop: I sell
>-- Atari 520 ST FM
>.... other stuff
>You pay exactly $400 or best offer for the whole thing, including UPS COD
>charges.

Terribly sorry about that: I forgot to include my phone number:
it is 516-751-4468.
--
{These opinions are mine, and should be everybody else's :-)}
Mark Galassi rosalia@dirac.sunysb.edu
rosalia@mozart.UUCP rosalia@sunysbnp.BITNET

1722. Great games on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 22:49:07 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002142244.AA20559@fsucs.cs.fsu.edu>
Source record: 243385

Well, I have not heard about any games on this newsgroup for awhile, so here are some new ones that I have seen that are really good.

1. North and South: this one got a higher score than Dungeon Master in the british magazine ST Action. This is significant, those guys are very discriminating with their games. A semi-strategy graphics masterpiece, good sound and humorous. Based on the Civil War.

2. Blasteroids: Arcade conversion, very good. Kind of like "Super asteroids meets the transformers." Pure shoot'em up, perfect for someone who has no time for adventures.

3. Full Metal Planet: Strategy type wargame, very good graphics, extremely good sound. Futuristic robot ships fighting each other, up to 4 players either computer or human. Really unique, really fun.

Disclaimer: I have no connection to the authors of the above works, nor do I or anybody I know own a computer store. These are just great games that deserve to be bought.
--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1723. GEEZ, ALAN!

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 23:35:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb14.191953est.58481@ugw.utcs.utoronto.ca>
Source record: 243549

Alan Pratt wrote that he was irritated at my request for info on the STE and multysyncs. Alan, the request was general, not aimed at you explicitly so there's no reason to take offense.

When I had problems with an STE and Word Perfect I called WP Corp. WP (specifically a tech rep named Mike) called Atari to find out why. Atari USA told him it was because the STEs support large screen monitors and WP does not. Now Alan Pratt says the STE does not support large screen monitors; what gives at Atari?

I was asked to do a review of the STE for Current Notes and I passed along the info about large screen monitor support (assuming Atari knew what it was talking about). I guess I'll have to notify CN and have to issue an erratum.

This all stems from the fact that Atari is marketing a product that no one can get specs on. It's so frustrating supporting a computer like the ST when one has to contend with Atari!

1724. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-14 23:59:41 UTC
From: blee@plains.UUCP
Message-ID: <3436@plains.UUCP>
Source record: 243383

In article <20919@watdragon.waterloo.edu> ljdickey@poppy.waterloo.edu (Lee Dickey) writes:
>In article <917@uvicctr.UVic.CA.UUCP> rwilson@uvicctr.UVic.CA.UUCP (Richard Wilson) writes:
>
>>According to my local Atari dealer, he can lose his dealership if he send's
>>machines to the U.S. Since Canadien Atari computers are not FCC approved, they
>>cannot be sold to the U.S. Please ask your dealer before posting his address,
>
>Who is asking the dealer to "send" anything. I think we are talking
>about walk-ins here. My dealer did not ask if I intend to take
>my machine to the US. I know of another who may have contributed
>None of these activities are illegal, nor should they endanger the
>status of a dealership.
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.UWaterloo.ca ljdickey@water.BITNET

I must say I agree with Richard on this, in fact if the FCC caught wind of this I would place my money on them. IF in fact there is a internal difference in the US STe (or other models) and someone complains(TV, radio, aircraft...etc reception) --> I think the FCC will be a knocking on your door real soon. Also I would guess that the FCC would talk to the border patrol about this for those occasional random checks.

Just remember it IS illegal and if you are caught expect to loose your computer. I would compare it to importing a car from another country that does not have the same emmisions controls. Radio wave polution is on the same order as air, noise, and other polutions; even if we can't see it, it probably will affect somebody!

I hope in the future Canadian dealers will not sell to Americans, I believe it IS risky for them.

PS: I may have posted before with a name '(finger me!)', it was put there to encorage the UNIX command finger(1) not as a insult to anyone.

Blaine Lee
blee @ plains.nodak.edu

1725. Re: Neodesk trashcan accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 00:26:05 UTC
From: BGB100@psuvm.psu.edu
Message-ID: <90045.192605BGB100@psuvm.psu.edu>
Source record: 243550

"Neodesk trashcan accessory"? I've never heard of it and I use Neodesk
all the time. Is this something in a newer version?

__ __ __ Bruce Blanar |"Everybody need a mood lifter,
|__) | _ |__) Penn State University | Everybody need reverse polarity."
|__).|__|.|__). BGB100@PSUVM.bitnet | -Rush
voice: (814)862-8036 |

1726. Starstrk.acc

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 00:28:54 UTC
From: qralph@dna.lth.se
Message-ID: <1990Feb15.002854.21047@lth.se>
Source record: 243382

Hi,
Sitting, banging along all night. Compiling on Turbo C, for some reason I
got Disk or directory full whenever my linker wanted to finish up sumthin.
As I have just cleaned up my 85Mb disk I didn't believe this story, so
started messing around with acc's and AUTO.prg's.
I recently picked starstrk.acc from the net. Looks marvellous, but once I
took it off the list I could use my TurboC again. What a pity.

```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

1727. Re: PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 03:05:43 UTC
From: whoffman@jato.Jpl.Nasa.Gov
Message-ID: <2848@jato.Jpl.Nasa.Gov>
Source record: 243351

I received my PCDitto II about 2 weeks ago. I installed it into my 1meg 520ST and it didn't work. It hung right after the point where it asks for a DOS disk. By scanning GEnie messages, I found that my problem was not all that unique. The problem seems to be timing differences in the MMU chip in the ST. There is a fix for the problem to change out two PAL chips (in sockets). I have included a copy of the message from Avante-Garde Systems retrieved from GEnie.

Now if we only had the 2-way GEnie hookup active, it could have been here a lot sooner. :-) (I just had to do that, Dave(GBS))

--- following message retrieved from GEnie ---

Category 19, Topic 2
Message 73 Mon Feb 12, 1990
AVANTGARDE at 16:54 EST

Dear pc-ditto II owners,

We are happy to announce we have found the problem with pc-ditto II hardware not working with some STs. We were correct about the changes in timings of some machines being the heart of the problem and our correction widens the tolerance for machines with different timings. We can discuss our findings at a later time in detail, if there are any engineers interested. For now, however, the following describes what to do to receive an update:

1. Correction involves replacement of two socketed chips on your pc-ditto II board. The chips are labeled: U27 GLUPAL (part TIBPAL 20L8-25CNT) and U15 EMSPAL (part TIBPAL 16R4-25CN).
2. Please carefully remove these chips (a flat-edge screwdriver under the end of each chip works best). CAUTION: Please observe static discharge procedures (as noted in the pc-ditto II Installation Manual) to prevent damage to your board.
3. Then, wrap the two chips in a soft packing material and return to Avant-Garde Systems at the following address:
Avant-Garde System
381 Pablo Point Drive
Jacksonville, Florida 32225
(You may call (904) 221-2904 9am to 5pm Mon-Fri if you have questions.)
4. Please include your name and return address.
5. We will return two new replacement chips immediately along with instructions on replacing them.

For owners with pc-ditto II that are already working, replacement of these two chips will not help you. Therefore, we would not recommend "fixing your product if its not broken".

We are now working on a blitter fix and standardized Mega expansion port fixture and will post a message soon about those items.

(Also, if you have already called or written, you will be receiving a letter concerning the above, as well).

Thanks!

Jet Propulsion Laboratory, 4800 Oak Grove Dr., Pasadena, CA 91109

"It better work 'cause after launch, service calls are quite expensive. It's only $40 for the call but it's the mileage that kills you."

Walt Hoffman, Real-time Analyst, Galileo Orbiter Engineering Team

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--

- if it GLISTENS, gobble it!!

1728. Re: Geneology

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 03:10:11 UTC
From: leverich@randvax.UUCP
Message-ID: <2404@randvax.UUCP>
Source record: 243352
Cross-posted to: comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc

In article <1272@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>
>I am looking for a good geneology (family tree) program.
>
>Howard C. Johnson

There are many genealogy packages available. There are several tolerable PD packages out there, but for $35 you can buy a first-rate package called Personal Ancestral File (PAF) that the Mormon Church publishes. You can order by phone - call the Latter Day Saints' Family History Library in Salt Lake City and they can probably direct you to the right people.

(The Mormons are heavy into genealogy for religious reasons, but they are remarkably nice about helping all us J. Random family historians, too...)

COMMSOFT up in the Bay Area somewhere publishes Roots III, which is arguably the cadillac of genealogy packages. If you buy it from them it will cost around $300 (depending on what utilities you order), but you can save $50 by ordering from one of the mail order catalogues.

I used PAF until I had about 2500 people on file, then switched to Roots because I wanted the fancy footnoting and book-generating features it has. (That's right - Roots III will turn your data into a formatted, publishable family history...)

Incidentally, you might want to check out soc.roots on the net, the roots-l mailing list, and the National Genealogical Conference on fidonet.

Happy hunting for bears! -B
--
"Simulate it in ROSS"
Brian Leverich | U.S. Snail: 1700 Main St.
ARPAnet: leverich@rand.org | Santa Monica, CA 90406
UUCP: decvax!randvax!leverich | Ma Bell: (213) 393-0411 X7769

1729. Backup-software (cheap = pirate copy?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 05:51:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-14-21:51:56.83*UK14"@DKAUNI2.BITNET>
Source record: 243353

In <8533@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski)
writes:

> In <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET> O. Steinmeier writes:

>>...
>>So, if you know a reliable, fast, cheap (PD or shareware preferred)
>>harddisk backup program, would you send me a message?

> So you want it to be fast, reliable, and do everything but wash the
kitchen sink but you don't want to pay for it???? Typical.

I'm a bit surprised about your reaction. A lot of people answered my
request and recommended TURTLE, so I believe it might be really good.

It's true: I want to use a *fast* backup-program, because I would
not like to spend several hours on saving the information on my
80 MB-harddisk. I wrote a backup-program myself a few years ago and
it was not very fast (but reliable).

It's true: The backup program, I'm looking for, should be reliable.
I hope it will never be necessary to use the backup, but if I need it,
the restore-option should work without problems.

It's true: I'm looking for a cheap program. As mentioned before, I
wrote my own program. I also bought two different backup-programs
with my harddisks - both seem to be slow and/or unreliable. Next I
tried to use the BACKUP-command of MS-DOS 4.01 (my PC-SPEED works fine).
It's really fast and seemed to be reliable, but it also has a bug.
It is impossible to save a file which contains a German Umlaut in
it's filename. Instead of storing the file, BACKUP starts to ask
for new disks permanently.

It's NOT true, that I do not want to pay for the 'perfect' backup-
program. I only asked for a cheap program. Why should I ask for an
expensive one? A shareware product is not free, so your reproach is
is surprising (I always pay the registration fee, if I use the
program regularily). Why should I buy an expensive program, if
I could get a cheaper one (or a public domain program), which is
as good as a commercial product?

In my opinion it's ATARI's job to deliver a useful backup program
with their harddisks (the German harddisk-manual only advises
the proud owner to copy important files on disks).

By the way: In the last 4 1/2 years, I bought (!!) a lot of
software for my ATARI! I do *not* support piracy (if you meant this)!

And I usually manage to clean the kitchen sink myself!

Thanks to those, who gave me helpful hints. And also thanks to those, who answered to Bob Luneskis mail (Timothy Roeder (yes, it's Mr. Steinmeier), H.C. Johnson, etc.) - I appreciated your support!

I think we should stop the discussion, it only wastes time and money (if you would like to continue, email me!).

Oliver Steinmeier

Disclaimer: Everything I wrote might be wrong, even this!

Oliver Steinmeier (UK14@DKAUNI2.BITNET)
Waldhornstrasse 4-8
D-7500 Karlsruhe, FRG

1730. Re: PC SPEED problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 05:54:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-02-14-21:54:30.71*UK14"@DKAUNI2.BITNET>
Source record: 243354

In <90Feb14.070736est.57736@ugw.utcs.utoronto.ca> (Issue #199)
Greg Csullog reported some problems with his PC-SPEED (the
letter is too long to reprint it here).

The problem which occurs when you type too fast, sounds familar.
You should not use the MS-DOS KEYB-program. The keymap-installation
is done by PC-SPEED itself (choose your keyboard in PCS_INST).
Also you should not use any MS-DOS tools to change the
repeat-rate of your keyboard. I hope these hints will help you.

I can send your info to Hansjoerg Sack, the developer of PC-SPEED,
but I guess it would be useful for him to know something about
your computer model. You can email this information directly to me.

Oliver

Disclaimer: Everything I wrote might be wrong, even this!

Oliver Steinmeier (UK14@DKAUNI2.BITNET)
Waldhornstrasse 4-8
D-7500 Karlsruhe, FRG

1731. Need answers for questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 06:57:54 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9002170530.AA19950@ucbvax.Berkeley.EDU>
Source record: 243355

I have several questions and I hope someone can help me:

First, is STart mag still out (I know St-log/analog went down recently) and if so, does anyone know why I am having so much trouble finding a copy?

Can anyone suggest a DS/DD ext drive for a 1040st (beside the 314)? I need one that is very inexpensive and something that will hold up. Has anyone heard of the BeaST drive?

How does one get access to PROG-A16? I seem to be having trouble getting in contact with it.

Finally, is there a PD program which lets you display a color (PI2?) picture as the background of your desktop instead of Atari Green? I know one exists for monochrome, but I need color.
Any answers are greatly appreciated

Robert Gambs (S54394GR@ETSUACAD.BITNET)

1732. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 07:14:41 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <26943@cup.portal.com>
Source record: 243356
Cross-posted to: rec.games.frp,comp.sys.atari.st

Yer in a Jungle, it's getting dark, you see a signpost and a native...

You ask him if his name is Sam Tramiel, and if he says yes, you don't believe a word he says, and take the opposite path from whatever he says, to safety..

BobR

1733. Re: A better GIF viewer

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 07:26:59 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <26944@cup.portal.com>
Source record: 243357

John Jung asked about a "better" GIF viewer...

There's one written in GFA BASIC called GIFNEO which does exactly as John suggested... if the original picture is larger than the ST lo-res screen, it lets you scroll around the picture, with the ST screen as a "window" onto the full GIF picture...

Unfortunately, it's VERY slow to convert the GIF pic, and once converted, the scrolling is EXTREMELY slow.

It DOES do a very good job of converting the colors though, and allows savi the ST screen window as a NEO format file.

GIFNEO is available on CompuServe, and BBSs all over the world...

However, as Mickey Boyd suggested, probably the best GIF converter I've used is the DIGISPEC program from Trio Engineering. It does compress a larger GIF file down to fit the ST screen, and can cut off the top and bottom (although it does let you choose where to center the final picture), and will only save the final picture in SPECTRUM format (which can be a waste if the picture is only 320x200x16colors, as a regular ST lo-res picture is), but again as Mickey mentioned, it allows you to control the Brightnes Contrast and Color Balance of the picture. You can then convert the SPC picture into a regular DEGAS format for the smaller filesize, if you wish.

It's fast, can be run as an ACCessory, and is available as a separate program package from your local Atari software dealer...

BobR

1734. Re: Genie <-> Usenet 2-way trial

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 08:08:18 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <26945@cup.portal.com>
Source record: 243360

Richard Covert asks:
>Also, is there anyway to get linked to GEnie's files?? I d/l quite a bit of
>GEnie files and it gets expensive!!

Forget it, Richard... the people who run GEnie are motivated by one thing,
and one thing only, and it begins with a capital $$

They are no more likely to allow you access to their files (which account
for 60-75% of their revenue) for free, than they are likely to subscribe
to any minimal code of ethics...

Letting you read <giggle> and <tee hee> messages won't cost them anything,
and might even be written off as advertising for their real product, which
is the download libraries.

BobR

1735. Re: Looking for Assembler

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 09:39:03 UTC
From: simon@uniol.UUCP
Message-ID: <1719@uniol.UUCP>
Source record: 243455

Hello !

klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>In article <9002110802.AA09174@ucbvax.Berkeley.EDU> AD0834@ALBNYVMS.BITNET writes:
>> I am looking for a PD assembler, does anyone know where I could
>>find one?

>Get Jas from the Sozobon C package.
A new version of the commercial Assembler package Omnikron Assembler is
now Shareware. The Assembler is named Turbo-Ass. It's very fast (assembly
2.000.000 Lines/minute) and the Debugger it one of the best i ever seen.

Send a Disk and an Envelope to: Frank Simon,
Kennedystrasse 12
2900 Oldenburg
West-Germany (even now)

regards Terra

--

! Nickname: Terra UUCP: simon@uniol.UUCP !
! Realname: Frank Simon Sub: Terra@mcshh.UUCP !
! Position: Oldenburg, FRG EARN: 151133@DOLUNI1 !
! Bist du wahres leben ? !

1736. Autostart program for TOS16

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 11:14:32 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <15.Feb.90.11
Source record: 243370

Can any one tell me where I can find an AUTOSTART program that works with the TOS16 in my 520STE. Neither of the ones I have will work. Thanks

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

1737. Re: TOS 1.4 UK Version

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:12:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4429@brahma.cs.hw.ac.uk>
Source record: 243390

In article <9002091008.AA17166@decwrl.dec.com> HEIDEN@KBOMFG.enet.dec.com ("Matthias Heiden, Advanced System Process Development 09-Feb-1990 1107") writes:
>In article <4336@brahma.cs.hw.ac.uk>, eru!luth!sunic!mcsun!ukc!edcastle!hwcs!
> neil@bloom-beacon.mit.edu I wrote:
>
>> Well I now have TOS 1.4 ("Great! Perhaps he'll stop moaning now"),
>> I actually had to send Atari UK the blank EPROMs to get it which I guess
>> beats anyone elses sob story. Do you think if I send them some chips and
>> solder they could make me a TT :-)
>
> Which address did you send your EPROMs to ? Can only registered
> developers use this service ? Matthias Heiden

I wrote (many many times!) and phoned (..!) to

Atari Corp. (UK) Limited
Atari House
Railway Terrace
Slough
Berkshire
SL2 5BZ

But I think only registered developers are supposed to get it at this time.
Despite that some non-developers have got a copy!

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1738. Re: 16 meg partition limit

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:19:04 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2425@medusa.informatik.uni-erlangen.de>
Source record: 243392

greg@sj.ate.slb.com (Greg Wageman) writes:

>What Atari has changed, I believe, is to treat the "recno" parameter
>as an UNSIGNED int, with a range of 0 to 65535, and consequently a
>32Mb limit. However, any software which calls Rwabs() to directly
>access the hard disk (such as disk checkers might do) must understand
>this convention, or else they will get confused by the (apparently)
>negative sector numbers (i.e. any in the second 16 Meg with the
>high-order bit set).

Actually, ATARI did extend the range of sector numbers, but not only
to 2^16 but to 2^32. This is, however, not the reason why partitions
larger than 16 MB became possible. The new ATARI driver supports
larger logical sector sizes. Before, the logical sector size has
been 512 bytes througout all kind of media. Now, the new hard disk#
driver blocks 512 byte sectors to larger logical sectors. A partition
with 24 MB, for instance, has a logical sector size of 1024 bytes.
This trick works with ALL TOS versions, so you don't have to install
TOS 1.4 to use them. (Nevertheless, TOS 1.4 is a must for every
hard disk user because it speeds up everything quite a lot.)

Claus Brod

1739. Re: European ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:23:22 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2426@medusa.informatik.uni-erlangen.de>
Source record: 243394

rjd@cs.brown.edu (Rob Demillo) writes:

>I get three Europian ST mags, one in English and the
>other two in German. The one in English is from the
>UK and called ST World. It is really a decent rag, with
>alot of (envious) product announcements, some decent articles/reviews,
>and reasonable programming/hardware hacks. The 68000'er (German)
>is similiar. ST Magazin (German) I let the subscription run out on
>because it is a little to basic user oriented.

68000er and ST-Magazin are identical. They changed their name from
68000er to ST-Magazin quite a while ago.

Claus Brod

1740. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:31:12 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2427@medusa.informatik.uni-erlangen.de>
Source record: 243395

exspes@bath.ac.uk (P E Smee) writes:

>There is ONE good reason for selling to Europe first. In general, FCC type
>approval is harder to get than the corresponding approvals in Europe. So,
>Atari can begin selling the machines over here before they have been
>tightened down to FCC specs. Or, in other words, it may be that Europe is
>being used to 'bug-chase' the machines before they are released in the
>States, rather than being favored. Certainly, if problems DO occur with the
>early versions of a machine, it is better to have them surface in the market
>which is potentially smaller, rather than in the one which is potentially
>large.

We don't like these ideas very much here in Europe. First of all, why
should the US FCC restrictions be tighter than ours? Any facts about
this? Second, the US appears to us as a PC-sick country. Users don't
seem ready to change over to 68000 computers (except, of course, the
Mac). Third, after five years of software and hardware development
for the ST, the European market has proven to be more flexible and
powerful than the US market; European applications set the pace for
ST software development. Many good reasons for ATARI to favor Europe.

Claus Brod

1741. Re: PageStream 1.8 virus (not a rumor)

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:32:47 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2428@medusa.informatik.uni-erlangen.de>
Source record: 243391

woodside@ttidca.TTI.COM (George Woodside) writes:

>The "KEY" virus is the most widespread virus in the USA. That is
>because it displays no symptoms, it only spreads. It represents

The KEY virus is known in Europe as the BPL or Signum virus.

1742. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 12:38:34 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2429@medusa.informatik.uni-erlangen.de>
Source record: 243393

exspes@bath.ac.uk (P E Smee) writes:

>I heard rumours some time ago that this was a side-effect (maybe or maybe
>not intentional) of an early PD program called UHRLI.ACC, which when
>selected would put a small digital clock display inside a tiny window.
>I certainly have not seen the problem since I bought a cheap digital
>watch to hang beside the computer, and stopped using UHRLI. May just
>be coincidence, though.

The phantom typist effect also occurs without the assistance of UHRLI.
Pure coincidence, you guessed it.

Claus Brod

1743. Re: STs and Colleges: A Proposal

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 13:20:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900215132058.088552@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243375

if You want to sell Atari computers to colleges, become an Atari dealer
and leave us alone with this useless discussion. Even Rich Covert's
Atari bashing (which I hated) was more interesting than this subject.

Dr. Michael Ritzert
Dept. Geophysics
University Mainz
West Germany
mjr@dmzrzu71.bitnet

1744. DISK DRIVES, UNITERM AND TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 13:30:29 UTC
From: pfg@ukc.ac.uk
Message-ID: <3859@harrier.ukc.ac.uk>
Source record: 243388

If you take out a single sided drive and put a double sided drive in
you should take the small adapter board away. I did with my 1040 drive
and it worked O.K. until I got my mega, and as far as I know it still
is.

Help!!!
Could someone post me uniterm 2.0e please!!!

How do you get Atari U.K. to give you tos 1.4 on roms, I already have it
on disk but it takes a while to load it in. As far as I can see it anly
speeds up the hard drive access (not counting the new dialog boxes).

Could you tell me please!!!

Pete.

```
/----------------------------------------\
| |
| ***** *** *** **** *** |
| * * * * * * * * ** |
| * * * **** * * * |
| * * ** * ** * ** * |
| * *** *** *** *** |
| |
\----------------------------------------/
```

1745. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 13:30:34 UTC
From: jvt@its.bt.co.uk
Message-ID: <8D0_&*@masalla.fulcrum.bt.co.uk>
Source record: 243389

In article <1990Feb13.114858.5081@bath.ac.uk> exspes@bath.ac.uk (P E Smee) writes:
>
>I heard rumours some time ago that this was a side-effect (maybe or maybe
>not intentional) of an early PD program called UHRLI.ACC, which when
>selected would put a small digital clock display inside a tiny window.
>I certainly have not seen the problem since I bought a cheap digital
>watch to hang beside the computer, and stopped using UHRLI. May just
>be coincidence, though.
>

I am afraid it probably was coincidence. I've just caught onto this
topic which is currently of great interest to me as last night I had
just this sort of problem while using TIMEWORKS.

As far as I am aware, these disks have never been anywhere near any other
software (except 1stWord) as I always switch off before using business
progs. I do not have a hard disk so I suspect the problem is not viral.
However, I am going to try to reproduce the problem and also check out
the floppies.

The symptoms I had were-
Selection of menu items required slight mouse movement after
the click to take effect.
Keyboard strokes also required slight mouse movement for the
character to be displayed.

Any tips/help etc would be appreciated, preferably by e-mail as I
cannot always guarantee to read the net within our 3 day expiry.
Equipment is 1040 STe.

John.

--

John Trickey British Telecom IT Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

1746. Re: Wordperfect newer release

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 13:46:40 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <6024@hydra.gatech.EDU>
Source record: 243461

Is there an educational version/discount program for Wordperfect?
If so, where/who do I contact about getting it and does anyone know
the approximate cost.

Thanks,
Terry

--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

1747. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 14:01:53 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1302@lzsc.ATT.COM>
Source record: 243376

In article <1990Feb14.173746.28244@agate.berkeley.edu>, ericco@stew.ssl.berkeley.edu (Eric C. Olson) writes:
> >Look at this C-code:
> > #define MAX -32768
> > main()
> > {
> > printf("1: %d\n", MAX);
> > printf("2: %d\n", (int)MAX);
> > }
>
> This is not a bug, its a feature. MAX is not a number, its an expression.
> Thus, the evaluation of MAX is a long int. The first printf only prints

K&R specify that constants are int's. Not a long int.

> the high word of the long int MAX. The second printf properly casts the
> long int to an int and prints the correct result. Try:
>
> printf("3: %ld\n", MAX);
>
This is probably an example of the compiler maker trying to be nice.
And breaking the users code in the process.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

stupid mailer:

1748. Re: Mega 2 Fan Question

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:03:39 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2990@water.waterloo.edu>
Source record: 243462

In article <76921@tut.cis.ohio-state.edu> <bks@cis.ohio-state.edu> writes:
>
> I have a mega 2 with PC speed installed, and one external SF314 disk drive.
>When either disk drive is accessed the fan in the mega slows down...
>Is this a normal condition? Should I check my power supply? Could it have
>anything to do with PC Speed?

My Mega 2 does this too. Did it when it was new. Still does it now.
I take it to mean marginal power supply and heavy current draw by the
motor for the drive. So far, I have no hardware additions.

Anyone else who knows better have comments on this?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1749. Calamus PD Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:05:30 UTC
From: arneso@IFI.UIO.NO
Message-ID: <9002151504.AAhelblinde01048@helblinde.uio.no>
Source record: 243377

I have just got hold of the following 24 CALAMUS PD Fonts

Apple, Artdecoy, Bullet15, Bullet25, Bully, Bullyc, Camelot, Celtic,
Classy, Cupertin, Dali, Hebrew, Manville, Math, Monroe, Oblique, Oldeng,
Oldirish, Pioneer, Pittsbrg, Silic, Steela_z, Stilleto and Wolftrap.

They are all rather dissapointing, though, with lots of missing letters,
digits and symbols. The intersting ones (in my humble opinion) are
Bullet15 & -25 with bullets, stars and the other famous symbols from
Timeworks DTP. The Math font contains a number of mathematical symbols.

I will send them in zoo-ed and uucoded form to anyone interested.
Just send me a note.

A little warning, though. The filesize is 166 kb (split in 3 parts to
avoid mail-server choking).

BTW If anyone has other PD Calamus Fonts - please send them to me :-)

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

1750. Re: Net Access

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:10:42 UTC
From: steve@thelake.mn.org
Message-ID: <A1230312527@thelake.mn.org>
Source record: 243468

[In article <18304@laurel.athertn.Atherton.COM>,
alex@athertn.Atherton.COM (Alex Leavens) writes ...]

> Dave Beckemeyer sells a UUCP package that works with
> his Multi-tasking C-shell. It allows you to become
> a UUCP node in your own right (of course, you have
> to get someone who'll give you a feed...) I've
> recently gotten the software working, and it's
> cool! Just set your machine up, and the software
> does the rest... (You _will_ become knowledgeable
> in the ways of the sysadmin, however! <grin>)

Others that I know about are:

* STadel BBS/UUCALL, by David Parsons. The BBS supports
Citadel networking plus external networkers; UUCALL is a
combination uucico/rmail/rnews for STadel. Shareware.

* UUMAIL, by Dale Schumacher. It's a combination uucico/rmail
that works with your favorite editor and file pager to serve
as a personal UUCP setup. Free. Note: This is no longer supported
(see below).

* UUPC, the limited UUCP system that is available on most
personal computers. It supports only one net connection.

* A BBS written by bill@meadow.UUCP that I haven't seen.

* UUCICO by Clemens Schrimpe. I have seen this, but not tried
it; the version I saw was quite limited.

* ST Mail. (I've saved the best for last.) Dale Schumacher, Tom
Cook, John Stanley and other STdNET folks have implemented Smail
2.5, Bill Wells' Lmail, a very nice 7-packet negotiated windowing
UUCP 'G' protocol, and a host of related utilities -- some ported
from Unix sources and some original work. This is the Whole Nine
Yards -- intelligent routing, piping of mail to programs (such
as an archive server, perhaps), intelligent mail routing including
full support of domain addresses, multiple mailboxes, mail
forwarding, automatic mailing lists, news and news forwarding,
... and Tom even has it working with STadel. This is in beta
testing, and it's working very well. Coming Real Soon Now*
to your favorite comp.binaries newsgroup, and free.

Feel free to add to the list.

--
* It would be coming more quickly if I were fixing PostNews and writing
docs instead of writing this.

--
Steve Yelvington at the (yay! it's snowing!) lake in Minnesota

1751. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:21:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2991@water.waterloo.edu>
Source record: 243463

In article <3436@plains.UUCP> blee@plains.UUCP (Blaine Lee) writes:
>In article <20919@watdragon.waterloo.edu> ljdickey@poppy.waterloo.edu (Lee Dickey)
writes:

> Just remember it IS illegal and if you are caught expect to loose your
> computer.

I just want to clarify:
I am not suggesting or encouraging any illegal activity.
Blaine does not say just what illegal act he has in mind.
Perhaps he is thinking of smuggling. I do not suggest that.

>I hope in the future Canadian dealers will not sell to Americans,
>I believe it IS risky for them.

There are several ways that Americans can buy from Canadian
dealers with no risk to anyone. Do you have a financial interest
in the success of an Atari dealership near the Canadian border?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1752. Re: Neodesk trashcan accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:41:40 UTC
From: matthews@umd5.umd.edu
Message-ID: <6132@umd5.umd.edu>
Source record: 243460

In article <2015@gmdzi.UUCP> focke@gmdzi.UUCP (Stefan Focke) writes:
>Hello,
>
>can anyone tell what this accessory is good for?
>
>Thanks
>
> Stefan
>

It gives you a recoverable trashcan with Neodesk 2.05 and later. When you delete files, you can recover them later.

You install a new trashcan icon (included in the package) by dragging the trashcan.acc to the desktop (they recommend removing the old trashcan icon so you don't get confused), and whenever you delete a file, it puts it into a sort of limbo; a trashcan.dat (or some such) hidden file is written to that disk, and you can recover 'at any time' the file(s) in question. Works very similar to the Mac trashcan; note that when you "delete" the file it'll still take disk space. Also, if you run ICD's Cleanup or Tuneup or (I imagine) Hard Disk Sentry on a disk that has "deleted" files, it'll muff things up.

Mike

1753. Re: PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:42:53 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2745@isc-br.ISC-BR.COM>
Source record: 243469

In article <3703@uafhp.uark.edu> dhe@uafhcx.uucp (David Ewing) writes:
>
>that I'd ask....What's the current status on PCDITTO II? The last I heard it
>was halted from shipping because of a bug that make it fail on certain ST's.

As far as the bug is concerned, you heard correctly. Avante Garde recently (2-12-90) posted a message on Genie confirming a timing problem between the PCD II and the 68000 on the ST.

The proposed solution is to replace two PALS on the PCD II board (U27 and U15). These are socketed and shouldn't be a problem. They want those with problems to remove them, mail them to AG and *then* they will send replacement chips. I think they have it backward. They should send out the fix first. PALS are dirt cheap and readily available.

Since I don't have my PCD II yet, I'm hoping that it will arrive soon with the new PALS and will run fine.

If you want an exercise in frustration, try calling AG at (904) 221-2904 9:00 a, to 5:00 pm M-F. I did. It took me two days to get through.

Thos few who have a working PCD II say it's worth the wait. Let's hope so. SuperCharger is looking real good, but it's $399.

Shalom, lawrence

1754. Re: Manipulation of Courtroom Evidence

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 15:51:26 UTC
From: barrett@jhunix.HCF.JHU.EDU
Message-ID: <4240@jhunix.HCF.JHU.EDU>
Source record: 243452
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <102034@pyramid.pyramid.com> wniren@pyrtech (Walter Nirenberg) writes:
>...the impact of recent computer
>graphics technology advances on the use of video and photographs as
>courtroom evidence. As many of you may know, it has been possible
>over the past few years to manipulate photographs and videos at
>a bit-level using new generations of graphics computers. The results
>are that you can completely alter what these media display.

>Is there software available for these inexpensive machines to enable average
>people to do this? Has anyone seen examples of this kind of manipulation?

Well, we have a relatively expensive Pixar graphics machine
($40,000) that produces pictures so lifelike that it's uncanny. Note
that I said "produces", not "alters." These pictures are NOT photographs,
but are completely computer-generated.
So, not only can pictures be altered, but also they can be CREATED
FROM SCRATCH.

I own a Commodore Amiga, and indeed it is possible to retouch photos
on screen. Right now, the screen resolution of the Amiga (approx. 750 x 480
pixels in 4096 simultaneous colors) can display stunning pictures, but I
don't know how you would get an altered screen picture back onto a photograph.
You could photograph the screen, but that might result in a great loss of
quality compared to the original photo. Perhaps there is a better-quality
way to do this.

>We're talking about a tremendous potential for "disinformation"...

If you think about it, this isn't much different from the situation
that exists anyway. If you bring a piece of evidence into a courtroom, it
could be completely fake REGARDLESS of its medium. Documents can be forged,
alibis invented, fingerprints faked, guns substituted for other guns, etc.
In addition, it has long been possible to "stage" photographs.

So, I see the real problem is one of educating your jurors and other
judicial personnel in what fakery is possible. A photograph of my shooting
the president is not proof -- just evidence. And it is up to the judicial
system to accept or reject that evidence.

On the other hand, people tend to believe with their eyes more than
with any other of their senses. I could see that fake photographs could
sway a jury toward the wrong decision.

People have been saying for years that technology is racing ahead
faster than the software industry and the legal industry can handle it.
Well, it's true. But forewarned is forearmed.

Dan

////////////////////////////////////\\
| Dan Barrett - Systems Administrator, Computer Science Department |
| The Johns Hopkins University, 34th and Charles Sts., Baltimore, MD 21218 |
| INTERNET: barrett@cs.jhu.edu | |
| COMPUSERVE: >internet:barrett@cs.jhu.edu | UUCP: barrett@jhunix.UUCP |
\\////////////////////////////////////

1755. Re: Right Way?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 16:05:49 UTC
From: schwuchow@uniol.UUCP
Message-ID: <1725@uniol.UUCP>
Source record: 243456
Cross-posted to: rec.games.frp,comp.sys.atari.st

```
Ask: Is this the way to your home?
Clue: Take the way to his/her "home".
Micha
```

1756. Re: Various Problems - A cry from the dark.

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 16:06:42 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9002170537.AA20482@ucbvax.Berkeley.EDU>
Source record: 243378

Hi I read your message on the A16 list and was wondering if you could tell
me something about the Megafile 30...how fast is it, how reliable is it?
I am just about to buy one, but I haven't totally made up my mind. Do I need
anthing else to use it with?

Robert (S54394GR at ETSUACAD.BITNET)

1757. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 16:11:06 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Feb15.161106.17781@gpu.utcs.utoronto.ca>
Source record: 243467

There is an example of handling dialogs in Tim Oren's ProGem series. If you the form_do() in a loop awaiting the proper "exit" button, then wrap it in calls to form_draw() (is that the right call?), you shouldn't have a problem. As I recall, the form_draw() routine takes a numeric parameter which indicates its function. Zero allocates a screen area (whatever that means), one animates the zoom out, two animates the zoom in, and three releases the screen area, causing the redraw messages. Mr. Oren points out that calling form_draw() with a function code of three and the coordinates of the desktop will cause redraws to be sent for all windows; that is, there is no "balancing" required. I don't understand why you have to wait for the redraw to carry on. If your program handles messages as they arrive, this shouldn't be an issue.

Barry Lay
University of Toronto

1758. Re: Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 16:15:33 UTC
From: root@irscscm
Message-ID: <1990Feb15.161533.13008@irscscm>
Source record: 243379

In article <489b42d9.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
[Some stuff deleted]
>The Developer MUST be developing a COMMERICAL product for the ST. The
>Developer MUST submit 3 copies of said product to Atari Corp. the Developer MUST
>re-register annually.

I think those 3 MUSTs are both to the developer's and Atari's
advantage.

> The packet I received said a LOT about what the Developer
>must do, but very little about what the Developer receives for his $250.00.
>
>Basically, all the Developer gets for his $250.00 is some mailing lists from
>Atari Corp. And the option of having his products (demos thereof) being distributed
>by Atari Corp to all Atari dealers.
>

Having a mailing list of all Atari ST registered buyers and all
authorized Atari dealers can be a great thing to have for a developer.
And having a demo distributed to dealers sounds like good marketing to
me.

[more stuff deleted]
>And it doesn't even include the MWC C compiler. It contains the OLD OLD Alycon
>C compiler, which I have heard is VERY VERY bad.
>

Alycon C isn't VERY VERY bad. It's just not as good as MWC.

[more stuff deleted]
>don't want the Alycon compiler, and I don't like the $250.00 price tag. I do some part
>time C programming at home, and don't plan to market a commerical product. So, where
>does that leave me?? Out in the cold I believe.
>

It depends on how one looks at it. I see you as an Atari customer rather
than a developer.

>I wish that Atari Corp would try to help their customers more, and this new DEvelopers
>program is not a good way to start a new decade.
>

It's a developer's program, not a customer's program.

Marshall Lake
mlake@irscscm.UUCP

1759. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 16:39:24 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990Feb15.163924.22221@diku.dk>
Source record: 243454

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:

>In article <2048@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>>
>> Well, there aren't any REAL replacement keyboards for the ST. You can
>> buy those awful spring-things to stiffen up the keyboard, but they don't
>> work.

Try a German ST magazine, they're full of it (REALLY).

>>
>> I've been kicking the idea around of building a new keyboard with REAL
>> ...stuff removed...
>>
>> How do people feel about such a thing? I'm surprised it has not been
>> done yet. From what I hear, quite a few people would like something
>> better than this rubber crap we use now.

>Diverse Data Products of Florida (800) 662-8662 is bringing out a $60 box in
>March that allows you to connect any IBM AT style keyboard you like to the
[..]

The German magazine mc did a replacement that was 100 % compatible,
way back (say -88 ..). The idea is to

-1 Take a very hard look at the ST circuit diagram,
note down the keyboard matrix, connections to
the IOContl etc.

-2 Build a new keyboard matrix with REAL keys, connect
to original keyboard controller etc.

There you are. It involves taking the thing completely apart, though.
You should be able to buy the circuit diagram (The local dealer
here carries it in his catalogue).

All the boxes that connect to the MIDI port are a loss, in my
opinion, for the reasons noted by Mark. Anyway, is there a way
to get the `both SHIFT keys are pressed' kind of data out from
a PC keyboard and into the ST MIDI/serial port ??????
(I once saw a program that needed this key-combination).

I will be adding a new keyboard to my ST (right after the
harddisk and the 2MB exta memory, sigh).

Jens

1760. ABC: New language sources and binaries posted

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 17:30:16 UTC
From: steven@cwi.nl
Message-ID: <8809@boring.cwi.nl>
Source record: 243459
Cross-posted to: comp.lang.misc,comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

The source and binaries of a new programming language, ABC, are being posted this week to comp.sources.unix and comp.binaries.{ibm.pc, atari.st; mac}. This posting gives an overview of the language and some examples.

THE LANGUAGE
ABC is an imperative language originally designed as a replacement for BASIC: interactive, very easy to learn, but structured, high-level, and easy to use. ABC has been designed iteratively, and the present version is the 4th iteration. The previous versions were called B (not to be confused with the predecessor of C).

It is suitable for general everyday programming, the sort of programming that you would use BASIC, Pascal, or AWK for. It is not a systems-programming language. It is an excellent teaching language, and because it is interactive, excellent for prototyping. It is much faster than 'bc' for doing quick calculations.

ABC programs are typically very compact, around a quarter to a fifth the size of the equivalent Pascal or C program. However, this is not at the cost of readability, on the contrary in fact (see the examples below).

ABC is simple to learn due to the small number of types in the language (five). If you already know Pascal or something similar you can learn the whole language in an hour or so. It is easy to use because the data-types are very high-level.

The five types are:
numbers: unbounded length, with exact arithmetic the rule
texts (strings): also unbounded length
compounds: records without field names
lists: sorted collections of any one type of items (bags or multi-sets)
tables: generalised arrays with any one type of keys, any one type of items (finite mappings).

THE ENVIRONMENT
The implementation includes a programming environment that makes producing programs very much easier, since it knows a lot about the language, and can therefore do much of the work for you. For instance, if you type a W, the system suggests a command completion for you:
W?RITE ?

If that is what you want, you press [tab], and carry on typing the expression; if you wanted WHILE, you type an H, and the system changes

the suggestion to match:
WH?ILE ?:

This mechanism works for commands you define yourself too. Similarly, if you type an open bracket or quote, you get the closing bracket or quote for free. You can ignore the suggestions if you want, and just type the commands full out.

There is support for workspaces for developing different programs. Within each workspace variables are persistent, so that if you stop using ABC and come back later, your variables are still there as you left them. This obviates the need for file-handling facilities: there is no conceptual difference between a variable and a file in ABC.

The language is strongly-typed, but without declarations. Types are determined from context.

IMPLEMENTATIONS
The sources for the Unix version are being posted to comp.sources.unix; the binaries to comp.binaries.{mac, ibm.pc, atari.st}. They should also be available from some servers (for instance by anonymous ftp from hp4nl.nluug.nl and mcsun.eu.net, or send the mail message
request: index
topic: index
to info-server@hp4nl.nluug.nl, for information on how to get it by mail).

There is an irregular newsletter available from us, and a book "The ABC Programmer's Handbook" by L. Geurts, L. Meertens and S. Pemberton, will be published by Prentice-Hall shortly (ISBN 0-13-000027-2).

See also Steven Pemberton, An Alternative Simple Language and Environment for PCs, IEEE Software, Vol. 4, No. 1, January 1987, pp. 56-64.

ADDRESS
ABC Implementations
CWI/AA
Kruislaan 413
1098 SJ AMSTERDAM
The Netherlands

Email: abc@cwi.nl

EXAMPLES
The (second) best way to appreciate the power of ABC is to see some examples (the first is to use it). In what follows, >>> is the prompt from ABC:

NUMBERS
```
>>> WRITE 2**1000
107150860718626732094842504906000181056140481170553360744375038837
035105112493612249319837881569585812759467291755314682518714528569
```

```
231404359845775746985748039345677748242309854210746050623711418779
541821530464749835819412673987675591655439460770629145711964776865
421676604298316526243868372056680693 76
```

```
>>> PUT 1/(2**1000) IN x
>>> WRITE 1 + 1/x
107150860718626732094842504906000181056140481170553360744375038837
035105112493612249319837881569585812759467291755314682518714528569
231404359845775746985748039345677748242309854210746050623711418779
541821530464749835819412673987675591655439460770629145711964776865
42167660429831652624386837205668069377
```

```
TEXTS
>>> PUT ("ha " ^^ 3) ^ ("ho " ^^ 3) IN laugh
>>> WRITE laugh
ha ha ha ho ho ho
```

```
>>> WRITE #laugh
18
```

```
>>> PUT "Hello! "^^1000 IN greeting
>>> WRITE #greeting
7000
```

```
LISTS
>>> WRITE {1..10}
{1; 2; 3; 4; 5; 6; 7; 8; 9; 10}
>>> PUT {1..10} IN l
>>> REMOVE 5 FROM l
>>> INSERT pi IN l
>>> WRITE l
{1; 2; 3; 3.141592653589793; 4; 6; 7; 8; 9; 10}
```

```
>>> PUT {} IN ll
>>> FOR i IN {1..3}:
INSERT {1..i} IN ll
>>> WRITE ll
{{1}; {1; 2}; {1; 2; 3}}
>>> FOR l IN ll:
WRITE l /
{1}
{1; 2}
{1; 2; 3}
>>> WRITE #ll
3
```

```
COMPOUNDS
>>> PUT ("Square root of 2", root 2) IN c
>>> WRITE c
("Square root of 2", 1.414213562373095)
>>> PUT c IN name, value
>>> WRITE name
```

```
Square root of 2
>>> WRITE value
1.414213562373095

A TELEPHONE LIST
This uses the table data-type. In use, tables resemble arrays:

>>> PUT {} IN tel
>>> PUT 4054 IN tel["Jennifer"]
>>> PUT 4098 IN tel["Timo"]
>>> PUT 4134 IN tel["Guido"]

>>> WRITE tel["Jennifer"]
4054

You can write all ABC values out. Tables are kept sorted on the keys:
>>> WRITE tel
{["Guido"]: 4134; ["Jennifer"]: 4054; ["Timo"]: 4098}

The keys function returns a list:
>>> WRITE keys tel
{"Guido"; "Jennifer"; "Timo"}

>>> FOR name IN keys tel:
WRITE name, ":", tel[name] /
Guido: 4134
Jennifer: 4054
Timo: 4098

You can define your own commands:

HOW TO DISPLAY t:
FOR name IN keys tel:
WRITE name<<10, tel[name] /

>>> DISPLAY tel
Guido 4134
Jennifer 4054
Timo 4098

To find the user of a given number, you can use a quantifier:
>>> IF SOME name IN keys tel HAS tel[name] = 4054:
WRITE name
Jennifer

Or create the inverse table:
>>> PUT {} IN subscriber
>>> FOR name IN keys tel:
PUT name IN subscriber[tel[name]]

>>> WRITE subscriber[4054]
Jennifer
```

```
>>> WRITE subscriber
{[4054]: "Jennifer"; [4098]: "Timo"; [4134]: "Guido"}

Commands and functions are polymorphic:
>>> DISPLAY subscriber
4054 Jennifer
4098 Timo
4134 Guido

Functions may return any type. Note that indentation is significant -
there are no BEGIN-END's or { }'s:

HOW TO RETURN inverse t:
PUT {} IN inv
FOR k IN keys t:
PUT k IN inv[t[k]]
RETURN inv

>>> WRITE inverse tel
{[4054]: "Jennifer"; [4098]: "Timo"; [4134]: "Guido"}

>>> DISPLAY inverse inverse tel
Guido 4134
Jennifer 4054
Timo 4098

A CROSS-REFERENCE INDEXER

'Text files' are represented as tables of numbers to strings:

>>> DISPLAY poem
1 I've never seen a purple cow
2 I hope I never see one
3 But I can tell you anyhow
4 I'd rather see than be one

The following function takes such a document, and returns the
cross-reference index of the document: a table from words to lists of
line-numbers:

HOW TO RETURN index doc:
PUT {} IN where
FOR line.no IN keys doc:
TREAT LINE
RETURN where
TREAT LINE:
FOR word IN split doc[line.no]:
IF word not.in keys where:
PUT {} IN where[word]
INSERT line.no IN where[word]

TREAT LINE here is a refinement, directly supporting
stepwise-refinement. 'split' is a function that splits a string into
its space-separated words:
```

```
>>> WRITE split "Hello world"
{[1]: "Hello"; [2]: "world"}

>>> DISPLAY index poem
But {3}
I {2; 2; 3}
I'd {4}
I've {1}
a {1}
anyhow {3}
be {4}
can {3}
cow {1}
hope {2}
never {1; 2}
one {2; 4}
purple {1}
rather {4}
see {2; 4}
seen {1}
tell {3}
than {4}
you {3}
```

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl

"Let us go then you and I/while the night is laid out against the sky/like a smear of mustard on an old pork pie"

Nice poem Tom. I have ideas for changes though, why not come over? - Ezra

1761. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 18:38:51 UTC
From: weaver@VAX1.CC.UAKRON.EDU
Message-ID: <361@VAX1.CC.UAKRON.EDU>
Source record: 243466

In article <2554@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>Heck, if you really want to make a difference, don't just write a
>letter,or make an announcement saying you're clean, the pirate
>boards just laugh in your face anyway, what do they care?
>
>Heck, just infiltrate the bloody organization, and format their
>hard disk, or palm an indistrial magnet, and run them over the
>disks... Plant worms, viruses, program new viruses to screw up their
>systems. Do something, rather than point and hope someone does
>something.

This is a good way to get yourself prosecuted. A better way would be to get the names of the people doing the pirating, the software packages they are copying, and turn them into the manufacturers. The FBI might not do anything, but you can bet some of the manufacturers of the software do. I remember something in my Fontz! manual where the author encouraged legit users to turn in illegit users of NeoCept's software to him personally. He stopped short of promising physical retribution, but gave the feeling that he would see to it personally that something would be done.

Most developers of ST software (save for WP Corp. and some others) are not multi-million dollar enterprises, they are people like Dave Beckenmeyer, Dave Small and Derek Mihocha (sp?) who would like to derive a livelyhood from their work. You can bet your a*s they are interested in seeing pirating stopped.

1762. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 18:39:47 UTC
From: matthews@umd5.umd.edu
Message-ID: <6133@umd5.umd.edu>
Source record: 243470

In article <2554@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
[stuff deleted]
>Plant worms, viruses, program new viruses to screw up their
>systems. Do something, rather than point and hope someone does
>something.

Sure, so those worms, viruses, etc. will just be passed out into the rest of the world, where innocent people will get blasted. Great idea. The magnet thing has possibilities, though. :-)
>
[more stuff deleted, so that inews won't complain]

>Mata ne da-tcha,
>Mark Newton-John
>

Mike

1763. WordPerfect Educational Discount

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 19:18:23 UTC
From: jburka@pewter.ucs.indiana.edu
Message-ID: <35964@iuvax.cs.indiana.edu>
Source record: 243464

Yes, WordPerfect does have an 'education discount' on ST WordPerfect...

It costs $99, and is identical to the normal commercial version in all ways except the color of the binder (and, in fact, I bought my educational package just as WP was hitting the shelves 2+ years ago, and have the standard binder!)

You can order directly from WordPerfect (you'll need an order form, available from WP or from some computer stores) and you need to be able to show a valid school ID.

WP's address is:
288 West Center Street
Orem, Utah 84057

The phone number for the atari support divison is 1-800-321-3271.

The order form for the educational version is fairly generic (it lists all platforms; you check off the one you want) and should be available at just about any computer store. I got my order form from an Amiga dealer. When I was looking for another order form several months later, I ran into trouble. I went into one IBM-based computer chain (Entre, in the DC area) and was told that WP didn't have a discount program (HAH!). The next store I tried told me that they could sell me the educational version, but they refused to give me an order form! (This was an ST store, and I needed the IBM version of the program). Finally, another ST store gave me an order form.

Good luck

Jeff

1764. Re: Starstrk.acc

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 19:31:37 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <2827@sbsvax.cs.uni-sb.de>
Source record: 243453

In article <1990Feb15.002854.21047@lth.se>, qralph@dna.lth.se (Ralph Haglund) writes:
> Hi,
> I recently picked starstrk.acc from the net. Looks marvellous, but once I
> took it off the list I could use my TurboC again. What a pity.

I had similar problems with any program compiled with pascal (like ff.ttp).
They all got an address error when starstrk.acc was running. All this was
observed while working in a non-GEM shell.
This program looked so nice! :-(:-(

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

1765. Re: Some Atari dealers in Canada

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 19:54:17 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20947@watdragon.waterloo.edu>
Source record: 243473

In article <917@uvicctr.UVic.CA.UUCP> rwilson@uvicctr.UVic.CA.UUCP (Richard Wilson) writes:
>According to my local Atari dealer, he can lose his dealership if he send's
>machines to the U.S. Since Canadien Atari computers are not FCC approved, they
>cannot be sold to the U.S. Please ask your dealer before posting his address,
>he (or of course she) may not want to be bothered by lots of requests for
>STe's that he can't fill.

So he can't send a computer to the U.S. Does this mean that he can't sell
to an American who has come north to purchase a computer? I doubt it.
(I've never yet been asked to prove that I'm a Canadian).

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1766. Re: INFO-ATARI16 Digest V90 #201

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 19:57:19 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9002170632.AA23360@ucbvax.Berkeley.EDU>
Source record: 243380

Someone asked about the grease under the keys?

Someone correct me if I am wrong, but:
The stuff is lubricant put on the wire handle looking things so that the keys don't hang or have friction when you strike them. Only the larger keys have this (Return, Shift, Alt, Etc)

Robert (S54394GR at ETSUACAD)

1767. Re: ST mice & longevity

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 20:03:17 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Feb15150317@ghiggins.hpl.hp.com>
Source record: 243381

I got my 1040STFM in March last year, with a type II mouse. It's lousy, I have to degunk it every couple of months and one of the metal rollers has a rust track right round it. Yech.
--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

1768. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 21:55:31 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1305@lzsc.ATT.COM>
Source record: 243387

Lets try to catch and fix this.

Does anyone having the problem also have a memory switcher?
If so, when the problem hits, if you can talk to the switcher, SAVE the
memory image. Perhaps we can pass the image around and many more people can
look at the problem, and if its constant with the image, maybe even
get Atari interested.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1769. Re: Net Access

Newsgroup: comp.sys.atari.st
Date: 1990-02-15 22:42:08 UTC
From: rjd@cs.brown.edu
Message-ID: <29472@brunix.UUCP>
Source record: 243465

In article <18304@laurel.athertn.Atherton.COM> alex@Atherton.COM (Alex Leavens) writes:
>This was originally mail for Rob DeMillo (if he's still
>out there), but netmail keeps bouncing it. In addition,
>it's got some info that other people might find useful...
>
>Rob,
>Dave Beckemeyer sells a UUCP package that works with
>his Multi-tasking C-shell.

Alex ---

Thanks for the suggestion. Fortunately, I was granted a
repreive, and I can keep my account.

However, the course of action you suggested (Beckmeyer's
C-Shell and UUCP code) is exactly what I intend to do
just for fun. (I have to wait until I buy a TT or STe first, so
my current ST can be freed up...)

Thanks for all the help...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

1770. Reading from a data stream

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 00:22:57 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <2099@rodan.acs.syr.edu>
Source record: 243403

I am interested in reading a serial stream going at 230K bits/sec into my ST. I've been thinking of using the drive port (documentation says it moves at 250K bits/sec) but I am not sure it will work. I'd like to avoid using the internal expansion bus... any ideas?

Ron DiNapoli

1771. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 01:04:29 UTC
From: jdg@elmgate.UUCP
Message-ID: <1205@elmgate.UUCP>
Source record: 243404

Well, a few reponses are in. And, A few of my Own experiments.
I have tried the VDI raster form functions. And, the results were
poor (specially movin' the entire screen (over itself if you will, boy,
is it POKEY!). So, I decided to go straight to the BLIT Line-a function.
After some finaglin' I got it working, It too is unacceptable, and the
screen gets all funky unless one VSyncs(). So, I decided, to see what'd
happen if I just Blit one plane (What we are doing here, BTW, is taking
3 logical displays (making up a "playfield") if you will, in low-res,
that are to be horizontally scrolled either left or right, smoothly, and
at a decent rate of speed) and It too was unacceptable. All of "my"
tests of the scrolling have been all "on screen", which, If a blit has
any brains about should "make a difference" (as in my tests, the source
& dest rects overlap). And it's a REAL sad performer, matter o' fact,
I'd bet bottom dollar that it could be DRASTICALLY speeded up. This
eve I will try from my actual playfield. One reply I recieved (of all 2
so far) stated troubles with sprites. Using the BLIT I'd see no real
problems. The obvious way to implement color sprites (an virtually any
size (though collisions can be another matter)) is to take your image,
Shift it all the way left in your buffer (so your "lead pixel") aligns
on a word boundary (or long word) and start shiftin the image through
each and every permutation of the 16/32 bits, then all one need do
is bleam the proper permutation onto/into your screen/buffer et el.
All one need do is find the pixel index into the word/longword where
ones coordinates lay, use it as an index to your sprite permutations.
Zippity aye' it works too, I've done it. It's quite simple actually,
just a little memory hungry and that can be finagled if one wishes
to do an on the fly RLE or some such item. I have never pushed it
(never had the need) over the amount of 16 32 bit sprites, but, the
performance is more than adequete.

--
Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!elmgate!jdg
(716)-726-0084
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

1772. Re: Mega 2 Fan Question

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 01:51:00 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10974@stag.math.lsa.umich.edu>
Source record: 243499

In article <2990@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
%In article <76921@tut.cis.ohio-state.edu> <bks@cis.ohio-state.edu> writes:
%>
%> I have a mega 2 with PC speed installed, and one external SF314 disk drive.
%>When either disk drive is accessed the fan in the mega slows down...
%>Is this a normal condition? Should I check my power supply? Could it have
%>anything to do with PC Speed?
%
%My Mega 2 does this too. Did it when it was new. Still does it now.
%I take it to mean marginal power supply and heavy current draw by the
%motor for the drive. So far, I have no hardware additions.

My Mega 4 does this too, and as far as I remember, it's done it since
it was new as well. Of course, now I have a bunch of stuff attached
inside it... No external floppy drive though.
--
-- Howard Chu @ University of Michigan

1773. Re: Reading from a data stream

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 02:04:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <10976@stag.math.lsa.umich.edu>
Source record: 243500

In article <2099@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>
>I am interested in reading a serial stream going at 230K bits/sec into
>my ST. I've been thinking of using the drive port (documentation says
>it moves at 250K bits/sec) but I am not sure it will work. I'd like to
>avoid using the internal expansion bus... any ideas?
>
>Ron DiNapoli

I don't think you'll be able to coerce the disk controller to give you
the data at 230 instead of 250kbits/sec. Sounds a lot like Apple/Localtalk
to me, why don't ya wait for Dave Small to finish his board...
--
-- Howard Chu @ University of Michigan

1774. Re: I've seen a PC Ditto II working...

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 02:40:00 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <804.25db21b1@miavx1.acs.muohio.edu>
Source record: 243396

In article <1990Feb8.205046.14824@sun.soe.clarkson.edu>, opielask@clutx.clarkson.edu
(,,,2684025) writes:
>
> When he was finally able to get through to AG, they told him that his
> BLITTER was conflicting with the board, and that if he saved the desktop
> with BLITTER disabled, that would take care of it...

....
>
> and he connects it every time he wants to use it, because he has gotten too
> used to the speed the BLITTER gives him. He has the PCD II board OUTSIDE
> his computer, and has ribbon cables running too it!
>
......
>
> AAron nAAs
--

Why doesn;t he try getting a software blitter like Turbo ST? That might help a
lot of the speed problem, then he could leave the board hooked up all of the
time...

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

1775. Re: Hard Disk Defragger

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 02:53:38 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <805.25db24e2@miavx1.acs.muohio.edu>
Source record: 243397

In article <2045@onion.reading.ac.uk>, adp1@rosemary.cs.reading.ac.uk (Andrew Pollard) writes:
> Hello,
> I would like to know if there is a Public Domain Hard Disk Defragger available
> for the ST. If so, from where can it be obtained?
> Reply by an article, or email me.....
>
> Thanks, Andrew.
>
> **
> adp1@uk.ac.reading.cs.rosemary
> Andrew.Pollard@uk.ac.reading
> **

When I first got my hard drive, I found a pd defragger on a local BBS. I read the doc file and it suggested BACKUPS and more BACKUPS before running a program which is supposed to check the structure of the disk and possibly fix it before doing any defragging. I backed up all 3 partitions, and ran the checker, and it said my hard drive had link problems or some such. Well, I ran the defragger anyway and it trashed my partition. I restored the partition, and the next day I want to MicroTyme and bought Hard Drive Trubo Kit from Michtron. It also had a chkdsk, but aside from some blocks that were marked as bad when the drive was originally formatted, it found no errors. The manual tat came with it assured me that the program had been written so that in the worst case, I would lose very little data if something went wrong. I still had my back-ups, so I defragged my partitions. 30 meg in less than 15 minutes, it was awesome! I run the check portion and the defrag portion about every other week. I've been doing this for about 6 months without a SINGLE problem. Twice I have had the checkdisk report a disk error, and both times it fixed them without any data loss.

The moral is, PD defraggers are risky (IMHO). I know my exerience with this is limited to only two packages, but I can't say enough good things about how the product I purchased works. And I pulled the PD defragger to my trashcan 6 months ago and haven't missed it. HDTK was money well spent!

BTW, it also backs up your hard drive in one of three ways, and it comes with a disk cache too. (I don't use the cache much, because I only have 1 meg and can't afford to allocate enough memory to make the cache worthwhile...)

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

```
--------------------------------------------------------------------------------
I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?
--------------------------------------------------------------------------------
```

1776. Looking for assembly language compression routines

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:10:19 UTC
From: alderaan@tubopal.UUCP
Message-ID: <996@opal.tubopal.UUCP>
Source record: 243471
Cross-posted to: comp.sys.dec,comp.sys.atari.st,comp.sources.wanted

Hi,

is there anyone out there having (pointers to) Huffman Encoding/Decoding
routines (or other compression routines) as 68k (or PDP or VAX) assembler
source ?

If possible please reply by e-mail.

Thank you very much in advance -thomas

1777. Re: All Black Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:15:15 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1118@oucsace.cs.OHIOU.EDU>
Source record: 243398

In article <1990Feb10.153630.29627@ncsuvx.ncsu.edu>, mark@ccvr1.ncsu.edu (Mark Boyd) writes:
> Moshe Braner's Idle 1.2 does not blank the screen by removing signals
> from the monitor. It displays a black screen using the memory below the
> default video memory. If that area is in use, it just does reverse video
> on the screen. It will NOT hurt your monitor. I've used it for years and
> I've examined the code in detail. Moshe writes good code!
>

Out of curiosity, wouldn't it be simpler just to set all the colors to zero? Sure, you'd need a whole 32 bytes to store the original colors in, but I'm sure you could find that much somewhere. It seems to me that just reversing the screen video would keep a particular PATTERN from burning in, but wouldn't stop contribution to overall monitor dimming. By the same token, switching to a blank area won't help if you're background color is white (or bright color) for the same reason.
I haven't found any screen saver that I've liked yet. The Fuji one sounds interesting but sort of defeats the whole purpose of a screen saver (ie prevent a pattern from burning into the monitor, and prevent the monitor from losing brightness). I have a PD one which kicks into effect after no input for so long, but it tends to cause programs to crash (or stop, more often, including file transfer programs!)
If anyone would be willing to send me the basic code for one (I don't have the time these days to write daemons), and your list of complaints about existing ones, I'd try my hand at writing one, but no doubt it'd be bug-filled as well.
Mind you, I'm not knocking anyone's code; I'm just mentioning my own views about this subject. As for killing the V-sync, I've got a NEC MultiSync 3D, and if the Vsync drops, the monitor screeches like it's being tortured!

Bill White
bwhite@oucsace.cs.ohiou.edu
...!att!oucsace.cs.ohiou.edu!bwhite

1778. Re: New Atari ST keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:41:30 UTC
From: mark@ccvr1.ncsu.edu
Message-ID: <1990Feb16.034130.3887@ncsuvx.ncsu.edu>
Source record: 243406

I'm the person who adapted a DEC keyboard to the ST. I did it because
I wanted a better keyboard that retained the DEC layout. I also do
stuff with PC's and I seriously considered using an extended PC keyboard.

There would not be a problem with shift keys or the alt key or whatever.
The ST, in many ways, copies the PC. The keyboard is one of those ways!
PC keyboards and Atari keyboards send similar scan codes. They send those
codes whenever a key is pressed and whenever it is released. No problems
there. The problem is in the interface between the keyboard and the PC.
It requires extra circuitry to interface, while the DEC keyboard does
not. On the other hand, the DEC keyboard doesn't distinguish between
the two shift keys. Big deal.

Mark Boyd
mark@ccvr1.ncsu.edu

1779. Re: Neodesk trashcan accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:44:33 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <807.25db30d2@miavx1.acs.muohio.edu>
Source record: 243399

In article <90045.192605BGB100@psuvm.psu.edu>, BGB100@psuvm.psu.edu (Bruce Blanar) writes:
> "Neodesk trashcan accessory"? I've never heard of it and I use Neodesk
> all the time. Is this something in a newer version?
>
> __ __ __ Bruce Blanar |"Everybody need a mood lifter,
> |__) | _ |__) Penn State University | Everybody need reverse polarity."
> |__).|__|.|__). BGB100@PSUVM.bitnet | -Rush
> voice: (814)862-8036 |

Neotrash is a recoverable trashcan accessory. It replaces the trashcan on Neodesk 2.05 or higher versions only. It was distributed by Gribnif as "freeware" as a 'gift' to it's users. At first I thought, "Great! now it will be just like the black hole on the NeXT!" But upon reading the documentation, I found out that it IS like the black hole on the NeXT. What that means is that you have to go through two steps to delete something. When you drag an item to the trashcan, it removes the entry from the directory, and stores it in a hidden file on the root of the disk that the file was deleted from. It keeps the bytes on the disk that are used by the file marked as used so they don't get overwritten. Then if you want to recover a file you just double click on the trashcan and select it and click on recover.

There are three drawbacks to this:

1) Your trashcan fills up real quick, and the new trashcan isn't a real replacement for the old trashcan. (If you drag an icon from the desktop to the trashcan, it will try to actually delete that item. Bit it IS recoverable).

2) Since the clusters are marked as used, but are not assigned to a file, programs that check the structure of the disks will report errors, and optimizers will TRASH the disk.

3) The files still take up valuable space on your hard drive.

Still, it IS freeware, and some of you may be interested in using it, so I will be posting it tonight to comp.binaries.atari.st. (If I get time...)

I just wonder why they didn't make it easier and just hide the files that have been deleted....

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

1780. mx2net20. Any binaries for it?

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:47:27 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <808.25db317f@miavx1.acs.muohio.edu>
Source record: 243400

There was a file in the comp.sources.atari.st that was supposed to be modula source code for a program that will allow the connection of two ST's using the Midi ports, and allow one to serve files to the other. As I don't have modula for my ST (And am not REALLY interested in getting it, could somone pleas post a binary executable file to somp.binaries.atari.st.

I would be most apreciative....

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

1781. Re: ST mice & longevity

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 03:55:05 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <810.25db334a@miavx1.acs.muohio.edu>
Source record: 243451

While we're talking about mice, I just purchased Practical Solutions' cordelss mouse! It works VERY well. Has an incredible feel and response. It's SO nice not to have the cord getting tangled up all of the time. I've had it for exactly one week, and after reading about all these mice problems and different rollers and such, I opened the door to my roller, and it has metal rollers, that are already showing a little bit of build-up. I have a mouse mat, but I think that may be part of the problem. Seems like mats would just trap dirt and let them get inside. My mat has a sort of cloth covering, but I've seen mats that are hard and feel almost like plastic. Has anybody used a mat like this, and did your mouse get all dirty inside?

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

1782. Re: Reading from a data stream

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 04:42:41 UTC
From: km44+@andrew.cmu.edu
Message-ID: <AZqsH1W00Xo78hhEYj@andrew.cmu.edu>
Source record: 243408

>Sounds a lot like Apple/Localtalk
>to me, why don't ya wait for Dave Small to finish his board...

Why wait, help him finish it up. I believe he said it still needs
driver software.

K.C. Marshall
km44@Andrew.cmu.edu

1783. Re: zoo problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 04:46:56 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <2994@water.waterloo.edu>
Source record: 243411

In article <9221@cbnewsm.ATT.COM> wao@cbnewsm.ATT.COM (william.a.oswald,alc,) writes:
>Has anyone on the net successfully unpacked a zoo file
>(anything.zoo) using any of the available zoo programs?
>I have down loaded several .zoo files using XMODEM and
>KERMIT and have tried to unpack them using several ZOO
>programs (booz for example). Nothing works. I always
>get a CRC error.

Sure, many. Never had a problem. There are two ways to do it.
One is to make sure that your file transfer protocol handles
full 8 bit bytes. Many are oriented to handling only graphic
characters (94 or 95 or so). The other, which I use, is to
"uuencode" the file first, then "uudecode" it at the other end.
This is the choice I use. I have zoo on the Atari ST and the
PC and UNIX system at the office.

The uu-encoder and decoders that I like best are UUE and UUD by
J-J.Dumas. His code is highly reliable and overcomes some of
the difficulties of certain notorious gateways between BiTNET,
and UseNet and InterNet.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1784. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 07:27:33 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1995@laura.UUCP>
Source record: 243495

In article <1990Feb15.161106.17781@gpu.utcs.utoronto.ca> barry@gpu.utcs.utoronto.ca (Barry Lay) writes:
>... Mr. Oren points out that calling form_draw() with
^
Obviously form_dial() is meant here. ----|

>a function code of three and the coordinates of the desktop will cause redraws
>to be sent for all windows; that is, there is no "balancing" required. I don't
>understand why you have to wait for the redraw to carry on. If your program
>handles messages as they arrive, this shouldn't be an issue.

The problem is the "if" in the last sentence. Some badly programmed applications do not send their output to some window but simply put it on the screen. They will not look for WM_REDRAW messages and thus will not process any of them. (I am not quite sure whether a form_dial (3, ...) causes the screen manager to send a WM_REDRAW to the window with handle 0 (the screen) but if the application does not care for WM_REDRAW messages that would not make any difference.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1785. Re: Looking for Assembler

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 07:43:04 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1996@laura.UUCP>
Source record: 243496

In article <1719@uniol.UUCP> simon@uniol.UUCP (Frank Simon) writes:
>A new version of the commercial Assembler package Omnikron Assembler is
>now Shareware. The Assembler is named Turbo-Ass. It's very fast (assembly
>2.000.000 Lines/minute) and the Debugger it one of the best i ever seen.
>
>Send a Disk and an Envelope to: Frank Simon,
> Kennedystrasse 12
> 2900 Oldenburg
> West-Germany (even now)

What about posting it to comp.binaries.atari.st?

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

1786. Monitor advice sought

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 08:14:41 UTC
From: sajima@WATSUN.CC.COLUMBIA.EDU
Message-ID: <9002160814.AA13241@watsun.cc.columbia.edu>
Source record: 243410

Hi folks,
I apologize if I'm beating a dead horse, but I'm new to ST's -
ich bin neu hier. I'll keep this short.

I understand that ST monitors come in two flavors - color and monochrome. Monochrome has high resolution (good text, but can't run anything written for the color monitor), and that color has medium (?) resolution (garbage text - no offense intended. Has impressive color graphics). I'd REALLY hate to have two monitors sitting on my desk. In other words, I want a monitor that can handle BOTH color and monochrome capabilities with a switch to select one of the modes. On an unrelated note, if the monitor can also accept TV/VCR signals, that would be nice too :-). I heard that someone on this newsgroup is very happy with a Magnavox monitor; what's the model? Any other suggestions are appreciated.

/Taka Sajima
sajima@watsun.cc.columbia.edu

P.S. I'd also welcome any interesting tidbits, tips, horror stories, work-arounds, etc. Thanks.

(((((((IN STEREO)))))))

Where available

1787. Re: Flash 1.6 Problem?

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 08:21:43 UTC
From: zincke@seas.gwu.edu
Message-ID: <1611@sparko.gwu.edu>
Source record: 243474

Can anyone give me more information on th DO command in flash 1.6.
and also how do you send a break?

thanks ahead,
Chris Zincke

1788. Usage of GNU GDB on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 09:06:35 UTC
From: fgth@ugun13.UUCP
Message-ID: <137@ugun13.UUCP>
Source record: 243457

Hi folks.

I'm trying to use the GNU source level debugger, which comes
with the GCC-136 binary distribution. Please enlighten me, how
to use the debugger. I have the original GDB manual 3.1 available.
Here is the way I tried to use GDB.

- compiling with the -gg option
- linking with sym-ld (the library gnugdb is missing, therefore
I used the normal gnu.olb)
- running gdb
load the just compiled executable with "exec-file"

After I've load the executable, I can list the source code, but I
can't set a breakpoint. The command "break 48" is answered with
an error message meaning "There is no line 48 in the source file".
The command "info function" didn't give me any output at all.

Should I replace the gcc-ld.ttp with the sym-ld.ttp ??

I guess, it would be a good idea to compile a manual specific for
the Atari ST from the existing GNU manuals and also include
the libray functions ala U**X style. I might be willing to do that,
if I can enough input from the people, who did the fabulous work of
porting the gcc to the Atari, concering Atari specific points. I
have the texinfo manuals for the compiler (from GCC 1.33), the
preprocessor and the debugger (version 3.1) available. The resuling
manual should be more of a reference manual, than a user guide.

--

MfG/Regards

/==== Nixdorf Computer AG
/ Ridderbusch,DX-SW4 / , Heinz Nixdorf Ring
/ /./ 4790 Paderborn, West Germany
/=== /,== ,===/ /,==, // Tel.: (+49) 5251/104685
/ // / / // / / \ NERV:ridderbusch.pad
/ / `==/\ / / / \ BIX:fridder BTX:0525467066
UUCP: !USA ...!unido!nixpbe!ridderbusch.pad
USA uunet!philabs!linus!nixbur!ridderbusch.pad

1789. Re: Piggybacking RAM into the 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 09:16:52 UTC
From: pfg@ukc.ac.uk
Message-ID: <3864@harrier.ukc.ac.uk>
Source record: 243401

You should not realy 'PIGGY BACK' RAM chips on a 1040 as the process was
designed to upgrade a 520st to a 1040. (I was taught how to do this upgrade
by a technician and you need a very small tipped iron to do it)

To do it on a 1040 you need to do a bit more than just take one line
to the MMU. As you already have the two banks of RAM the line has already
been used. To upgrade a 1040 to 2.5 (or even 4mb) was someting I looked into
for a very long time, as I was continualy running out of RAM in my 1040.
However Uncle Jack made the MEGA 4 so I got one.

The internal structure (I.E. MMU and GLUE) of the MEGA is the same as the 1040
so you can access up to 4mb of RAM in any ST (up until the STE which can access
8mb). Some say you can upgrade to 16mb but Where would you fit the RAM in the
memory map???. If you could the the case would lie that you can upgrade a 520
to a 16mb machine.

Anyway back to the question......

To upgrade a 1040 is NOT as easy as upgrading a 520. First (You don't have
to do this it's just safer, and it gives you 16 4256's to upgrade you friends
520st) you must remove a whole bank (YES ALL 16) of your RAM chips. This is
not a task to be taken lightly as the quality of all circuit boards are very
low so you could break you board without meaning to. Then you must get the
pinouts of the 1 megabit chips that you are going to use. These cost an
awfull lot of money over here in England. After this you MUST (or at least
you may find it easier to fix if it dies, if you do) is put in DIL sockets
in the place of the 4256's. Then comes the fun bit with loads of beding
up pins and wiring them to different places using wire-wrap wire (The pins
that you will need to connect to are mentioned below). Then comes testing
If you've done it right you will have 2.5mb of RAM. If you've done it wrong
OOPPSS and see if you have connected them to the right pins (I.E. DATA) and cut
the three tracks that come from the pins you use on the MMU. There was a
letter going round on how to do this which was quite good and if anyone has it
could they repost it!!!

CONNECTIONS:

MMU PIN 63 MAD8 : memory address data pin 8 (This gives a memory size of 1mb/b)
MMU PIN 64 MAD9 : memory address data pin 9 (This gives a memory size of 2mb/b)
Then you must connect your row and column address stobe lines up, these will
vary depeding on which bank you change. There are 2 column lines and 1 row
line.
The pins that you need to connect up on the RAM chips should be ducumented
where you buy them.

No one to my knoledge has ever tried putting 1mb on one bank before so I think it can not be done.

GOOD LUCK.

Pete.

(UKC at CANTERBURY. IN THE PHYSICS LAB)

1790. Re: Key virus

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 09:20:54 UTC
From: U218008@HNYKUN11.BITNET
Message-ID: <9002170641.AA23903@ucbvax.Berkeley.EDU>
Source record: 243458

I found the much talked about Key virus on my legally purchased PC-DITTO disk (Euro version 3.96). Luckily I check every new non-empty disk using George Woodside's VIRUSKILLER. Also, I found the so-called Mouse virus on my legally purchased TURBO-ST 1.6 disk. Of course I've informed my dealer right away, guess what: the copies in stock had the virus too. Who said virusses won't harm you if you only BUY software?

Rob Vousten U218008@HNYKUN11.BITNET

1791. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 10:12:45 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2434@medusa.informatik.uni-erlangen.de>
Source record: 243497

bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:

>> Since we have recompiled GEMDOS and BIOS source code, but no AES and
>> VDI source code, the only people to solve the problem are ATARI US.
>>
> Who is "we". the reason i ask is that atariUS is refusing to
>distribute source code for gemdos/bios here like they used to with the
>developer kit. i am curious if atari germany if distributing it to
>developers there.

"We" means: There are some German ST users who delved into GEMDOS and BIOS very very deeply. Among them are Alex Esser, the author of a series of articles on GEMDOS in the German magazine "ST-Computer" (can be reached via FIDO), and Andreas Kraemer, author of a book called "TOS intern". In this book you'll find a completely recompiled listing of GEMDOS (taken from TOS 1.2). The book has quite a few bugs, but it serves well to gain some general insight in the workings and in the failings of GEMDOS. It is available from Heise Verlag, Hannover. (If you are interested, I can find out the complete address.) I know that some other German hackers have extracted parts of GEMDOS, some others have done the same for VDI and AES but this work is not completed yet. BIOS source code is available since 1985 as commented disassembler listings in severals books here in Germany.

ATARI Germany definitely doesn't distribute any GEMDOS source code.

Claus Brod

1792. Re: Tick-tick-tick-CRASH! is not dead in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 10:15:00 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2435@medusa.informatik.uni-erlangen.de>
Source record: 243498

hafer@tubsibr.uucp (Udo Hafermann) writes:

>Add Calamus to the list. Calamus likes to crash for all sorts of
>reasons, but yesterday it definitely was the phantom typist. (Including
>the effect that you had to move the mouse slightly to get the system
>to react to keys and/or menu selections.)

Has anybody tried to push some of the SHIFT/CTRL/ALT keys when the
phantom typist shows up? Somebody wrote somewhere that this might
prevent the application from crashing so that you can save your
work before system breakdown.

Claus Brod

1793. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 10:38:07 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <1505@maestro.htsa.aha.nl>
Source record: 243405

Can someone please explain how they come to the story that the market in the States is so much bigger than the market in Europe ??
As for what I have read, the market potential of the States for Atari isn't verylarge, as there are millions of console sold in the States.
As for Europe the number of consoles is much smaller, thus having a larger potential for Personal Computers (I don't mean the PC here, as this computer has sold ten times more in the States than in Europe)

I may have a wrong point here, but still this how I feel about this issue.

Erwinh

1794. HELP FTP SITES & INFO

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 11:51:40 UTC
From: msb88@ecs.soton.ac.uk
Message-ID: <603@ecs.soton.ac.uk>
Source record: 243472

ARGHHHHHHHHHHHHHHHHHHHHHHHHHH!
I feel better now, sorry about the fouling of the brain waves!
Is there anyone out there who knows of any ftp sites in the US or elsewhere where one can obtain atari demo's software, utilities, games e.t.c and the required logon procedures. I would be very happy to receive any feedback at all(hopefully not all negative!). Please leave a message or if you feel brave enough try mailing me directly.

I have one of the 'newish' atari ST FM's not one of the new E's. By the way how good is the E?. I have heard rumours that it doesn't load all the st software e.g ikari,certain spreadsheets and is not entirely compatible with the old St's. It is also not very good with the Pc emulator Ditto. Has anyone out there got any expertise on the matter??

Having one of the newish ST's means that i have surface mounted chips and i am having difficulty upgrading to one meg without spending a lot of money as a special machine is required to change the chips. Does anyone know of any addresses of reliable, cheap (does it exist?) firms, in the UK if possible, that will do upgrades? Have any whizzes out there overcome such difficulties?

Thanks alot for reading this message
All replies gratefully received.

Macros
---
msb88@uk.ac.soton.ecs
(Hartley's Law: You can lead a horse to water, but if you can get him to float on his back. then you've really got something).
(Parkinson's Laws: 2. A task swells in perceived importance and complexity in a direct ratio with the time to be spent on its completion). i'm sure all fellow computer scientists agree on that one!! Any mail addresses also accepted.

1795. Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:17:04 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <16.Feb.90.12
Source record: 243475

I have experienced the Phantom Typist a couple of times lately, only since I bought a hard disk though (a Third Coast Technologies 45MB SCSI which I would reccomend to anyone). The software I use is all my own and all the keyboard interactions are via evnt_multi. No fancy keyboard tricks! Could the use of fast DMA be affecting anything?

==========

From: Robert Chafer

FTN77 Group
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ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

1796. Re: Key virus NOT harmless

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:22:24 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <9986@ttidca.TTI.COM>
Source record: 243427

In article <3117@caesar.cs.montana.edu> icsu8053@caesar.cs.montana.edu (Craig Pratt) writes:
...[edited]...
>I just ran into this virus yesterday and it is not even in the general sense
>harmless! It ate two of my disks last night before I could isolate it and
>kill it.

Your description of the events is not characteristic of the "KEY" virus.
If you have a surviving copy of what hit you, please contact me as soon
as possible. The "KEY" virus will not do anything to any disk other
than reproduce itself onto the boot sector, unless the "KEY" disk has
turned up.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

1797. Re: XEDIT-type editor for ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:29:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90021610511157@masnet.uucp>
Source record: 243432

I've spent half my life trying to escape from CMS (Xedit, etc.). Well, OK, not half my life, but it's close. The University of Toronto gives free accounts to grad students on the IBM mainframe, but not on the Unix machine. I did not think there was anyone in the world who actually liked CMS, but it only goes to show that each of us wants to make our home computer act like something familiar -- be it Unix, the Mac, or even (gag!) CMS. There's even a command-line interpreter (Pcommand) which mimics MSDOS, which is sort of like ripping the engine out of a Porsche and putting a Volkswagen engine in instead!!!!! And isn't there a CP/M emulator out for the ST?

So far, I have not seen anyone insane enough to want to make the ST act like it's running VAX/VMS, but maybe that poor fool exists, somewhere.
---
* Via ProDoor 3.1R

1798. Re: XEDIT-type editor for ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:29:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90030820215570@masnet.uucp>
Source record: 243476

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So far, I have not seen anyone insane enough to want to make the ST act like it's running VAX/VMS, but maybe that poor fool exists, somewhere.
---
* Via ProDoor 3.1R

1799. Re: Key virus NOT harmless

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:32:19 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <9989@ttidca.TTI.COM>
Source record: 243430

In article <2059@mrsvr.UUCP> krieg@jupiter.UUCP (Andrew Krieg) writes:
>I have been infected by a virus. Using VKILLER 2.2 I have learned that I
>have the 'Key' virus that everyone is talking about. It is waiting for a
>certain disk to be inserted before it does its damage. Thankfully, I never
>inserted that disk. By the spread of the virus (about 25 of my disks) I have
>determined that I have had the virus for about 3 weeks. Now, I probably still
>have the program that generated the virus in the first place. Is there any
>way to test for that? I'd like to determine where I picked it up from.

I know of no programs which spawn the "KEY", or any other virus (on the ST)
as of this date. The only way to get infected is to boot your system from
an infected disk.

As for testing for a "spawn" program, I'm about to submit the new VKILLER
to the binaries group. It will provide a means of installing a tiny
monitoring program which will check all passing floppies for executable
boot sectors. If you run a program which installs a virus on a disk,
the next access to that disk will cause an alarm to be triggered.

The new version has been beaten to death by some of my long suffering
friends (to whom I express my gratitude for their patience and efforts)
and is heading for the net, Compuserve, and GEnie this weekend (Feb 17).

It still does not deal with hard disks, because I have no concrete
information about any virus which is hard disk specific. It does not
deal with link viruses, for the same reason.

I have developed some new software to deal with link viruses, or
program alteration in general, but it is a bit too large to install
into the working version of VKILLER. I'll be submitting a separate
program to deal with those, in the near future. Please be patient.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

1800. Re: Tick-tick-tick-CRASH! is

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:38:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90021610511168@masnet.uucp>
Source record: 243424

You're right, that bug has nothing to do with any program, TEMPUS, Calamus, or what have you. My guess is that the phantom typist appears because the keyboard buffer has overflowed, but who knows? I get it (or something like it) maybe once every two or three months.
---
* Via ProDoor 3.1R

1801. Re: Tick-tick-tick-CRASH! is

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:38:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90030820215586@masnet.uucp>
Source record: 243477

You're right, that bug has nothing to do with any program, TEMPUS, Calamus, or what have you. My guess is that the phantom typist appears because the keyboard buffer has overflowed, but who knows? I get it (or something like it) maybe once every two or three months.
---
* Via ProDoor 3.1R

1802. MicroEMACS 3.10 -- thanks

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 12:50:18 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <800C#_@masalla.fulcrum.bt.co.uk>
Source record: 243407

I'd just like to express my appreciation to those of you who responded to my request for help in stopping uEMACS 3.10 going ``BONG'' on my ST. I finally fixed it when I discovered that the `mousehidden' variable (number of calls to hide_mouse) was called something totally different on my m/c.

All I have to do now is fix the bug that causes it to crash when I try to shell out... (a 4-bomb crash). Any offers ...?

Thanx again,

-Chrisl.

--
"Time is an illusion. Lunchtime doubly so."

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

1803. Interrupt help, please.

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 13:00:58 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <+!!#!%_@masalla.fulcrum.bt.co.uk>
Source record: 243409

I'm trying to get interrupt-driven I/O working over the serial port
on my 1040 ST. I've installed the address of my interrupt service routine in
the appropriate vector (transmit buffer empty on the MFP -- it's 69, I think),
and then stuffed a character into the MFP data buffer. The service routine
gets called OK, but the program then hangs, killing the machine.

Actually, I've tried several things. When I started, I just put the
address of a C routine in the vector, and it crashed with a bus error, I
think. I presumed this would be because the C function does an `rts', not an
`rte' at the end of the routine, so it was pulling the wrong stuff off the
stack. Then I wrote a little routine in assembler which calls my C routine
and then does an `rte'. This is the version which hangs the machine.

I have put some flags in, and the C routine gets called OK, and
returns to the assembler routine OK, but then it all goes very quiet. Even
the keyclick goes away.

Has anyone got experience of installing new interrupt service
routines on STs? Am I doing something really naive? Help!

Advance thanks in desperation,

- Chrisl.

--
"Time is an illusion. Lunchtime doubly so."

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

1804. Re: DISK DRIVES, UNITERM AND TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 13:19:31 UTC
From: paulm@ccicpg.UUCP
Message-ID: <58459@ccicpg.UUCP>
Source record: 243436

In article <3859@harrier.ukc.ac.uk>, pfg@ukc.ac.uk (P.F.Gisby) writes:
>
[....]
>
> Help!!!
> Could someone post me uniterm 2.0e please!!!
>

I use uniterm 2.0c every day but have yet to find 2.0e!

If someone could post it to me also I'd be glad to pass it around.

THANX in advance, Paul
--

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

1805. GEMDOS / MSDOS Disk Corruption

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 13:26:01 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <10001@ttidca.TTI.COM>
Source record: 243429

I've stumbled onto one sure fire way to do this, and thought that I may not be the only victim. Actually, this doesn't require an MS-DOS system, just any other computer with a compatible disk structure (including another ST).

Read or write anything on a disk in an ST. Remove the disk, and put in the other system. Alter its contents. Put it back in the same drive in the ST (assuming you have not accessed another disk in the same ddrive). Write something on it. Poof. Disk corrupted.

Why? Simplicity. I would have kicked myself if I had the agility required for such acrobatics.

The ST identifies disks via the serial number. When a disk is removed, or inserted, the ST hardware recognizes that the media "may have changed". GEMDOS then checks the serial number before accessing the disk again. If the serial number has not changed, GEMDOS diagnoses the situation as "same disk", and deems the current buffers to still be valid. These buffers most likely contain portions of the directory and FAT. When you write to the disk again, the buffered directory and FAT are used, rather than re-read them from the disk.

If you are running from the desktop, you can cure this situation with an ESCAPE in TOS 1.4, since that forces a disk re-read. In older TOS versions, or most shells, you have to access a different disk, then re-insert the one you want. Note that if both disks have the same serial numbers (like all disks formatted on MS-DOS machines do), you are really out of luck. You'll probably trash both of them.

Is this a bug in GEMDOS? No. The operating system is behaving exactly according to the specifications. This is a more insidious problem: the dreaded Operator Error!

Signed,

STUPID in Santa Monica.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

1806. Wordperfect and Starstrk

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 14:10:37 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2212@calvin.cs.mcgill.ca>
Source record: 243478

I found that if Starstrk is installed while WordPerfect 4.1 (aug 89)
is running, the F5-List Files command doesn't display files - only
folders.

There may be other side effects of using starstrk, but since PYRO
doesn't work on my computer (anyone know why? Does it work under tos 1.4?)
I am still using it, and I just don't use the f5 command. At least I know
that if I want it again, all I gotta do is get rid of starstrk.

--
S. Alan Ezust | depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science | Montreal, Quebec, Canada

1807. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 14:23:57 UTC
From: stefan@spcc386.UUCP
Message-ID: <590@spcc386.UUCP>
Source record: 243412

Horizontal fine scrolling on the ST is not very easy. I have some experience with demo/game programming on the ST and I'll tell you, nobody likes to do it because it guzzles processor time.
Forget the blitter, you might be able to scroll 30-40% of the screen with it, and lose all processor time.
Since the screen of the ST is just a dumb memory map, pixel-scrolling can only be done by actually shifting the screen image. A long list of LSR of LSL instructions will do this for you, but no way you can make this work properly, because you simply haven't enough time. You might be able to do it in 4-5 vbls, but then it looks awful. Add to this that the low-res screen is divided into four planes and the horror is complete.
Now clever tricks will help you a bit, but scrolling the whole screen still is very hard to do. Storing your images pre-shifted and blitting the right frame is one trick, but this uses lots of memory (imagine storing everything shifted 16 times) Using screen buffers and clever code is also possible.
One last alternative is 'Sync scrolling'. This is a incredibly difficult trick that uses a glitch in the Shifter/MMU to open screen borders. Mess around properly with them and screen borders will be opened ('Overscan'), mess around even more and the physbase will start moving around, scrolling the screen, but this is only for the superfreaks amongst us.

Happy hacking!
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer Junkies!!" +----------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

1808. Bombs with MWC i/o redirection.

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 14:48:02 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <20977@watdragon.waterloo.edu>
Source record: 243423

A few weeks ago someone posted about receiving bombs when using
i/o redirection with a MWC compiled program in a non-MWC shell.

Whoever that was, I lost your address so could you please e-mail
me?

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

1809. Re: Help? Unsusibe?

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:03:50 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2205@syma.sussex.ac.uk>
Source record: 243479

From article <16000013@ux1.cso.uiuc.edu>, by cs325ec@ux1.cso.uiuc.edu:
>
>
> Is it just me or does anyone else feel like mailing the
> words 'Piss off!' to the people that post 'help' or
> 'unsuscribe' to the news group.
>
> Of course maybe I'm stupid and there's a valid reason
> for it.
>
>
> -Greg

My guess is that this mostly happens because people send a message direct to a mailing list rather than to the administrator of the list. Not everyone, especially people who are new to networking, knows the sometimes subtle differences in the addresses.

I think we should all show a little patience with such messages. I remember how confused I was when first introduced to Usenet, and I would not have appreciated lots of messages telling me to piss off after making an obviously unintentional error. If you mail the authors, try to be helpful. We can all use a little help now and then.

Anyway, these messages are all very short. They don't cost much time or money to read.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1810. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:08:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb16.150818.18727@chinet.chi.il.us>
Source record: 243480

My two cents on the behavior of the 'constant' -32768 in C. If something is #define ed as -32768, remember that that means a _textual_ substitution will be made wherever that thing appears (in contrast to a numeric substitution). So the normal rules for integer constants apply (rather than some special rule that might apply to preprocessor actions: the preprocessor action is simple). Integer constants don't have leading signs. -32768 gives the result of applying unary minus to the integer constant 32768. And on a 16 bit model compiler, there isn't an integer 32768. So the value of -32768 is free to vary depending on context. One hopes a warning message is generated (it is in Mark Williams C). Frankly, -32768 is such a convenient value for flags on a 2-s complement machine, that I'd like integer constants to have an optional leading sign, but it isn't defined that way.
Steve J.

1811. Re: ROMs for 1040

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:10:17 UTC
From: UPSYF173@DBIUNI11.BITNET
Message-ID: <9002170642.AA23945@ucbvax.Berkeley.EDU>
Source record: 243481

You should have no problems with the 6 cip version.

1812. Hard Drive Information

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:26:32 UTC
From: bks@timewarp.eng.ohio-state.edu
Message-ID: <77220@tut.cis.ohio-state.edu>
Source record: 243482

I am looking to hook up am IBM type hard drive to my ST. Does anyone know which type of drive (MFM, RLL, SCSI) is best for this application, and have information or schematics on how to build an interface?

Thanks...

-=-
=-=-=-

1813. rsplot11

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:34:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb16.153443.18945@chinet.chi.il.us>
Source record: 243483

I just got around to unpacking rsplot11 which recently came by. Several different unarchivers report damage to rsplot.prg in the archive, and it doesn't load, but it contains readable strings and the next file in the archive is ok. This behavior is so unusual for the results of transmission errors that I thought I should ask if anyone has run it from the distribution before getting a new copy.
Steve J.

1814. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 15:38:09 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Feb16.153809.19595@gpu.utcs.utoronto.ca>
Source record: 243419

The issue of having to move the mouse slightly when selecting menu items reminds me of a similar problem on my machine. I have had instances when a double click on a program doesn't do anything until the mouse moves. It was suggested to me that the button up packet from the Ikbd was being lost somehow, and the GEM didn't realise that the button was indeed up until the next packet, which was a mouse move, had the button flag cleared. I get this happening in the desktop as well as in programs.

Having played around with writing a program which waits for all sorts of things, I have discovered that it is not difficult at all to loose input. You also have to be very careful about how the keyboard interrupts are handled so that you don't overrun the internal queues when someone types quickly. Part of the solution is realising that you are single threading all of those inputs through evnt_multi() in a loop. Plenty of opportunity for deadly embrace or message explosion resulting in a crash.

Barry

1815. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 16:11:33 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Feb16.161133.16110@cs.dal.ca>
Source record: 243484

In article <1969@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>>Back to one of the initial problems, Rainer -- how do we in Canada get a
>>shareware registration fee to you. (I don't even know what the account
>>number you refer to in your ARCGSH messages is for!)
>
>Money transfer should not be any problem at all for
>huge amounts of money are shoveled around the world permanently
>within a few minutes.
>
> .....
>
>To transfer money to me you should take the information above,
>walk to your bank and ask the clerk how to do it. They are the
>experts, they really should know. I would like to hear
>how/whether you succeeded!

I run into this problem frequently, since I go to a lot of foreign conferences and they often specify that the registration fees are to be transferred to a Postgiro account. If you are transferring several thousand dollars this is great, but it is not the way N. Americans transfer funds, so if you go to any bank I have tried you will find that the handling fee is much larger than the usual shareware payment.

Basically we use cheques and money orders, sent by mail. This seems to be the cheapest method by far. If anyone else has info on sending money to foreign countries (outside Canada and the US that is), please post it.
--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

1816. Re: Becoming an Official Atari Developer!

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 16:15:29 UTC
From: covertr@force.UUCP
Message-ID: <48ae32db.14a1f@force.UUCP>
Source record: 243431

In article <9002141920.AA05746@decwrl.dec.com>, peters@rodney.enet.dec.com (Don Peters, CTC2-1, DTN 287-3153) writes:
> Subject: Becoming an Official Atari Developer!
>
> fresh, following these guidelines:
>
> 1) You must have a commercial product
>
> 2) Shareware definitely qualifies as a commercial product
>
> 3) Having your program published in some magazine qualifies
>
> 4) Public domain submissions generally don't qualify
>
> 5) If you are just starting, you most likely won't have any product
> yet. In that case, you must submit a business plan, describing the
> product you are working on and the timeframe for release.
> Finally, while I tried to accurately convey the significant points of our
> conversation, I no doubt omitted an important thing or two. You may want
> to talk to Charles Cherry yourself to clarify some issue. Give him a call
> - he seems friendly enough to talk to.

I agree with Peter, and wish that I could have expressed what I heard from Charles Cherry as well as Peter did! :-)

But, for you who want to become a registered developer, you have an excellent opportunity to get published in a new mag called ST JOURNAL. I called Neocept to ask about WORD UP 3.0 (which I wanted to upgrade to from WordUp 2.), and the Technical Support guy at Neocept (sorry I didn't write down his name :-( ), gave me the phone number to ST JOURNAL. I lef the number at home but will post it later today.

Anyway, ST JOURNAL will publish its preimer issue in march with a cover date of April. And the best news is that ST JOURNAL is looking for articles. I suggested a couple of ideas that I am working on, and so I want to try to get published in ST JOURNAL myself. So, that would qualify me as a Developer according to Peter's above comments.

I will post a complete message about ST JOURNAL soon.

P.S. After discussing the situation with others on GEnie, I have come to the conclusion that the $250.00 price is a fair price for the ST Devloper package. I have talked to other developers who couldn't say much, but they all did agree that it was worth the money. So, after I get published, or finish a couple more ShareWare programs, I am going to submit for a Dev. kit.

P.P.S. Anyone interested in some ShareWare PageStream templates for various AVERY Laser Printer Labels?? I am developing some PgS templates for the entire line of AVERY Laser Printer labels, as well as some utilities to gather data to be imported into the labels. For example, I am writing some code to convert the various disk cataloging datafiles into ASCII files to be imported into 3.5" and 5.25" AVERY LASER LABELs. Just a few things that I am working on.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1817. Re: PageStream 1.8 virus (not a rumor)

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 16:18:09 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Feb16.161809.16602@cs.dal.ca>
Source record: 243485

```
In article <9906@ttidca.TTI.COM> woodside@ttidcb.tti.com (George Woodside) writes:
>In article <28923@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>...[edited]...
>>This is directly from the horse's mouth, as it were...the statement
>>was issued by SoftLogik, Inc. to the ST Report. It the statement it
>>is refered to as the "key virus." (Anyone hear of this?) Any of the
>>anti-virus programs should take care of it, but Soft Logik is,
>>of course, exchanging disks if you are nervous.
>
>The "KEY" virus is the most widespread virus in the USA. That is
>because it displays no symptoms, it only spreads. It represents
>two dangers:
>1) It spreads to every disk that passes through the ST while the
>virus is active, thus wiping out existing executable boot sectors
>on disks which must have them. This can render a disk which must
>be self-booting useless.
>
>2) It is called the "KEY" virus because, once installed in a
>system, it checks every passing disk for a "KEY" value in the
>boot sector. If it locates one, it will cause the execution of
>whatever code is on that disk, even if the machine is not being
>powered up or reset at the time the "KEY" disk is located. There
>have been no episodes of a "KEY" disk being located reported, to
>date. That doesn't mean they don't exist. That only means that
>I haven't heard of them, or the victim of whatever the "KEY" did
>was not aware of the cause (which is quite likely, if such an event
>has occurred).
>
>Every virus killer I've seen (or written, of course) will eradicate
>this virus.
>
>--
>* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
>* Path: woodside@ttidca *
>* or: ..!{philabs|csun|psivax}!ttidca!woodside *

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac
```

1818. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 16:33:46 UTC
From: soohoo@cory.Berkeley.EDU
Message-ID: <22178@pasteur.Berkeley.EDU>
Source record: 243420

[Article related the woes of attempting to fine scroll using a full screen blit, through both VDI and LineA]

Jeff,
First of all, if you want to see fine scrolling of the entire screen done smoothly and well, take a look at NEOSHOW...

I've been toying with writing games and other such nonsense on the ST for quite some time, and the ways to fine scroll are various and sundry, but they amount to this:
1) You MUST double buffer -- i.e. draw to a second screen while you show the user another screen, then swap the two when you have a new screen created.
2) It's much better if you want to vertical scroll and NOT horizontal scroll, 'cause you can word align your blit area.
3) If you want to horizontal scroll, the fastest way is to pre-shift the entire playfield that you're scrolling, and word-align blit the rasters into your double buffer.
4) You can keep a gigantic map elsewhere and blit sections of it to a "window" within your screen, scrolling within the screen, so that you avoid the hit to scroll the entire thing.
5) Generate your scrolling screen on the fly by blitting lots of little pre-shifted squares (16x16 is the usual choice), using your own bit blit routines.
6) If you don't need the functionality of the logic operations from the VDI and LineA routines, then write your own blit routines.
If you're using 16x16 sprites, even a bitblit written in C will outstrip the system (I know, I wrote one for grins).
Larger areas must have assembly.
7) Use the blitter if possible.
8) Buy an STE, they have hardware support for fine horizontal and vertical scrolling, and darn if it ain't pretty to see!

Hope my ramblings help ;-)

--Kenneth "kens" Soohoo (soohoo@cory.Berkeley.Edu)
Atari Hacker (Atari's Hacker...)
"It could be worse, you could get hit by a bus..."
My opinions are my OWN, _not_ necessarily Atari's. But "hey", who knows?

1819. Moniterm & STe, STe & SIMMs, ATW news

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 17:12:19 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2209@syma.sussex.ac.uk>
Source record: 243486

From article <2042@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
> No, the STe can not drive a Moniterm or similar monitor directly. The
> video signal for that kind of monitor is totally different from the
> normal ST/STe video, and requires extra hardware. There is an add-in
> board available for the Mega which has this hardware. Since the STe is
> in a 1040 case, without the room or stakes for this kind of board,
> it's not available for STe. We do have plans for a future STe with
> enough expansion capability to make this possible, but the details
> are not public yet (and I don't know them).
>

..but you may just have exposed yourself to a whole lot of 'if you're
going to do it, I want it NOW!!' messages. Sounds like a sensible thing
to do, though. It'll require a new case for the STe, won't it? I
wonder what implies for the Mega range?
>
>>Can someone from Atari also post the specs on the SIMMs the STE and STACY
>>are supposed to use?
>
> I don't know them. The SIMMs are there mainly for the cost and space
> savings on the PC board, not so you can add memory to your machine.
>
> In some machines the memory is not even socketed: it's SIPs, not SIMMs.
> If the cost of SIPs is lower than SIMMs plus sockets at the time we
> buy, we use SIPs.
>

Oh dear. Anything to save a buck. Just when we were thinking how nice
it is, having a machine which is certain to be easily upgradeable. I
thought Atari might have learned its lesson from the time when it made
Mega 2's which couldn't be upgraded to 4 meg. It really is a
short-sighted attitude.

(None of this implies any personal criticism, Allan. I doubt whether
you're responsible for this.)

[Apropos of nothing, as I have a few more lines to insert to defeat the
'50% new stuff' rule, I see that the Atari Transputer Workstation is now
being openly advertised as 'available now' in the magazine
Parallelogram. For 4995 pounds, you get a T800 processor, 4mb RAM,
graphics processor, 1mb video RAM, 1280x960 colour graphics, X-Windows,
Helios O/S, and either a C or a Fortran compiler. Contact Perihelion on
+44 223 356555 for more details. Oh, and 'Available soon: Ethernet Link
Adaptor'.

The same issue (Feb 90) has an article which hints at a financial cock-up at Perihelion. It looks like Atari UK are now going to make the ATW themselves, with the assistance of 5 ex-Perihelion employees, while Perihelion Hardware Ltd. (new name, formerly just Perihelion Ltd.) will distribute it, and make & distribute peripherals for it. Atari expects to expand its ATW staff to 14 by mid-year (whenever that is - calendar, financial?)

I was interested to see the report on how the Kodak ATW-based image manipulator is now on public view in Toronto. I saw it at the UK Personal Computer Show last September, and was very impressed. What a great tool for blackmailers it would make! Get a photo of someone in a compromising position, then stick on someone else's head!

There, that should be enough. Sorry to ramble on.]

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
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ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1820. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 17:17:33 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22309@uflorida.cis.ufl.EDU>
Source record: 243421

In article <2554@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>Heck, if you really want to make a difference, don't just write a
>letter,or make an announcement saying you're clean, the pirate
>boards just laugh in your face anyway, what do they care?
>
>Heck, just infiltrate the bloody organization, and format their
>hard disk, or palm an indistrial magnet, and run them over the
>disks....

While Mark's basic desire to get rid of pirate bbs's is good, I do not
suggest anyone follow his suggestion. It is, of course, illegal. You
are not entitled to take the law into your own hands. Reporting the
offending bbs is the best thing you can do. Planting worms and
viruses, as mark suggests, can result in you getting into trouble as well.

--
=-=-=-

1821. Re: Re: Bob Brod(i)e comes to Arizona (Michigan)!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 17:45:36 UTC
From: daveba@hpsad.HP.COM
Message-ID: <750049@hpsad.HP.COM>
Source record: 243425

Bob Brodie visited our user group, ST ACE (ST Atari Computer Enthusiasts) of Santa Rosa, California last night (Thursday, Feb. 15). He is a down-to-Earth sort of fellow, and didn't seem likely to let anything "slip out" unintentially, even if "greased up" (sic). He showed a STACY, an STe, and a Lynx.

The STACY looks and feels very nice. They have been having problems with the vendor who supplies the internal hard disk drives, which is hampering production. (Note: I work for a large electronics company and this sort of thing happens all of the time. Projects slip, manufacturing is held up for all sorts of reasons. This is not unique to Atari!). Bob clearly stated that initial advertising will be directed at the MIDI market (e.g. musicians), so don't expect widespread, general advertising. The music people have responded very favorably to the product so far. Eventually, Atari hopes to capitalize on the Mac emulation market, with the help of the very cabable Spectre GCR. Initial production will be of the high-end 4 MByte RAM version, with internal 40 MByte hard-drive. There will also be a 2 MByte version of this beast as well. Further along will be the 1 MByte version, with two floppy drives, aimed especially at the educational market (Johnny's first computer for college, etc.)

The STe looked and behaved much like a standard ST. Bob demo'd a game that supposedly showed off the improved sounds and graphics, but as a mono [read serious! :-)] user, the improvement may have been lost on me.

The Lynx (the handheld color game machine) also looked nice, and judging by the reaction of the kids present at the meeting who played with it, it should be a successful product assuming the little beggars can talk Mom or Dad out of $159! The Lynx is supposedly availabe through the Sears mail-order network right now. Bob also showed the commercial that ran in the New York area during the last holiday season - it was a very well-done commercial (This is the "bathroom" commercial, for those who might have heard of it).

Bob impressed me as an honest, caring individual who is doing the best he can. Perhaps with his help, Atari's notoriously poor relationships with user groups, programmers, customers, dealers (have I left anyone out?) will improve.

Humbly submitted by:

Dave Ballo
HP - Signal Analysis Division
Rohnert Park, California

1822. STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 17:50:49 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5801@blake.acs.washington.edu>
Source record: 243426

Newsgroups: comp.sys.atari.st
Subject: Re: OK, so they sell the STe in Europe...
Summary:
Expires:
References: <9002020807.AA08400@ucbvax.Berkeley.EDU> <4876ef20.14a1f@force.UUCP>
<1990Feb13.115340.5645@bath.ac.uk> <2427@medusa.informatik.uni-erlangen.de>
Sender:
Reply-To: ramsiri@blake.acs.washington.edu (Enartloc Nhoj)
Followup-To:
Distribution:
Organization: University of Washington, Seattle
Keywords:

In article <2427@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>exspes@bath.ac.uk (P E Smee) writes:
>
>>There is ONE good reason for selling to Europe first. In general, FCC type
>>approval is harder to get than the corresponding approvals in Europe. So,
>this? Second, the US appears to us as a PC-sick country. Users don't
>seem ready to change over to 68000 computers (except, of course, the
>Mac). Third, after five years of software and hardware development
>for the ST, the European market has proven to be more flexible and
>powerful than the US market; European applications set the pace for
>ST software development. Many good reasons for ATARI to favor Europe.
>
>Claus Brod

I had two students back to back yesterday who own a MacII and a
MacPlus.

I demonstrated how fast NeoDesk is ... had a file sitting on the
desktop.. clicked on it and blitted it to the screen in about
the time it took my finger to leave the mouse. Then i took
them into Tempus II and their eyes were bugging out. Both
agreed that what they saw was faster than what they get on
their macs.. then i booted into GCR and wowed them with
the "welcome to macintosh" thing..

they had a hard time pronouncing "atari" ..

who's fault is this? i am quite certain that these same individuals
who spent well into the thousands on their systems might have
considered the ST had they even known about them... i don't
think the US citizen inherently is not as CAPABLE of appreciating
the ST... after all.. people around the world are generally rather

similar. Europe is already convinced by ATARI.. it is certainly
time for ATARI to expand its market by making an effort to
convince the US consumer. The off the street cost of an ST is
still below the cost of an educational discounted mac.
Has anyone ever seen an ST on a school listing for
computers available for educational discount?

I don't think we can even compare market repsonses until
Atari even commences to announce their products in the US...

-kevin
ramsiri@blake.acs.washington.edu

1823. Re: Starstrk.acc

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 17:52:07 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2210@syma.sussex.ac.uk>
Source record: 243487

From article <1990Feb15.002854.21047@lth.se>, by qralph@dna.lth.se (Ralph Haglund):
> I recently picked starstrk.acc from the net. Looks marvellous, but once I
> took it off the list I could use my TurboC again. What a pity.
>
I quite like starstrk, and I don't think it's interfering with anything
I use (I haven't tried it with a GDOS boot disk yet), but I find it
variable. Sometimes it starts up automatically after about 3 minutes of
idle time, as it's supposed to. Other times it doesn't start up
automatically at all. It looks like it works OK for the first period of
idle time after a startup/reboot, but not for subsequent times -
however, I've not made systematic notes of this, so I could be wrong.
Anyone else found this? Does PYRO work any better?

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

1824. disc testing

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 18:09:53 UTC
From: pjj@r2.uucp
Message-ID: <690@m1.cs.man.ac.uk>
Source record: 243488

I am trying to write a floppy disc tester to check the magnetic medium.
i.e. write a known pattern to disc & check that it is there on reading.
(and perhaps patch the FATs (& directories?) if it finds a new fault)

1) Although formatting sometimes detects faults, why doesn't it always do so ?
Is it because I need to use several different test patterns (slow) ?

2) Does such a program exist already ?
If not, would people like a copy if & when I get it working ?

3) To speed things up, I am trying to access a track at a time. With 2-sided,
9 sector per track discs, rwabs will not let me read 18 sectors, but will
let me read 9 - is this as expected ?

4) I would also like to reposition the read/write head over the next track
while I am checking the previous track - how can I do this ?
Are there any other ways to speed things up ?

5) I suspect that TOS will automatically check the sector(s) written to disc
for me - is this so ? how can I turn it on (or check that it is on) if it
is optional ?

6) Like an idiot, as I was using C for the first time, I accessed drive '0'
instead of drive 0 (i.e. 0x30 instead of 0x00) and got to my hard disc.
Which partition did this access ? I think that I corrupted a sector & want
to get the right replacement from backup.
Which hard drives can be write protected ?
Is there software available which will "write protect" my hard drive ?
(I don't mean virus-proof it)

7) I have been offered a formatter that will give 11 sectors per track. Could
anyone with experience of using discs with 10 or 11 sectors per track
comment ?

Thanks for any help that you can give me.

1825. GDOS fonts, metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 18:30:07 UTC
From: fortin@seas.gwu.edu
Message-ID: <1612@sparko.gwu.edu>
Source record: 243413

I am writing a small graphing program, and I would like to be able to use different fonts to label the graphs and charts, and use metafiles to save the graphs.

How do I load and access the fonts. Do I just use the VDI load fonts and select font calls. I have Gdos loaded already. I am using Laser C v2.1, and there is very little mention of how to use gdos. If anyone can help me or point me to informtion on fonts, metafiles, etc please let me know.

-Bob Fortin
fortin@seas.gwu.edu

ps. How can I get a new version of Gdos, I have version 1.1.

1826. Single-sided drive problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 19:09:18 UTC
From: markez@csd4.csd.uwm.edu
Message-ID: <2412@uwm.edu>
Source record: 243428

My drive is having difficulty reading bought (or rented) programs. I also have problems when I swap disks with other people. They don't always like to work. Sometimes I get a directory, but it looks completely mangled. I have a drive speed tester, and the speed is right on 300. I opened up my drive to see if there was anything else wrong with it (well, curiosity mostly drove me to that). Does anyone know what could be wrong? Also, there are two pots (or variable caps) on the top of metal case housing the drive. Which is drive speed and what does the other one do?

markez@csd4.csd.uwm.edu

1827. Ataris across US/Canadian border

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 19:26:42 UTC
From: spear@ACBSUN.NRL.NAVY.MIL
Message-ID: <9002161926.AA20250@acbsun.nrl.navy.mil>
Source record: 243489

I have carried my 520 (purchased in the US) both ways across the border at Champlain NY with no problems or questions from US or Canadian customs. My guess would be that if you purchase an STe in Canada and declare it through customs, they will not care or know about FCC certifications. That was our experience bringing in a 'Canadian Honda'. We had more trouble from the Commonwealth of VA than from customs.

Don Spear
SFA/NRL
spear@acbsun.nrl.navy.mil

1828. Re: Manipulation of Courtroom Evidence

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 20:17:11 UTC
From: oliver@johnson.cs.unc.edu
Message-ID: <12098@thorin.cs.unc.edu>
Source record: 243490
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

In article <102034@pyramid.pyramid.com> wniren@pyrtech (Walter Nirenberg) writes:
>
>Photos and videos are still admissable as courtroom evidence in most
>situations. However, with these new "advances", can we trust these
>forms any more? Think of the impact..a criminal could possibly be
>let loose based on a photo showing someone else perpetrating the crime.
>Newspapers and TV networks could change what the public sees. We're
>talking about a tremendous potential for "disinformation" to quote
>our wonderful government (by the way, isn't that a fancy word to mean
>"to lie"?).
>

I am a forensic pathologist, and have acted as an expert witness in
numerous trials. I almost always bring photos along with me, which
counsel uses as evidence.

As far as I know, photographic evidence that *I* am involved with,
and all the photographic evidence that I have ever seen admitted
from other scene investigators has always been admitted only on the
conditions that

1) It can be shown that the photo is a "true and accurate representation,"
of what was there, and

2) It has usefulness in explaining my or some other investigator's
testimony, e.g. it is not admitted as evidence in and of itself.

Your question is about problem (1). The way this is almost always done
is for the person who took the photo to be on the stand and testify
thay this is, indeed, a true and accurate representation. Thus, if
I took the photo, then I would be the one who did the testifying that
the photo is not tampered with.

The tampering question is an old one for us folk who do autopsies,
but the question was of tampering with the body rather than with
the photo. For instance, let's say that John Doe has been shot in the
stomach. John survives long enough to get to a hospital, where
they open his abdomen to try and close off the bleeding arteries, but
he dies anyway.

Joe's body comes to the morgue with this itty-bitty hole in the belly,
and a huge old surgical wound running right through it. Defense will
often get any photographs of the wound ruled inadmissible because
of the gross looking surgical wound -- the judge will rule that the
jury will react viscerally (no pun intended) to the large wound,

rather than intellectually to the evidence of the bullet wound.
I have also had photos ruled out because there was too much free blood.
The wound wasn't cleaned (I often take one shot uncleaned and one
cleaned), and bloody wounds often look much larger than they are,
expecially in photos. I have also had one ruled out because
skin traction caused a knife wound to gape open, again making
it appear larger, in some sense, than it really was.

Thus, when I take a morgue shot, I often spend a lot of time carefully
draping towels, arranging the body, etc. to hide any extraneous stuff
in order to make my photos of the wound admissible. Then, when I get
on the stand, I testify that the photo is a true and accurate
representation, with the exception of whatever modifications I have made.

I suspect that digitization problems will be handled the same way.
Since photographic evidence is almost always admitted only as an
"illustration" of personal testimony, it will ultimately be admissible
to modify a photo to "clean up" extraneous stuff, as long as somebody
is there to testify that the stuff appropriate to the case is true and
accurate. Haggling over what consitutes "cleaning up" and what
should be left in is something that counsel should get settled
during disclosure. As far as the question of being able to
sneak in a modified photo, this has always been a possibility and
this is why 1) it is usually admitted only as "illustrative" evidence, and
2) there has to be someone there to hang for perjury.
The precedents are pretty much there already.

Now, the ease of proving perjury might be made very much more difficult.
But that is a different question.

Bill Oliver

1829. ST-Xpress

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 20:26:23 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8561@pogo.WV.TEK.COM>
Source record: 243417

>has anyone heard anything about st xpress? i bought it on the
>newsstand occassionally last year, decided i liked it and send in $$
>for a subscription, only to get two issues in four months and no more
>issues since november or so. i had heard rumors of trouble... any
>official word on this (fairly good) magazine? if they have failed,
>what is the likelihood of getting some of my money back?

ST-Xpress went the way of ST-Log -> belly up. The November issue was their
last. After a financial reorganization and recapitalized by
Quill Publishing it will be reborn in April as ST Journel. It is my
understanding that they will honor at least part of the unused portions
of ST-Xpress subscriptions. You can find out more by writing to

Quill Publishing
113 W. College St.
West Covina, CA.

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

1830. SPECTRE GCR & THE SC1224 (yes, it can be done!!!)

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 20:37:10 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900216.14370871.037058@SFA.CP6>
Source record: 243491

Hello folks,

FIRST, THE BACKGROUND:
A few days ago, line noise so froze up my modem that I decided to power the modem off and power it back on. Upon powering it back up, my SM 124 monochrome monitor suddenly gyrated, displaying the screen in two halved parts. A few seconds later, everything went black. No, it was not from my passing out! I powered the ST down and rebooted, using my RGB monitor. The computer ran fine and the RGB looked great. The monochrome is STILL dead.
I have no idea how switching modem off and then back on caused my monochrome monitor to die but, at any rate, I don't have monochrome. And nope, there are no other STers within 250 miles of me so that I can test the monitor on their equipment. I assume the monitor is dead and not something on the computer. But I don't know. If anyone with some documentation (what is documentation on an ST???) can come up with a clue, please let me know!!!
To end the background to this, I run Dave Small's wonder Spectre GCR!

NOW, THE REST OF THE STORY:
With fear and trembling, I decided to use the SC1224 with the Spectre. Well, Dave (bless him!) has an explanation with suggestions on setting the pallette with optimum color combination so that the display is readable. However his explanation does not fit my Control Panel settings too well. But he does tell us that if you use two shades of grey that the display might look pretty good.
So, that is what I did. Using the Atari Control Panel, I fooled around with the colors and I managed to get an acceptable display. SERIOUSLY! Just leave the white and black squares alone. Change the remaining two squares to two shades of grey with the values 333 for one of the squares and 444 for the other. It does work. In fact, I'm typing this using Red Ryder while viewing with my SC1224.
A final note and most important. You almost GOTTA have four megs to do this right. I am running MultiFinder with 900k setup in the system heap to insure that MultiFinder runs perfectly. The cursor key is just too slow without MultiFinder!!!! To get the cursor key to move at a useable rate, you have to use MultiFinder.

CONCLUSION:
Well, we STers are a hardy lot, making do with what we can muster. I've no documentation for my ST, none is available except for the $250.00 developer's kit. I have no idea if my monochrome monitor is dead or not since no other STs are in my region, and, thanks to Dave giving at least some support to the RGB monitor, I still have a workable, albeit fuzzy, Mac display.
If any ST techies out there feel that the problem is not the monitor,

please let me know!!! THANKS

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1831. Re: Monitor advice sought

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 21:20:11 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002162040.AA00949@fsucs.cs.fsu.edu>
Source record: 243433

In article <9002160814.AA13241@watsun.cc.columbia.edu>, sajima@WATSUN.CC.COLUMBIA.EDU (Takahiro Sajima) writes:
>
>Hi folks,
> I apologize if I'm beating a dead horse, but I'm new to ST's -
>ich bin neu hier. I'll keep this short.
>
> I understand that ST monitors come in two flavors - color and
>monochrome. Monochrome has high resolution (good text, but can't run
>anything written for the color monitor), and that color has medium (?)
>resolution (garbage text - no offense intended. Has impressive color
>graphics). I'd REALLY hate to have two monitors sitting on my desk. In
>other words, I want a monitor that can handle BOTH color and monochrome
>capabilities with a switch to select one of the modes. On an unrelated
>note, if the monitor can also accept TV/VCR signals, that would be nice
>too :-). I heard that someone on this newsgroup is very happy with a
>Magnavox monitor; what's the model? Any other suggestions are
>appreciated.
>
>/Taka Sajima
>sajima@watsun.cc.columbia.edu

E.A. Brown offers two different interface boards that one can use to hook up a Multi-sync monitor to the ST. The output for color is superior, the output for mono is good but not quite as nice as an ST mono (one must view everything through the color mask, which slightly blurs the mono image). Very acceptable though, well worth it if you have the cash for the monitor itself. Costs for both are under $100, one is a multi-function switchbox (drives, monitors, audio & composite outs, etc), the other is strictly for the multi-sync connection (this one is about $50, I think).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1832. Make my STe sweat...

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 21:44:25 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Feb16.214425.8758@sun.soe.clarkson.edu>
Source record: 243415
Cross-posted to: rec.games.frp,comp.sys.atari.st

Anyone in Europe or Canada have programs that will take
advantage of the STe's new features?

I have Derek's 4096colors demo, it's kinda neat, but...

Are there any scrolling/stereo sound/blitter/more 4096 color
programs or demos out there?

I want to see for myself what a beast this machine is...

AAron nAAs
opielask@clutx.clarkson.edu

P.S. My STe is Serial number 310, bought in Canada, and label
says that its a US machine!!

1833. UUCALL

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 21:55:01 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1990Feb16.215501.21457@ccu.umanitoba.ca>
Source record: 243422

Does anyone know where I can get a copy of UUCALL, the uucp companion
program for STadel. I need the version that runs with STadel vs 3.3d.
If someone on the net has the program and docs, and could e-mail them
to me, I would very much appreciate it.
jim... Jim Charlton charltn@ccu.umanitoba.ca
Department of Chemistry
University of Manitoba

1834. The Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 22:14:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002170704.AA25296@ucbvax.Berkeley.EDU>
Source record: 243492

I don't think the phantom typist is not caused by the ST missing a 'key released' signal. If you turn off all interrupts and then move the mouse, the ST behaves as if it has received _lots_ of keypresses. It doesn't slow typing down as reported.

I've never seen 'The Phantom Typist'. What has happened to me in First Word Plus, using a disk based versiuon of TOS 1.4 (8/8/88 version), is that the program simply locks up while I'm typing quickly. No chances to save, it's gone.

This may be a problem with my old copy of TOS 1.4, but until I can buy some ROMs from Atari UK....

Mat.

****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an omnibus" *
* York * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1835. Compression Routines

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 22:24:33 UTC
From: steveg@SAIC.COM
Message-ID: <9002162224.AA05336@SAIC.COM>
Source record: 243493

I'm also looking for source to compression routines C or Pascal is fine,
VAX assembler would be great. Email replies to me as well.

Stephen Goldstein steveg@saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1836. Screen Blanker in the style of 'Stars'

Newsgroup: comp.sys.atari.st
Date: 1990-02-16 22:40:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002170705.AA25353@ucbvax.Berkeley.EDU>
Source record: 243494

I wrote a screen blanker in the style of "Stars" for the Mac, as one of the other columnists for ST World requested it. I've never seen "Stars", so I had to guess at the SFX, but Steve Cassidy (who did the requesting) says he gets giddy if he watches it for too long!

I only know of one incompatibilty (with the clock display of Tempus 2), and it should work on the STE and TT (Quite a bit of work went into this, but I've not had chance to test it yet).

It's an accessory written in assembler, but I could attempt to post a uuencoded version of the ARChive, if anybody is interested. (I can't access the .binaries group...)

Mat
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1837. Re: PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 00:07:34 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2749@isc-br.ISC-BR.COM>
Source record: 243402

In article <2848@jato.Jpl.Nasa.Gov> whoffman@jato.Jpl.Nasa.Gov (Walt Hoffman) writes:
>I received my PCDitto II about 2 weeks ago. I installed it into my 1meg 520ST
>and it didn't work.

Can you tell me when you sent in your card so I can estimate when I might get mine? I waited until 10-15-89 to send mine in. AG is sending the PCD II out in the same order the cards were received.

Thanks, lawrence

1838. MINIX and NETWORK connections

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 02:56:55 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <22274.25dc6917@kuhub.cc.ukans.edu>
Source record: 243414

After reading thru the MINIX newsgroup, my intrest about ST MINIX has really grown... I would love to hear from anyone out there that has purchased the package, as well as anyone else who has two cents to put in. Specifically, does it support multitasking, multiple users, that kind of thing? Can you still run TOS programs from inside it? Would you consider it useful to people who aren't real unix gurus?

Also, along that same lines, what about Dave's Multitasking C-Shell? Can it do any of the aforementioned neato-keen stuff?

Also, further down that same set of lines, I'd love to get some feedback from anyone who has a form of UUCP running on their ST, and USENET ect...

Thanks for any light you can shed on this,
Chris

/\/\/\

1839. Re: Lynx in Toronto

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 03:16:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90030820215647@masnet.uucp>
Source record: 243416

For any of you interested, my Toronto dealer received a shipment of the Lynx, and is selling them for $239 Cdn. (approx $200 U.S.) with the California games, included. This isn't one demo model...he actually has units for sale (sold two while I was there, and it had just arrived!)
---
* Via ProDoor 3.1R

1840. Re: Lynx in Toronto

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 03:16:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <900217024702 91@masnet.uucp>
Source record: 243450

For any of you interested, my Toronto dealer received a shipment of the Lynx, and is selling them for $239 Cdn. (approx $200 U.S.) with the California games, included. This isn't one demo model...he actually has units for sale (sold two while I was there, and it had just arrived!)
---
* Via ProDoor 3.1R

1841. Another PC Speed Update

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 03:30:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb16.223314est.57891@ugw.utcs.utoronto.ca>
Source record: 243444

After a lot of flakey behaviour with my newly installed PC Speed board, I opened up my Mega and resoldered the 64 pin socket onto my 68000. The board is a lot more stable now but not completely so.

Here is a list of some of the stuff I have tested.

1. NORTON Utilities (SD, SI, LD, NCD [NCD no longer locks up])

2. PCBoss

3. WP 4.2 (no longer locking up with fast help screen changes)

4. dBASE III Plus (also not locking anymore with fast menu changes)

5. GEM 3.01 desktop can be installed but it is just as slow as on a real XT. Word Plus, GEM Paint also tested. They work for a while but after a few minutes the machine just hangs.

Before the flames hit, NO, I don't see any point in using PC GEM on an ST under PC emulation. Atari GEM is vastly superior, especially when running NEODESK. However, I wanted to test applications that were graphics intensive. Looks like bad marks so far!

6. LOTUS 123 ver 2.01 worked fine. No hangups found yet.

7. Smart Term 240. When connected to a CYBER (that's how I started this session) extraneous characters popped up all over the screen. Sort of looks like a parity problem. To continue the session I did a warm boot back to Uniterm (didn't drop the line).

I have used VersTaTerm Pro and Red Ryder on Macs and Crosstalk, Kermit Connect, Zstem and Smart term 240 on PCs and not one of these is as versatile and easy to use as Uniterm on the ST. Thank you Simon Poole, wherever you are.

1842. Suggestions

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 03:38:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb16.224135est.57546@ugw.utcs.utoronto.ca>
Source record: 243446

1. On the UIS, have a button that says RUN PROGRAM. Then, a user could run another program from within any program that accesses the UIS.

2. ALT-click on a file ICON in NeoDesk to call up a comment field to affix annotations to files (much like NORTON's FI.EXE)

3. Post digitized photos of Atari staff so we can see who we're 'talking' to.

4. Put a FAX machine in Avant-Garde's office so messages can be sent through. I have tried at least 20 times to call and cannot get voice connection.

5. Put a toll free 800 number and a FAX to send messages to Atari USA

6. Send me cash in small unmarked bills so I can pay my lawyer's bill (the custody battle was hell).

1843. Anyone know about MT C-shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 04:03:50 UTC
From: rcb@ditka.UUCP
Message-ID: <20967@ditka.UUCP>
Source record: 243447

I've been trying to get a hold of Beckemeyer Development by phone for some time now. I got the number out of a recent STart magazine and dialed the number. It was disconnected, but gave a new number. I then called the new number and have only succeeded in getting an answering machine saying that Beckemeyer Development was not available and would get back to me soon. I left a message twice, but have not heard a thing. Anyone know what happened to Beckemeyer?

So, I only know what the advertisement said about MT C-shell, which was that it is multi-user, multi-tasking, runs GEM programs and as an option, UUCP is available. Sounds good (maybe too good). Is it really multi-user, multi-tasking? I doubt this because someone told me that he didn't think the Motorola 68000 chip had memory protection mode and, in light of that, it would be impossible for a 68000 to run multi-user. Also, does the MT C-shell come with any Unix utilities and, if so, which ones? What do people think of it? Is it just as good to get a public domain, multi-tasking kernal such as MX2?

Thanks for any experiences or knowledge you can share ...

Roy "I wanna' be a software engineer, not a sysadmin" Bixler

1844. Need a Math Program

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:30:00 UTC
From: JOHNMAR@IITVAX.BITNET
Message-ID: <9002170803.AA28633@ucbvax.Berkeley.EDU>
Source record: 243445

I am looking for a math program such as 'tk solver' or 'mathcad' for the ST. I haven't had any luck at my local dealer and have heard of no such program written for the ST. If there is such a program for the ST please tell me where i may get it. I would like it to solve systems of complex equations.

thanx

Mark Johnson
johnmar@iitvax

1845. Re Help with Opus and Bstat

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:31:28 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9002170531.AA19990@ucbvax.Berkeley.EDU>
Source record: 243438

Dear netters,
Thnaks to the man who sent me the nice gwbasro of version 2. Unfortu-
nately i had this before and the Bstatprogramm of Prof. Liebowitz was
not in gwbasic 2. Another man asked me where i had the gemini from and
i can only say i haven't it from the net, but of friend of mine. The
problem i have with bstat seems to be with the corrupted gwbasro in the
arc, with could come from net problems. The way of the arc i must take
is normally IBM - Siemens BS2000 - PC - ST. Of course someone has got
the bstat and could mail me a correct version of gwbasro. The problem
with opus chart features seems to come from the bad gdos version i have.
Of course the printer driver of the gdos, which came with gemini are bad
I tried to use the gdos of timeworks publisher, but no better results.
Of course someone in the net has a pure version of gdos or it is some-
where in the net.
Any information is appreciated
Thomas Neser <So01@Dmarum8.Bitnet>
P.S.: To TEX
I think best way is to put TEX in the server on Ueguelph. If someone
can give me the postal adress of the admin i can send him the disks.

1846. Database of PD-programs in the net

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:31:48 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9002170531.AA20027@ucbvax.Berkeley.EDU>
Source record: 243439

Dear netters,
wouldn't it be a good idea to built up a database on prog-a16@ueoguelph
where to store any information about PD in the net. Of course in categor
ies as there are games, graphics, word-processing, DTP, statistics etc.
if anybody is interested he could mail me wehre he has got the program
from, what it does and his expertiences, so that we can built up a help
file.
Thomas Neser <So01@Dmarum8.Bitnet>

1847. Support in Germany

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:34:56 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002151332.AA00653@freya.math.dmswwu>
Source record: 243440

In article <BAMMI.90Feb13160032@dsrgsun.ces.CWRU.Edu> Jwahar R. Bammi writes:

> Who is "we". the reason i ask is that atariUS is refusing to
> distribute source code for gemdos/bios here like they used to with the
> developer kit. i am curious if atari germany if distributing it to
> developers there.

Atari Germany is definitively NOT distributing any sources to developers. All You get are copies of release notes, if they make their way to Germany. The only kind of REAL support You get as german developer is HERE. Thanx Ken & Allan.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
_____ correct me if I'm wrong _____

1848. stderr

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:35:39 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002151347.AA00844@freya.math.dmswwu>
Source record: 243441

```
In article <4955.25d2cc93@uwovax.uwo.ca> Eric Smith writes:
> How about this suggestion: if all programmers who use the Atari extended
> argument passing scheme (ARGV=, etc.) also agree that handle 2 should be
> stderr, then startup code could do:
> if (*argv[0] == 0 && isatty(2)) Fforce(2, -1).
> (This assumes that argv[0] is an empty string if it isn't available, as
> specified by the ANSI standard). This way, ARGV compatible shells can
> redirect stderr to anything at all; non-ARGV compatible shells can redirect
> stderr to a file; and programs still correctly re-direct handle 2 when
> run from the desktop.
Sounds EASY, LOGICAL, PORTABLE etc. If now someone@atari would say:
"Do it this way" this would make a fine standard. At least it's better
than all other proposals.

____________________________ cut here ____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________
```

1849. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 05:36:14 UTC
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Message-ID: <9002170536.AA20367@ucbvax.Berkeley.EDU>
Source record: 243442

To: info-atari16

Subject: value of 1040

I am considering selling my 1040 if I can get a good price. Does anyone
know the going price for the following system?

1040st with color and monochrome monitor.

Also comes with the following software.

Pagestream 1.8
DBman (version 1. I believe, I never upgraded.)
PSION chess
Leader Board
Degas Elite
1st Word
Assorted Pub Domain

Please email me directly, I do not receive this digest.

Thanks,

Norm Frech (frech@MWRAAA.ARMY.MIL)

==========
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==========

1850. Re: Some Atari dealers in Can

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 09:23:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820215696@masnet.uucp>
Source record: 243418

```
Uh, Blain, we're not exactly building radioactive computers up here
in Canada to wipe out Americans. I found your comparison to a car
without emission controls rather offensive.
---
~ QNet 2.04: System EX-10 Canada * NorthAmeriNet * Toronto Canada
```

1851. Re: Some Atari dealers in Can

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 09:23:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021704330004@masnet.uucp>
Source record: 243449

Uh, Blain, we're not exactly building radioactive computers up here
in Canada to wipe out Americans. I found your comparison to a car
without emission controls rather offensive.

~ QNet 2.04: System EX-10 Canada * NorthAmeriNet * Toronto Canada

1852. Re: OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 11:45:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021712385251@masnet.uucp>
Source record: 243434

Your explanation of why Atari releases products in Europe before Noth America isn't too convincing. Atari does NOT regard N.A. as a potentially larger market than Europe, since they do very little to supply and service N.A. Something like 90% of sales are in Europe. The real difference is that in Europe Atari is established as a machine that can do serious work, it got in before IBM and the Macintosh and is doing well; whereas in N.A. it has a poor profile and marketing is a constant upward battle.
Canadians understand this idea of our being regarded as peripheral to the main market very well. Perhaps this is why we have coped with it and, as a result, the ST is doing far, far better in Canada than south of the border. Americans, on the other hand, are outraged at the suggestion that they are not the centre (Cdn. spelling) of Atari's strategy. I'd add that, in general, Americans are outraged at the idea that they are not the centre of the world, but that would be a cheap shot. Besides, they are awfully nice people, if a little self-involved.
---
* Via ProDoor 3.1R

1853. Re: OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 11:45:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820215740@masnet.uucp>
Source record: 243435

Your explanation of why Atari releases products in Europe before Noth America isn't too convincing. Atari does NOT regard N.A. as a potentially larger market than Europe, since they do very little to supply and service N.A. Something like 90% of sales are in Europe. The real difference is that in Europe Atari is established as a machine that can do serious work, it got in before IBM and the Macintosh and is doing well; whereas in N.A. it has a poor profile and marketing is a constant upward battle.
Canadians understand this idea of our being regarded as peripheral to the main market very well. Perhaps this is why we have coped with it and, as a result, the ST is doing far, far better in Canada than south of the border. Americans, on the other hand, are outraged at the suggestion that they are not the centre (Cdn. spelling) of Atari's strategy. I'd add that, in general, Americans are outraged at the idea that they are not the centre of the world, but that would be a cheap shot. Besides, they are awfully nice people, if a little self-involved.
---
* Via ProDoor 3.1R

1854. Re: Tick-tick-tick-CRASH! is

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 12:02:24 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <761@nikhefh.nikhef.nl>
Source record: 243443

I agree that it must be above GemDos, ie AES/VDI. In three years heavy editing in a non-Gem editor, which uses BIOS calls for input, I have not encountered anything like the bug described.

1855. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 14:51:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb17.145146.3857@chinet.chi.il.us>
Source record: 243304

I didn't follow right away, but now maybe I understand. It's the nature of dialog boxes that the program state is different after using one. Sometimes the state is unstable (perhaps there's a new working copy of a string which needs to be validated and moved to the permanent string). Sometimes the display needs to be changed (consider choosing different display sizes in a page layout program). It's very tempting to assume that these functions will only be needed after a redraw is requested at the end of a dialog. If FORMDIAL suppresses that, and if those functions are folded into the redraw code, confusion would result. The problem is one that becomes acute in multitasking: anything may change under you without notice, at any time.
Steve J.

1856. Re: Need answers for questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 16:42:50 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22318@uflorida.cis.ufl.EDU>
Source record: 243448

In article <9002170530.AA19950@ucbvax.Berkeley.EDU> S54394GR@ETSUACAD.BITNET (Robert Gambs) writes:
>I have several questions and I hope someone can help me:
>
>First, is STart mag still out (I know St-log/analog went down recently) and if
>so, does anyone know why I am having so much trouble finding a copy?

Hello, STart magazine is still out. I really enjoy STart an awful lot, and to tell the truth I'm not too dissapointed that ST-Log went under. ST-Log never was all that great a mag. I ussually find it at any halfway decent bookstore...if they don't have it, maybe you can get a store to order it. It is really too bad that you can't get a subscription to STart without paying to get the disks too. I love the mag, but I'll be hanged if I am going to pay loads of cash to get stuff on a start disk, most of which is useless to me!

--
=-=-=-

1857. Supra Modem 2400 and more for sale

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 17:40:11 UTC
From: movold@agnes.acc.stolaf.edu
Message-ID: <11324@thor.acc.stolaf.edu>
Source record: 243301
Cross-posted to: comp.sys.atari.st,misc.forsale

I am selling...

Supra Modem 2400: $90
Digisound ST (sound digitizer for Atari ST): $50
GTS-100 drive: $135

also, software such as Interlink ($15) and quite a few games ($8-$15)

-Erik

1858. Re: Dave Small (GBS)

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 18:13:56 UTC
From: dhawk@well.sf.ca.us
Message-ID: <16232@well.sf.ca.us>
Source record: 243303

jjsf@gmv.es (Julio Sanchez) writes:
> ritchie@hpldola.HP.COM (Dave Ritchie) writes:
>>>Anyone got a reliable mail address for Dave Small that I can use from the UK?
>>>I have tried 'dsmall@uucp.well' and the long 'un with the 'relay' bit. But
>>>my messages keep bouncing. I am trying to contact you Dave!

>> You might try 'dsmall@well.uucp' instead.....

Hmm, maybe we need a monthly posting of Dave Small's email address?
;-)

dsmall@well.sf.ca.us

which is a registered domain.

later, david
--
David Hawkins - dhawk@well.sf.ca.us - {apple,pacbell,hplabs,ucbvax}!well!dhawk
There are two insults no human being will endure: that he has no sense of
humor, and that he has never known trouble. -- Sinclair Lewis, "Main Street"

1859. Re: GDOS fonts, metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 18:19:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90021714075391@masnet.uucp>
Source record: 243310

>From: fortin@seas.gwu.edu (robert fortin)
>Orga: The George Washington University, Washington, D.C.
>I am writing a small graphing program, and I would like to
>be able to use different fonts to label the graphs and charts,
>and use metafiles to save the graphs.
..
>How do I load and access the fonts. Do I just use the VDI load
>fonts and select font calls. I have Gdos loaded already..

Yes in fact you do! C! Call vst_load_fonts(handle,select) where h/dle is your virtual workstation handle, and select is 0. All of your fonts will be loaded into memory in one time-consuming bunch at this point (this, I am lead to believe is what is meant by setting select to 0, future revisions of GDOS will allow you use other numbers, in order to select specific fonts to load).

One useful thing to do just after loading up fonts, is performing a call to vq_extnd(handle,owflag,work_out), where owflag is set to zero, meaning you'd like to know the current status of the regular, non-extended work_out variables. work_out[10] will contain the number of fonts available to you now. To know the names of these fonts, or anything else for that matter, you can use the calls vqt_name and vqt_fontinfo respectively.

To set any particular font, simply call vst_font(handle,font) where font represents the N'th fonl loaded by vst_load_fonts. What you can expect back from the call is the font number (that integer that is unique to each GDOS face) :-(I've always wished that you could call the fonts by this ID rather than the way things really work.

Above I mentioned a future release of GDOS, the ramifications of this are, unfortunaltely, that your version 1.1 is the latest to be released. We can all dream of 2.0 (which the rumour mill says is on its way), the features of which I won't speculate about (although if you live close to a rumour mill, you're sure to hear about individually loadable fonts, bezier curves, maybe even outline fonts :-)))

Regards,
Roman @ tellabs

#include<disclaimer.h>

--
Tellabs doesn't know what I'm saying.. lets keep this between you and me!

```
* Via ProDoor 3.1R
```

1860. Re: GDOS fonts, metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 18:19:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90030820215789@masnet.uucp>
Source record: 243437

>From: fortin@seas.gwu.edu (robert fortin)
>Orga: The George Washington University, Washington, D.C.
>I am writing a small graphing program, and I would like to
>be able to use different fonts to label the graphs and charts,
>and use metafiles to save the graphs.
..
>How do I load and access the fonts. Do I just use the VDI load
>fonts and select font calls. I have Gdos loaded already..

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One useful thing to do just after loading up fonts, is performing a call to vq_extnd(handle,owflag,work_out), where owflag is set to zero, meaning you'd like to know the current status of the regular, non-extended work_out variables. work_out[10] will contain the number of fonts available to you now. To know the names of these fonts, or anything else for that matter, you can use the calls vqt_name and vqt_fontinfo respectively.

To set any particular font, simply call vst_font(handle,font) where font represents the N'th fonl loaded by vst_load_fonts. What you can expect back from the call is the font number (that integer that is unique to each GDOS face) :-(I've always wished that you could call the fonts by this ID rather than the way things really work.

Above I mentioned a future release of GDOS, the ramifications of this are, unfortunaltely, that your version 1.1 is the latest to be released. We can all dream of 2.0 (which the rumour mill says is on its way), the features of which I won't speculate about (although if you live close to a rumour mill, you're sure to hear about individually loadable fonts, bezier curves, maybe even outline fonts :-)))

Regards,
Roman @ tellabs

#include<disclaimer.h>

--
Tellabs doesn't know what I'm saying.. lets keep this between you and me!

```
* Via ProDoor 3.1R
```

1861. Re: Anyone know about MT C-shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 18:27:32 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1222@carroll1.cc.edu>
Source record: 243302

In article <20967@ditka.UUCP> rcb@ditka.UUCP (Roy Bixler) writes:
>So, I only know what the advertisement said about MT C-shell, which was
>that it is multi-user, multi-tasking, runs GEM programs and as an
>option, UUCP is available. Sounds good (maybe too good). Is it really
>multi-user, multi-tasking? I doubt this because someone told me that he
>didn't think the Motorola 68000 chip had memory protection mode and, in
>light of that, it would be impossible for a 68000 to run multi-user.

Well, MT C-shell is at the least multi-tasking, I believe it was written
with the Micro-RTX multi-tasking OS extension, which I know for a fact is
multi-tasking. As to whether or no the C-shell is inherently multi-user,
that I don't know, but if it can multi-task, it can support another user if
you write the code.
The 68000 has user and supervisor modes, but this has nothing to do with
multi-tasking. Any microprocessor can multitask, just look at MP/M (a
multi-user, multi-tasking C/PM thing). It ran on a Z80, which didn't have
much of anything.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

1862. Re: Make my STe sweat...

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 20:10:00 UTC
From: chrisl@caen.engin.umich.edu
Message-ID: <48b40bcb.8e5a@xr4ti.engin.umich.edu>
Source record: 243306
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <1990Feb16.214425.8758@sun.soe.clarkson.edu> opielask@clutx.clarkson.edu writes:
>Anyone in Europe or Canada have programs that will take
>advantage of the STe's new features?

Am I missing something crucial, or does this not belong in rec.games.frp?

- Chris

Chris Lang University of Michigan, College of Engineering
home: 4622 Bursley work: National Center for Manufacturing Sciences
Ann Arbor, MI 48109 900 Victors Way, Suite 226
(313) 763-1832 Ann Arbor, MI 48108
chrisl@caen.engin.umich.edu (313) 995-0300
"I hate quotations. Tell me what you know." - Ralph Waldo Emerson

1863. NOTATOR

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 20:12:52 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5819@blake.acs.washington.edu>
Source record: 243307
Cross-posted to: comp.music,comp.sys.atari.st

To owners and potential buyers of NOTATOR for the ST:

As a user of NOTATOR myself.. i would like to see
some improvements in a few areas. I am sure others
out there have their personal grievances and wish lists.

I would like to collect your suggestions and create a
compilation file that i will present to the reps
at C-LAB. I AM NOT AFFILIATED WITH C_LAB! Just a user
who knows that changes won't be made unless a good portion
of the user base insists on them. Please email me your
suggestions... after a time (not sure when), i will
present the info to C-LAB with the hope that we can
improve an already great package.

Here are a few of mine:

1) Make it work with Jim ALlen's Turbo16 accelerator board
2) Support for MONITERM and large screen display.
3) Print spooling
4) Postscript support (for importing files into PS document processors)
(as well as the obvious)
5) Ability to print when a RAM Disk is installed (perhaps certain ones
already allow it.. i would like to know)
6) Greater Laser Printer support.
7) When entering a note with the mouse, we need a "register"
that indicates the exact pitch as the mouse moves across
the staff a la music studio.

email me at ramsiri@blake.acs.washington.edu

If for some reason you can't find my node, post it to the
net, and i will grab it there.. but, do your best not to
waste bandwith on this. Thanks!

-kevin

1864. FOR SALE 520STfm

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 20:49:04 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Feb17.204904.22893@newcastle.ac.uk>
Source record: 243309

Item: 520 STfm, 1 meg internal drive, TOS 1.2, Mouse (of course)
excellent condition & boxed.
No software (I am upgrading to a MEGA ST 2)

Price: 180 pounds sterling + postage.

Dave H.

(D.C.Halliday@newcastle.ac.uk)

1865. graphics file translators?

Newsgroup: comp.sys.atari.st
Date: 1990-02-17 21:09:22 UTC
From: deo358@leah.Albany.Edu
Message-ID: <2557@leah.Albany.Edu>
Source record: 243308

Can anyone point me in the direction of a PD program to
translate TIFF files into something readable by Publishing Partner,
such as DEGAS or .TNY (whatever THAT is...)?

Thanks,

Damon Osgood
SUNY Albany

1866. Re: Need answers for questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 00:11:39 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <36187@iuvax.cs.indiana.edu>
Source record: 243311

In article <9002170530.AA19950@ucbvax.Berkeley.EDU> S54394GR@ETSUACAD.BITNET (Robert Gambs) writes:
>I have several questions and I hope someone can help me:
>
>First, is STart mag still out (I know St-log/analog went down recently) and if
>so, does anyone know why I am having so much trouble finding a copy?

Yes, STart is still available. We get it at our store. Do you have a Walden or Dalton's bookstore? Ours here also carry STart.

>Can anyone suggest a DS/DD ext drive for a 1040st (beside the 314)? I need one
> that is very inexpensive and something that will hold up. Has anyone heard
>of the BeaST drive?

Yes... the BeaST is a nice drive. We sell the MaSTer drive at our store. The main reason we chose the MaSTer over the BeaST is that the BeaST doesn't have an output port... only input. MaSTer has both. The price is about the same for both drives. (They list around $230. As an example, we carry the MaSTer for $150.) We've had many people who have been very happy. The MaSTer is only slightly larger than the BeaST. (Certainly not significantly so... it's 2"x4"x8".) The MaSTer uses the Chinon mech. The BeaST uses the NEC. (Same mech as in the GTS-100, so users of GCR may wish to beware.) We have also sold the BeaST and have no reported problems as well.

Hope that helps!

Holly

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu You're not strange. I am.
-=-=- -=-=- -=-=-

1867. Re: Calamus PD Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 00:18:41 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <36188@iuvax.cs.indiana.edu>
Source record: 243312

In article <9002151504.AAhelblinde01048@helblinde.uio.no> arneso@IFI.UIO.NO (Arne Olav Sommer) writes:
>
>I have just got hold of the following 24 CALAMUS PD Fonts
>
> Apple, Artdecoy, Bullet15, Bullet25, Bully, Bullyc, Camelot, Celtic,
> Classy, Cupertin, Dali, Hebrew, Manville, Math, Monroe, Oblique, Oldeng,
> Oldirish, Pioneer, Pittsbrg, Silic, Steela_z, Stilleto and Wolftrap.
>
>They are all rather dissapointing, though, with lots of missing letters,
>digits and symbols.

>BTW If anyone has other PD Calamus Fonts - please send them to me :-)

The reason they're missing letters and things is because they are *not*
PD fonts... they are demo versions of Shareware fonts from Sol Guber
(S.GUBER on GEnie). You should also have received the ReadMe files that
indicate how you can get full alphabets. I believe his price is quite
reasonable, and is based on the number of fonts you get... if I remember,
it was about $12 US a set.

Look for the MS fontsets that will be distributed shortly as well... they
are quite well done and very interesting.

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu You're not strange. I am.
-=-=- -=-=- -=-=-

1868. SIPs and SIMMs

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 02:07:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb18.094151est.58275@ugw.utcs.utoronto.ca>
Source record: 243305

Alan Pratt made the statement that Atari puts in SIPs or SIMMs depending on what is cheapest at the time. First of all, I am not very hardware literate and the comment does not mean a heck of a lot to me on the technical side. However, on the support side, it means that I cannot tell someone what is inside his/her STe until I open up the box. Atari Canada told me that the STe may or may not have sockets for SIMMs to boost the memory to 4 megs. How can anyone promote a computer when he has to take his chances and guess what is under the hood? What a nightmare situation.

I would like to see an official Atari statement about (i) large screen monitor support and (ii) memory upgrade capability for the STe. NO DISCLAIMERS on this one please. What are the official specs for the STe for these two features? If Alan cannot give an official spec, get someone else to do it.

1869. OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 06:16:58 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900218.00165749.037772@SFA.CP6>
Source record: 243315

DAVID SCHREIBER stated:
>....the ST is doing far, far better in Canada than south
>of the border. Americans, on the other hand, are outraged at the
>suggestion that they are not the centre (Cdn. spelling) of Atari's
>strategy. I'd add that, in general, Americans are outraged at the idea
>that they are not the centre of the world, but that would be a cheap
>shot. Besides, they are awfully nice people, if a little self-involved.

I take exception to the above statement. I'm not outraged at
Atari U.S.A.. No, I'm hurt instead and feel betrayed. I rejoice
that at least some nation in the North Americas is getting decent
treatment for its users. Relish your ST market, Canada, and don't
take it for granted!
I could care less if the U.S. is the center (U.S. spelling - grin)
of the ST market. What I do care for is that I can get reliable info
about my computer which I've invested money in and be assured that the
computer which I've put my money and time into will still be around
and supported. I feel betrayed for I have no idea whether or not
my ST will be an orphan or not by the end of this year.
Here are areas which I feel betrayed in:

1. The Mega2 ST. I bought it because I was *assured* by the man
himself during a convention that it would be the front-end for
the ATW. That idea was abandoned. Fine, but the assurance came
across as fact and was literally promised as fact.

2. Education. As an educator, I was assured that Atari would pursue
an aggressive marketting strategy for schools in a manner similar to
that done for the Pets of ten years ago. Our school has yet to
receive a reply from Atari regarding the stocking of a music
lab utilizing MIDI. Apple Mac will more than likely win the bid
since they at least responded.

3. Documentation. As a user, I cannot find 'official' Atari documentation
designed for users that is of technical nature. Docs that come to
mind is that similar to the technical manuals SUPPLIED with the
Amiga 500 and optional manuals similar to the Commodore 64 or 128
Reference manual. Are we Atari STers rated any less? No, but as
far as docs are concerned, the ST seems to be built for developers, not
for users.

4. Stagnant software. Software such as TimeWorks Desktop Publisher
is buggy and will not be upgraded due to the lack of ST exposure.
I bought the product several years ago. A more aggressive market
might have caused that program to be expanded.

5. 3rd market support. Well, a bright spot. It is fantastic. Due to Dave Small, Gordon Moore, George Woodside, the CodeHeads, DoubleClick, and others, the ST continues to keep its head above water. WordPerfect also sees a market potential.

These are just rambling items in my head that come to mind as I compose this on-line. However, and again, I don't care if the U.S. market is the center or not. I just want promises made to not be broken, follow-up on correspondence, and customer support. As an ST user who has sunk some money into the Atari ST since summer of 1985, I feel betrayed by Atari.
Ok, enough of this. I normally don't flame and will probably get scorched. SIGH

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

1870. GNU C, ST cross compiler

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 15:39:34 UTC
From: MCCABE@MTUS5.BITNET
Message-ID: <90049.103934MCCABE@MTUS5.BITNET>
Source record: 243313

I have recently reviewed some of the information about the ST port of GNU C and am *extremely* impressed! I'd like to use the package soon, but I would prefer to write and compile my code on a Sun, then transfer the binaries over to my ST later.

How difficult would this be? Will the package compile normally on the standard Sun C compiler? Any help would be appreciated.

If possible, send me mail directly (to MCCABE@MTUS5.BITNET) since I don't get the chance to read these groups as often as I like...

Jim McCabe
MCCABE @ MTUS5.BITNET

1871. TeX Site

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 16:57:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9002190809.AA24613@ucbvax.Berkeley.EDU>
Source record: 243314

This was posted a while ago, but I lost it:

Does anyone have the Ftp site which contains all the files for tex, and
has the binaries separated into 3 files which are set up especially
for 1 meg, 2 meg or 4 megs?

Thanks alot..

Frank Rachel

1872. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 18:01:23 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <1730@husc6.harvard.edu>
Source record: 243316

In article <2554@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>Heck, if you really want to make a difference, don't just write a
>letter,or make an announcement saying you're clean, the pirate
>boards just laugh in your face anyway, what do they care?
. . .
>Plant worms, viruses, program new viruses to screw up their
>systems. Do something, rather than point and hope someone does
>something.
>
This isn't even funny. The idea of planting viruses to "punish" pirates is ridiculous, because the virus is almost guaranteed to spread beyond those you are trying to punish. I hope this suggestion was made in jest, but even so, it shouldn't have been made.

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

1873. Re: OK, so they sell the STe in Europe...

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 18:55:05 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2342@castle.ed.ac.uk>
Source record: 243336

In article <1990Feb13.115340.5645@bath.ac.uk> exspes@bath.ac.uk (P E Smee) writes:
>There is ONE good reason for selling to Europe first. In general, FCC type
>approval is harder to get than the corresponding approvals in Europe. So,
>Atari can begin selling the machines over here before they have been
>tightened down to FCC specs. Or, in other words, it may be that Europe is
>being used to 'bug-chase' the machines before they are released in the
>States, rather than being favored. Certainly, if problems DO occur with the
>early versions of a machine, it is better to have them surface in the market
>which is potentially smaller, rather than in the one which is potentially
>large.

Personally, I believe Atari UK were forced into distributing the STE before Christmas simply because they'd run out of STFMs. This can be seen if you read the trashy ST Format this month when they again slag off the STE as a 'Christmas turkey' and tell us that 'What went wrong?' was that the wonderful British games companies were not given enough time to test out their games on the new STE to see if they still worked.

I can see their point - the software houses might have had enough time to correct their illegal coding and hopefully old game stocks would have been sold out by the time the STE was launched, leaving a new stack of 'STE friendly' games on the shelves - if the STE was launched, say, now...

ST Format, in their article 'The STE - what went wrong?' claim in their opening paragraph that except for 'one or two' programmers who were disappointed with the machine everyone was eagerly awaiting the STE's launch. This is quite a turn-around when you consider it was them who, a few months ago, published the article in which a large group of programmers slagged off the machine. Instead of their 'Lets slag-the-STE' attitude, they've now taken on an 'What-a-damn-shame-we-were-really-hoping-the-STE-would-be-great-what-a-shame-for-all-those-readers-who-bought-one-and-now-can't-get-Kick Off-to-work'

At least when the STE finally makes it to the US there shouldn't be any of this nonsense since all the problems with the STE will have been discovered by the Europeans (guess that includes the Brits!). Hopefully Atari's image will be inhanced by a squeaky clean launch with no ensuing problems rather than damaged as it undoubtably has been in the UK. Of course we wouldn't have these problems if programmers didn't feel that accessing the hardware is justifiable, ah well...

Mark.

PS. Would Atari consider quietly releasing TOS 1.61 which fixed the simple bugs in TOS 1.6? People can live with bugs that they never see,

but having to install an AUTO folder on EVERY disk they use is a bit of
a bugger.
(I hope this letter isn't screwed up - my terminal certainly is..)

1874. Re: disc testing

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 19:30:10 UTC
From: mwnewman@watmsg.waterloo.edu
Message-ID: <34378@watmath.waterloo.edu>
Source record: 243317

In article <690@m1.cs.man.ac.uk> pjj@r2.uucp (Pete Jinks) writes:
>7) I have been offered a formatter that will give 11 sectors per track. Could
> anyone with experience of using discs with 10 or 11 sectors per track
> comment ?

I've used various 10/11 sector-per-track formatters. However, I stopped using them a while back after I seemed to be getting more disk errors then other family members on the same machine. Errors included desktop claiming a non-empty disk was empty (although if booted from, auto programs would work) - usually cured by a cold boot; erasure of the boot sector - which I was able to fix by copying a boot sector from another disk of the same format; and the final straw for me - complete erasure of all fat and directory sectors on the disk.

This would happen during completely normal disk usage, hence my suspicion of the extra sector formatters (although I'm not really sure).

Another thing: I remember reading in an old copy of the developer docs or the abacus disk book (sorry can't remember which, I don't have it here) about the minimum space needed for the control information (required for each sector) and the acutal available space per track, and concluding that 11 sectors is impossible: it won't fit (?!?), and 10 is very tight.

Does anyone know if extra-sector formatters are "playing by the rules"? Do they push the capacity beyond what it can safely hold? Is all this in my imagination? Anyone else having such problems? It would be really nice to get that extra storage. (-: It would be even nicer to get a hard disk :-)

mwnewman@watmsg.waterloo.edu
mike newman, co-minister of terrorism and propaganda, Cubic Earth Society :-)

1875. Re: Matthew Lodge's message (ST World)

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 19:47:29 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2343@castle.ed.ac.uk>
Source record: 243337

In article <9002170524.AA19485@ucbvax.Berkeley.EDU> SOCS18@vaxb.york.ac.UK (Vision Newspapers) writes:
>I have good Atari technical documentation for the STE. I cannot see any reason
>for not posting it to this group, if anyone is interested.

Please do. If you have good documentation, I guess that means that
software houses do too, and so can't complain that they didn't know
their programs wouldn't run???

>As of 3/2/90, Gollner Publishing (which produces ST World) has been merged
>with the Database group of magazines, forming a new company, Interactive
>Publishing. This now means that Interactive Publishing owns ST World, ST Action,
>Atari ST User, Amiga Action and Amiga Computing. I do not think the new company
>will continue to run five magazines when it can get away with two.
>
>Therefore, I do not think that ST World will survive for long (the owners of
>the Database group, Europress, own Interactive Publishing).

Bl**dy hell! That's sounds just like what happened when two publishers
exchanged computer mags - one publisher consolidated his coverage of
Amstrad computers by gaining another Amstrad magazine and the other eliminated
a competing ST mag - ST Update which, admittedly wasn't brilliant but it
wasn't full of games and covered programming topics. I could do without
ST Action which is just full of games reviews anyway and I can do
without ST User since it no longer contains much of any interest but ST
World is in a class of it's own as far a British Computer magazines go.
I hope it doesn't turn into some ST User/ST World hybrid, I'd probably
ask for my subscription money back if it did....

>* Mathew Lodge, University Of York, UK {A black hole in the universe of *
>* * electronic mail} *

Mark Davidson. {Just gimme what I want for my ST and I'll be happy}

1876. Interrupt handlers

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 22:42:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002190811.AA24873@ucbvax.Berkeley.EDU>
Source record: 243348

Keywords : Interrupts

Re : Writing interrupt handlers in C

The problem with your interrupt routine hanging is probably because you haven't cleared the Interrupt in SeRvice (ISR) bit of the appropriate MFP register. I can't remember the correct bit and location offhand -- it's probably in 'ST Internals'.

If you don't clear this bit, then the MFP still thinks that you're handling the interrupt, and will not let any other interrupts start. This will lock up the keyboard, mouse, VBL and everything else handled via interrupts.

Hope this helps -
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1877. Terminating TSRs

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 22:43:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002190811.AA24875@ucbvax.Berkeley.EDU>
Source record: 243334

Terminating the _installation section_ of a TSR should simply be a matter of calling Ptermres() with the amount of memory your program takes up as one of the parameters.

This can be calculated from the basepage, and is TEXT+DATA+BSS+256
(The 256 is for the size of the basepage itself)

This should be all you have to do. It works for me (from assembler...)
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1878. poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-18 23:08:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900218230844.275515@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243318

well, we have a program that triggers the tos1.4 pool bug. It is the universal TeX screen/printer driver by tools GmbH, Bonn (version 1.1w). The program probably does a lot of mallocs (or Mallocs?). The error appears when You close the first dvi file and start printing a second one without leaving dvi.prg. When I leave dvi.prg and start it anew, no problems...

In order to cure this bug i put poolfix3 into the auto folder (as the last program). Nothing changed. Then I reordered the auto folder and put poolfix3 into the first place. Result: the performance of dvi.prg slightly improved. Now we can look at 3-5 dvi files without system halt. The program worked without any problems under tos1.2 and even with tos1.2/turbodos1.05 for a long time. The fastload bit is not set.

So i conclude, that
a) dvi.prg may contain a bug which triggers the problem.
b) even poolfix3 does not completly cure the memory pool bug.

Question to Allan or Ken:
Shall I install folder100 in addition? Before or after poolfix3?
Or shall I install ONLY folder100 to slove this problem?

BTW, i just ordered an update to the software. The people at tools were not aware of this problem, so I think the present software will not behave better.

regards,

Michael Ritzert
mjr@dmzrzu71.bitnet

1879. overscan

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:15:22 UTC
From: bediako@sybil.cs.Buffalo.EDU
Message-ID: <17972@eerie.acsu.Buffalo.EDU>
Source record: 243338

Can someone please mail me the complete instructions for
building the overscan modification for the ST monitors?
thanks
bernie
bediako@sybil.cs.buffalo.edu

Bernard Bediako ----------=-=-=-=-> DOMAIN: bediako@cs.buffalo.edu
"You CAN have your cake and eat it!"

1880. XEP80's

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:17:52 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <297@pallas.athenanet.com>
Source record: 243325
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

I have in my posessions FIVE (count 'em five) Atari XEP80's. They
are brand new and have never been out off the box. The XEP80 is, or course,
the 80-column option for the Atari 8-bit computers. The XEP80 also has
a standard parallel port.

I would love to dump these things, but will part with them one at a time.
Any reasonable offer will be accepted, but you must pay the shipping.

Replies to:
{uunet}!pallas!lbert359
--or--
lbert359@athenanet.com
--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62701 + Internet: lbert359@pallas.athenanet.com +

1881. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:25:44 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11014@stag.math.lsa.umich.edu>
Source record: 243324

In article <1305@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>Lets try to catch and fix this.
>
>Does anyone having the problem also have a memory switcher?
>If so, when the problem hits, if you can talk to the switcher, SAVE the
>memory image. Perhaps we can pass the image around and many more people can
>look at the problem, and if its constant with the image, maybe even
>get Atari interested.

Sounds like a good idea. I'd give it a shot, and have a decent switcher,
but I haven't ever had this happen to me yet. So folks, keep on posting
(or mail me) descriptions of your configuration & such. If the software
is cheaply available, I'll try to duplicate the setup.
--
-- Howard Chu @ University of Michigan

1882. Re: Hard Drive Information

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:29:05 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1314@lzsc.ATT.COM>
Source record: 243327

In article <77220@tut.cis.ohio-state.edu>, bks@timewarp.eng.ohio-state.edu (Brian K Smith) writes:
>
> I am looking to hook up am IBM type hard drive to my ST. Does anyone
> know which type of drive (MFM, RLL, SCSI) is best for this application, and
> have information or schematics on how to build an interface?
>
You have to have an Atari to SCSI adapter, and a cabinet with power supply for for your drive.

A SCSI drive will not require any additional hardware. Some SCSI drives have given the SCSI adapter folks some problems in programming.

The MFM drives are cheapest, and usually have the least capacity. They require and Adaptec 4000A (or equivalent) interface board. (the board speaks SCSI, and ST506, the interface to MFM and RLL drives. It can control 2 drives. You usually see MFM capacities in multiples of 20 mb. This can add $100-$150 to the cost.

the RLL drives are stressed MFM's that yield 1.5 times the capacity.
You usually see RLL capacities in multiples of 30 mb.
You need an Adaptec 4070 (or equivalent) interface board. (about $150).

Also, out there are faster ESDI drives. There is an Adaptec controller for these also, but for the price you are usually ahead to get an SCSI interface.

The biggest, fastest drives are SCSI.

1883. Re: Single-sided drive problems

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:34:07 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1315@lzsc.ATT.COM>
Source record: 243328

In article <2412@uwm.edu>, markez@csd4.csd.uwm.edu (Mark R Zbikowski) writes:
> My drive is having difficulty reading bought (or rented) programs. I
> also have problems when I swap disks with other people. They don't
> always like to work. Sometimes I get a directory, but it looks
> completely mangled. I have a drive speed tester, and the speed is
> right on 300. I opened up my drive to see if there was anything else
> wrong with it (well, curiosity mostly drove me to that). Does anyone
> know what could be wrong? Also, there are two pots (or variable caps)
> on the top of metal case housing the drive. Which is drive speed and
> what does the other one do?

Have you used a FRESH disk cleaner for your disk head?
This helps me. Try talking to some IBM PC repair people (after all where
would you fine an ST repair person) about changing the pots on the drives.
This might not be a good idea.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1884. Re: Monitor advice sought

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:38:54 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1316@lzsc.ATT.COM>
Source record: 243345

In article <9002160814.AA13241@watsun.cc.columbia.edu>, sajima@WATSUN.CC.COLUMBIA.EDU (Takahiro Sajima) writes:
>
> I understand that ST monitors come in two flavors - color and
> monochrome. Monochrome has high resolution (good text, but can't run
> anything written for the color monitor), and that color has medium (?)
> resolution (garbage text - no offense intended. Has impressive color
> graphics). I'd REALLY hate to have two monitors sitting on my desk. In

The Multisync monitors need an adapter cable, but do COLOR very well, and MONO quite well. (I biased and prefer Monochrome for MONO; but my friends ar happy with Multisync).

THen all you need is to switch the switch.

PS. COLOR does very well on text. Sure better than CGA on IBM.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1885. Screen Saver and Alternate Desktop.

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:43:26 UTC
From: v077l5lx@ubvms.cc.buffalo.edu
Message-ID: <1057.25df16fe@ubvms.cc.buffalo.edu>
Source record: 243335

Hello,
I just caught up on reading the net messages, and noticed that quite
a few people are looking for a good screen saver. If there is interest, and
a few good suggestions, we (B&G Software ...yes, we are a new company) would
be glad to create one and release it as shareware. If enough people want it,
we will make it... just send me Email with your opinion.
We would also like opinions and suggestions as to what features you
would like in an alternate desktop... and any other utilities you feel you
might want.
Please do not interpret this as an add; We don't even have anything
to sell yet. We are just trying to find out what you need and want. It
will be a while before we get finished with the four projects we are working
on (and modify and improve them according to your suggestions). However, the
screen saver can be completed relatively quickly once we tally the replies we
receive over the next week or so.
Thanks for your suggestions.

V077L5LX@UBVMSD Guy DiPietro
or President of B&G Software
V077L5LX@UBVMS.CC.BUFFALO.EDU

1886. Re: Backup-software (cheap = pirate copy?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:46:23 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1317@lzsc.ATT.COM>
Source record: 243344

In article <"90-02-14-21:51:56.83*UK14"@DKAUNI2.BITNET>, UK14@DKAUNI2.BITNET ("O. Steinmeier") writes:
>
> I'm a bit surprised about your reaction. A lot of people answered my
> request and recommended TURTLE, so I believe it might be really good.
>
> It's true: I want to use a *fast* backup-program, because I would
> not like to spend several hours on saving the information on my
> 80 MB-harddisk. I wrote a backup-program myself a few years ago and

Also available is a Meg a Minute backup by Dave Small and Dan Moore.
Two were printed in Start (or ST-log). Thise sweapt a disk by sector range to floppies. (This is why they pioneered the Twisted format for TOS disk).

80 MB in 80 minutes to 80-100 disks isn't all that bad (or good).

Cartridge Tape is the answer for 80 Meg and up.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1887. Re: Autostart program for TOS16

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 02:52:14 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11016@stag.math.lsa.umich.edu>
Source record: 243326

In article <15.Feb.90.11:14:32.A10004@UK.AC.SALF.D> D.Wade@sysd.salford.ac.UK writes:
> Can any one tell me where I can find an AUTOSTART program that works with
> the TOS16 in my 520STE. Neither of the ones I have will work. Thanks

If you mean, a program that lets you start GEM programs at boot-time, why
can't you just use the AUTO-boot feature in TOS 1.6? (In the Install-Application
menu. Select "AUTO" for Boot Status.) I know that the HEADSTART docs mention
some incompatibilities that might make you want to use HEADSTRT over the
TOS 14/16 auto-booter, but I've never encountered any problems myself.

--
-- Howard Chu @ University of Michigan

1888. Re: MINIX and NETWORK connections

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 03:17:10 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1318@lzsc.ATT.COM>
Source record: 243332

In article <22274.25dc6917@kuhub.cc.ukans.edu>, whitten@kuhub.cc.ukans.edu writes:
>
> After reading thru the MINIX newsgroup, my intrest about ST MINIX has
> really grown... I would love to hear from anyone out there that has
> purchased the package, as well as anyone else who has two cents to
> put in. Specifically, does it support multitasking, multiple users,
> that kind of thing? Can you still run TOS programs from inside it?
> Would you consider it useful to people who aren't real unix gurus?
>
Re MINIX:
Multitasking: yes
Multiusers:yes, if you add the rs232 driver, PD, on network.
Run TOS form MINIX: no; but you can access TOS files read/write.

Useful: YOu don't have to be a guru to use it. It helps to know UNIX
to appreciate what you can do with it.

I find it most useful as a maintenance tool for TOS files systems.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

1889. "ATARI ELITE..."-- * PLEASE CHANGE SUBJECT!!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 03:24:07 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <4323@cuphub.cup.edu>
Source record: 243251

Would it be too much to ask to PLEASE change the SUBJECT HEADER
on messages in the "ATARI ELITE ST Org. of Pittsburgh" thread!?!?!

The constant posting of "xxx yyy zzz piracy..." under the SUBJECT HEADER
mentioned above is likely to give quite a few people THE WRONG IDEA!
^^

I know of no ST usergroup who desires to be associated with piracy--
THE ATARI ELITE of Pittsburgh is *NO EXCEPTION*

Might I suggest a NEW SUBJECT THREAD like "PIRACY...ZZZ YYY XXX..."
or something of the sort?

P.S; To all who'll be attending the T.A.F. show on April 1 in Mississagua,
Ontario-- Be looking for Blue-And-White-clad Americans with the urge
to help Canada's economy--(There should be 30 or so of us... :-))

Again, let me reitterate-- PLEASE DISASSOCIATE THE ABOVEMENTIONED
USERGROUP WITH PIRACY---IF ANYTHING WILL KILL A USERGROUP,
IT IS SPORATIC,SPOTTY,UN-FACTUAL ACCUSATIONS THAT
HAVE NOT BEEN INVESTIGATED!!!

To those who hurled the "Atari Elite = PIRACY" stones:

Please take the time from now on to find out just who
owns the glass you will be attempting to break.....
(and also if it is justified [without FACTS])

RE: The comment made by Mickey Boyd at (FSU?) about an "ELITE" level existing
on most BBS's.....Thanks for clearing this up for me----I was having
trouble figuring out how to summarize it 8-)

As Mr.Boyd said, ELITE on *** SOME *** boards refers to a secret level
that only a fistfull of pirates have access too...

BUT ONE MUST REALIZE THAT ON *** MOST *** BOARDS, THIS LEVEL IS RESERVED
FOR THE SysOp and/or CoSysOp's PRIVATE USE such as possibly Beta-Testing
a new software modification of some sort.

Ps#2; To those I may have offended with an earlier "NASTY-WORD(s)" post,
I have CANCELled it as of 4 days ago.....I realized that losing my
temper was NOT the most effective way to remedy the situation.
So, to those whom I have offended--I apologize.

To those I have ANGERED-- grow up.

--
+--------------------------------------+-----------------------------------+

```
| Dan Karbowsky kar7481@pitt!cuphub| S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _________________/ Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! |
| / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***|
| (412)929-4023 /---Also--Now the NEW H.Q. of the Atari-Users-Association--- |
| / For more info, send email TITLED "AUA-INFO-REQUEST" |
+--------------+-------------------------------------------------------------+
```

1890. Tiff to Img convertion

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 04:05:57 UTC
From: zincke@seas.gwu.edu
Message-ID: <1613@sparko.gwu.edu>
Source record: 243339

Does anyone know where I could get a Tiff to Img converter? thanks Chris Zincke

1891. Re: ST sales #s was (Re: WHERE IS THE ABAQ?)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 04:23:02 UTC
From: 2fjmvery@kuhub.cc.ukans.edu
Message-ID: <22296.25df2046@kuhub.cc.ukans.edu>
Source record: 243329

In article <800.25d8fea4@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu writes:
> In article <915@uvicctr.UVic.CA.UUCP>, rwilson@uvicctr.UVic.CA.UUCP (Richard Wilson) writes:
>> In article <90Feb8.215641est.58581@ugw.utcs.utoronto.ca> 01659@AECLCR.BITNET (Greg Csullog) writes:
>> [ATW sales numbers info deleted]
>>
>>>Has anyone seen Atari's latest figures on the number of STs and Megas installed
>>>worldwide?
>>>
>> ST Format #6 (Jan '90) p.19 - "We're now on the brink of the 90s and there's a
>> a million STs in the world - Sam Tramiel reckons on 1.5 million - half of them
>> in Germany alone."
>>
>> "There are around 160,000 STs in the UK and about the same in France."
>>
>> Rich (rwilson@uvicctr.UVic.CA.UUCP)
>
> Does anyone know how these figures compare with the Amigas, Macs and IBMs out
> there?
>
> Ryan
>
> rlcollins@miavx1.bitnet

According to MacWeek, Apple sold 1.5 million Macintoshes last year alone.
IBM shipped 1.25 million PS/2s, not to mention all the clones.

According to AmigaMail, the millionth Amiga shipped about a year and a half
ago.

Yes, there are a lot of STs out there (enough to keep us all afloat), but
they ain't exactly taking over the world. Oh, well. The geniuses are often in
the minority until the slower masses catch up.

--Jim Sisul
The University of Kansas
(#1 at least until tommorrow morning. #$%##@#!!!@!*&!@ Mizzou!!)

1892. Re: [comp.sys.amiga...] Conner CP340 specs

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 05:50:36 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11027@stag.math.lsa.umich.edu>
Source record: 243340
Cross-posted to: comp.periphs.scsi,comp.sys.amiga,comp.sys.atari.st

In article <11021@stag.math.lsa.umich.edu> dc@dcpc.UUCP (Don Curtis) writes:
%Original-posting-by: dc@dcpc.UUCP (Don Curtis)
%Original-subject: Conner CP340 specs
%Reposted-by: emv@math.lsa.umich.edu (Edward Vielmetti)
% I got the Conner Technical Manual today...here's the official
% word on both drive parameters and jumper settings:
[deleted]
% While the drive DID show up as SCSI 0 with E2-4 OUT, it was VERY
% flakey. It would only boot when it felt like it, and would go
% off-line at odd times for no apparent reason. Also, doing an
% ASSIGN command (NOT info command) showed DH2: thru DH8: as
% existing (with only 1 drive attached to the SCSI bus). Two drives
% on the cable would not work at all...either neither of them showed
% up...or both showed up as the same drive. Yes, they were jumpered
% for different ID numbers.
%
This sounds familiar, but I'm surprised that a mere jumper change fixed the
problem. I'd heard that when the controller on the Conner drive picked up
a query for any device other than its own number, it would park itself. I'd
also heard that the fix required replacing the conner scsi controller.

% Based on the message by Darrin (???) earlier...I reversed the sense
% of the above SELECT settings (that is...changed the "out" to "in"
% and vice versa) and put all jumpers IN. Drive again showed up as
% SCSI ID 0 and this time, ASSIGN only showed DH2: as existing. The
% flakieness was GONE...the drive works perfectly. Adding a 2nd drive
% works fine also.

Thanks for the info. These are really great articles, guys.
--
-- Howard Chu @ University of Michigan

1893. Re: Anyone know about MT C-shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 06:11:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11028@stag.math.lsa.umich.edu>
Source record: 243341

In article <20967@ditka.UUCP> rcb@ditka.UUCP (Roy Bixler) writes:
>So, I only know what the advertisement said about MT C-shell, which was
>that it is multi-user, multi-tasking, runs GEM programs and as an
>option, UUCP is available. Sounds good (maybe too good). Is it really
>multi-user, multi-tasking? I doubt this because someone told me that he
>didn't think the Motorola 68000 chip had memory protection mode and, in
>light of that, it would be impossible for a 68000 to run multi-user.
>Also, does the MT C-shell come with any Unix utilities and, if so, which
>ones? What do people think of it? Is it just as good to get a public
>domain, multi-tasking kernal such as MX2?

My big gripe with MX2, besides the fact that it stopped working when I got TOS 1.4 installed in my machine, was that it didn't propagate your environment to the spawned processes. (My next gripe was that it's written in Modula-2 and it's far from apparent how to modify it to this poor C programmer/Unix hacker... }-)

Hm. Granted, a 68000 running at 8MHz pushes as many MIPS as a Vax 750, do you *really* want to turn your machine into a multi-user host? (I've never understood the BBS oprerator mentality, sorry. Why the *hell* would I want to turn loose a bunch of unfamiliar hackers on the machine I've slaved over for so long? Why would I want to donate a phone line or two for other people to use, dedicate an expensive modem to their use, etc.? I shelled out a lot of hard-earned cash for a machine for *me* to use, let those hackers hack on their own machines...)

But, to try to answer the question, no, the 68000 doesn't support memory protection. It's not *impossible* to run multi-user, just unwise, unless you're very certain about the folks you allow to be users. And that just covers the "malicious intent" side of things, you still have to worry about runaway programs that accidentally romp thru memory and trash everything that everyone else was doing.

Rethink what you're trying to do. The ST is a *personal* computer. You don't want to have other people using it, you're supposed to have it all to yourself...
--
-- Howard Chu @ University of Michigan

1894. GCR, Uniterm questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 06:13:48 UTC
From: warningm@prism.cs.orst.edu
Message-ID: <15981@orstcs.CS.ORST.EDU>
Source record: 243331

Got a couple of questions that maybe somebody can help me with...

The first is on GCR. It won't let me do a reset. Is this normal? A couple of things is the manual implied that you should be able to do a reset, but it always gives me 2 bombs, and I have to power down to get back.

I just got Uniterm via ftp from someplace, and there's a couple of things I haven't been able to figure out. First, what is the name of the default setup file? It's annoying having to specifically load the setup file each time. How do you stop an autodail? Finally, when I try to do a view history buffer, it says that I don't have enough memory (I've got 2 megs...)

Thanks for any help...
Mike Warning
warningm@prism.cs.orst.edu

1895. Music Scanner (was Re: NOTATOR)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 06:18:33 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11029@stag.math.lsa.umich.edu>
Source record: 243330
Cross-posted to: comp.music,comp.sys.atari.st

Hey - does anyone know of any optical scanner package that includes
music recognition software? It seems like this would be a lot
easier to implement than a general purpose text recognizer, and there
are zillions of those out (for the Mac at least). I'd really like
a quick way to get printed music into electronic form. Any ideas?
--
-- Howard Chu @ University of Michigan

1896. Re: MINIX and NETWORK connections

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 06:25:19 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11030@stag.math.lsa.umich.edu>
Source record: 243342

In article <22274.25dc6917@kuhub.cc.ukans.edu> whitten@kuhub.cc.ukans.edu writes:
>After reading thru the MINIX newsgroup, my intrest about ST MINIX has
>really grown... I would love to hear from anyone out there that has
>purchased the package, as well as anyone else who has two cents to
>put in. Specifically, does it support multitasking, multiple users,
>that kind of thing? Can you still run TOS programs from inside it?
>Would you consider it useful to people who aren't real unix gurus?

I haven't seen it done, but someone posted here a while back about
getting TOS executable files to execute under Minix. It's probably
a doable thing, but not advertised as a standard feature of Minix.
Heck, you could kludge up a library that converted Beckemeyer's
RTX system calls to Minix calls, then you'd *really* have some fun.

Oh, other question - yeah, Minix is multi-user and multi-tasking.
Version 7 Unix.
>
>Also, along that same lines, what about Dave's Multitasking C-Shell?
>Can it do any of the aforementioned neato-keen stuff?
>
Dave's stuff can do multi-tasking for sure; I've played with Micro-RTX
a little bit now. I'm not really interested in trying to make my ST
into a multi-user box, and I don't have the MT C-Shell, so can't
answer whether it's multi-user or not. Don't see why not, tho.
--
-- Howard Chu @ University of Michigan

1897. Re: GCR, Uniterm questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 06:38:48 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11031@stag.math.lsa.umich.edu>
Source record: 243343

In article <15981@orstcs.CS.ORST.EDU> warningm@prism.CS.ORST.EDU (MICHAEL WARNING) writes:
>I just got Uniterm via ftp from someplace, and there's a couple of things I
>haven't been able to figure out. First, what is the name of the default
>setup file? It's annoying having to specifically load the setup file each
>time. How do you stop an autodail? Finally, when I try to do a view history
>buffer, it says that I don't have enough memory (I've got 2 megs...)

The default setup file is called uniterm.set. You can usually use Ctrl-C
to stop an auto-dial. We have version 2.0e002 on terminator, I'd heard that
2.0e011 was available but no one has mentioned where to get it. Anything
prior to edit 005 has a bug in the redial code such that setting the retry
attempts to 0 really means 255. If you set it to 1, no problem.

You need to select the Buffer option in the help menu, and set the System
memory to at least (5? 10? I forgot) Kbytes before you're allowed to use
the history buffer.
--
-- Howard Chu @ University of Michigan

1898. ibmpc-->st?

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 07:49:40 UTC
From: cline@silver.ucs.indiana.edu
Message-ID: <36263@iuvax.cs.indiana.edu>
Source record: 243346

This is probably a novice question, but... Could anyone tell me how I can transfer files from a PC to an ST? Are the disk formats compatable? Is there a program for either that will allow it to read the other's disks? Thanks,

Nick Cline
cline@silver.ucs.indiana.edu

1899. Uniterm metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 08:08:11 UTC
From: WACKER@CERNVM.BITNET
Message-ID: <9002190807.AA24496@ucbvax.Berkeley.EDU>
Source record: 243347

A while ago I posted several questions about the metafiles (or, more general, output to VDI device) Uniterm produces when hitting Alt-F3. One of my problems was that I couldn't get direct output to the printer, it would always tell me 'unable to open VDI device'. Several people suggested that lack of system space might the problem. I never believed them, after all, I already had 600 kbytes system space. After I started thinking, however, I realized that the stupid Atari laser printer might need much more than that. Anyway, after increasing the system space to 1500 kbytes, I finally succedded to get direct output on the laser printer.

Actually, it works only most of the time, sometimes I get a page of blank paper or nothing at all. I haven't figured that one out yet.

It may be possible to decrease the 1500 kbytes a little bit. 1300 I know won't work, but I don't have it narrowed down more than that. Since Uniterm needs some 500 kbytes plus maybe a couple hundred kbytes buffer space plus you need GDOS and Diab630 plus maybe other AUTO programs and accessories you think you cannot do without, this whole thing won't work on anything less than a Mega ST4.

Now if the GEM file conversion programs some people told me about could be posted at panarthea (the only server I know how to access) or sent directly to me, I might be completely happy.

Cheers, Klaus.
Acknowledge-To: <WACKER@CERNVM>

1900. Reading from a data stream

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 08:08:12 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9002190807.AA24495@ucbvax.Berkeley.EDU>
Source record: 243333

In INFO-ATARI16 Digest V90 #211, Ron DiNapoli wrote :

>I am interested in reading a serial stream going at 230K bits/sec into
>my ST. I've been thinking of using the drive port (documentation says
>it moves at 250K bits/sec) but I am not sure it will work. I'd like to
>avoid using the internal expansion bus... any ideas?

Why wouldn't we use the RS-232 port for such speeds ? I know that this port is usually used at baud rates <= 19200, but if you read the specs of the 68901, you
see that it can be much faster : there's only a bit to change in a register, and
things go 16 times faster. The trouble is that the documentation states that such speeds should only be used for synchronous communications, and i don't think it is available on the ST. There seems to be no way of adressing the RS-232 port with the DMA (!).
Of course i did a few tests, and it seems to work allright. Maybe it caused some
damage to my hardware (i didn't notice anything yet !), but 57600 bit/s works fine. I did the test between my ST and a PC (incidentally, RS 232 ports on PCs can work at 115200 bit/s - there's a file exchange program using this speed). You can set up this speed with Rsconf, and even use bios buffers ! The maximum speed is 614400 bit/s : not so bad, isn't it ?

1901. PC BOARD DESIGNING.

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 08:32:03 UTC
From: d88pt@venus-6.efd.lth.se
Message-ID: <1990Feb19.083203.5734@lth.se>
Source record: 243349

Hi,

I'm looking for a good pc board designing software. It should include:

- Auto routing.
- Gerber output.
- Library.

Any suggestions?

Email to:

----------d88pt@efd.lth.se----------

1902. Re: Shareware Policy.

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 08:57:58 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2008@laura.UUCP>
Source record: 243320

In article <1990Feb16.161133.16110@cs.dal.ca> bill@biomel.UUCP writes:
>I run into this problem frequently, since I go to a lot of foreign conferences
>and they often specify that the registration fees are to be transferred to a
>Postgiro account. If you are transferring several thousand dollars this is
>great, but it is not the way N. Americans transfer funds, so if you go to any
>bank I have tried you will find that the handling fee is much larger than the
>usual shareware payment.
>
>Basically we use cheques and money orders, sent by mail. This seems to be the
>cheapest method by far. If anyone else has info on sending money to foreign
>countries (outside Canada and the US that is), please post it.

This raises the question how much fee I had to pay if I would
receive a cheque or money order from a foreign country (here:
anything outside Germany). Recently I got an Euro-Cheque from
Austria made out in DM (Deutsche Mark) and I had no additional
costs with it. Probably it is different with cheques from, say,
Canada or the United States. I shall try to find out and post
the results here.

Oh, and there is still the very cheap possibility to put some
banknotes into an envelope and hand it over to the snail mail
for delivery. Obviously this is not the most secure procedure
but for $15 (the Arcgsh Shareware fee I ask for) the risk may
be bearable.

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1903. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 09:05:58 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2585@sactoh0.UUCP>
Source record: 243252

In article <361@VAX1.CC.UAKRON.EDU>, weaver@VAX1.CC.UAKRON.EDU (weaver) writes:
> In article <2554@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
> >
> >Heck, if you really want to make a difference, don't just write a
> >letter,or make an announcement saying you're clean, the pirate
> >boards just laugh in your face anyway, what do they care?
> >
> >Heck, just infiltrate the bloody organization, and format their
> >hard disk, or palm an indistrial magnet, and run them over the
> >disks... Plant worms, viruses, program new viruses to screw up their
> >systems. Do something, rather than point and hope someone does
> >something.
>
> This is a good way to get yourself prosecuted. A better way would be to get
> the names of the people doing the pirating, the software packages

I very much *doubt* that. And by whom? "Oh Mr. DA, I run a BBS full
of illegally copied software, and this guy planted a worm and
formatted my drive..."

Yeah, right. Actually, I would rather get some friends of mine, the
torpedo twins, Guido and Tony, to format their system.

That would probably be more effective, as pirates have backups of
software, but not many pirates have backups of their faces...

Yeah, I'd like to see some dweeb bithead who doesn't have a life
file a complaint against someone who "persuades" them not to post
copyright software.

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

1904. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 09:21:39 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Feb19.092139.3131@pcsbst.pcs.com>
Source record: 243319

hcj@lzsc.ATT.COM (HC Johnson) writes:

```
->> >Look at this C-code:
->> > #define MAX -32768
->> > main()
->> > {
->> > printf("1: %d\n", MAX);
->> > printf("2: %d\n", (int)MAX);
->> > }
->>
->> This is not a bug, its a feature. MAX is not a number, its an expression.
->> Thus, the evaluation of MAX is a long int. The first printf only prints

->K&R specify that constants are int's. Not a long int.

If I remember well, TC will give you a WARNING when it finds a constant
which is too long to fit in an int and therefor will be interpreted as long.

Corollary: Do not turn off any warning.

--
I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet
--

I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.
```

1905. Re: Looking for Assembler

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 09:27:15 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1274@nixpbe.UUCP>
Source record: 243274

There's also a thing called Turbo Ass 1.1 I haven't got it yet but it's
in the Public Domain (for instance on a 'Jedes Bit zaehlt' Diskette).

Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1906. Re: MINIX and NETWORK connections

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 09:43:20 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1275@nixpbe.UUCP>
Source record: 243275

whitten@kuhub.cc.ukans.edu writes:

>After reading thru the MINIX newsgroup, my intrest about ST MINIX has
>really grown... I would love to hear from anyone out there that has
>purchased the package, as well as anyone else who has two cents to
>put in. Specifically, does it support multitasking, multiple users,
>that kind of thing? Can you still run TOS programs from inside it?
>Would you consider it useful to people who aren't real unix gurus?
>

MINIX is a 'clone' of UNIX (TM), V7. It can certainly do multitasking. On PC engines it also does multiuser processing. The ability is also there in MINIX ST but there may be a problem regarding the tty ports (i.e. serial ports). I haven't tried it yet, though. The newest version, namely 1.5.0, contains rs232 support and should therefore support multi users (2). This cannot be bought it must be built from the Version 1.1 sold by PH using the patches for PC and ST that were posted to the net.

You CANNOT run TOS programs. You can try to add such a feature analogous to the ability of running DOS programs in SCO Unix but it would be quite a project.

You should have UNIX knowledge. If you intend to do upgrading you should even be competent in UNIX and system programming. If you intend to do program development...

I would NOT consider it useful as a USERS OS. It's more a thing for people who want to know their way around in operating systems and like to have one os they can hack themselves (I haven't seen a spreadsheet for MINIX, for instance).

Hope this helps you.
Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

1907. Re: Need answers for question

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 11:14:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90021910143087@masnet.uucp>
Source record: 243259

I've been looking for ST Informer, which I've heard is an excellent,
newspaper-format ST journal. Is subscription the only way to get it?
---
* Via ProDoor 3.2aR

1908. Re: Need answers for question

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 11:14:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820215883@masnet.uucp>
Source record: 243321

I've been looking for ST Informer, which I've heard is an excellent,
newspaper-format ST journal. Is subscription the only way to get it?
---
* Via ProDoor 3.2aR

1909. Re: Problems with HP and other MS-DOS formatted disks.

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 12:56:40 UTC
From: dave@dms3b1.UUCP
Message-ID: <218@dms3b1.UUCP>
Source record: 243322

In article <16035@well.sf.ca.us> dsmall@well.UUCP (David Small) writes:

<[The basenote discusses using ST disks in MSDOS machines, and the troubles
<thereof].
<
< I've had trouble under TOS 1.4 with Toshiba disks as well -- double
<sided, MS-DOS, DOS 3.3, off a Toshiba 1200HB. One time I read a file into
<the ST, and got the 1st sector repeated for the length of the file. Many
<times directory changes (cd) fail or act weirdly. ...

< I've been told that Toshibas do something especially strange that
<makes things worse, but do not recall the details.

I've encountered similar problems with disks written in (supposedly)
IBM compatible format with Mtools on a UNIX-PC. One problem that I
have determined with Mtools is that it only writes the first copy of
the FAT. I've got plans to correct that short-coming and see if it
fixes the problem.
At any rate, could that be the problem with the Toshipa?
> -- thanks, Dave / Gadgets

Dave Hanna

--
Dave Hanna, Infotouch Systems, Inc. | "Do or do not -- There is no try"
P.O. Box 584, Bedford, TX 76095 | - Yoda
(214) 358-4534 (817) 540-1524 |
UUCP: ...!texbell!letni!dms3b1!dave |

1910. Autostart for TOS1. and hard disk info required

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 15:27:04 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <19.Feb.90.15
Source record: 243284

Thanks to all who pointed out that TOS1.6 will Autoboot programs from the INSTALL APPLICATION menu. I got a little side-tracked trying to get some disks built on an old STFM to work on my STE. They used Medium Res. and had an autostart program. By the time I had sorted out the Medium Res. problem my brain was a bit fuzzed. By the way for anyone with an STE there is a program on UK.AC.PDSOFT (PDSOFT.AC.UK for those outside the UK) which does a much neater job of fixing up the DESKTOP.INF files that the official ATARI fix To access via MAIL mail HELP to archive-server@PDSOFT.AC.UK. I can't try this from outside the UK but I think it should work.

Whilst I am on does any one know of a reasonable priced UK source of ASCI=>SSCI adaptor cards. The only one I have seen advertised was 100 Pounds Sterling which seems rather pricey when compared with some of the US prices quoted for example for the ICD adaptor.
(Or how hard is it to make your own ??).

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

1911. Re: FORMDIAL.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 15:27:40 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Feb19.152740.25487@gpu.utcs.utoronto.ca>
Source record: 243350

[remarks about my remarks about forms handling ...]

You are right; I meant form_dial(). The application will not receive a WM_REDRAW message for handle 0 (desktop). For this reason I usually open a window which covers the entire desktop work area when I am "drawing directly on the desktop". Since there is only one window, and it doesn't have any sliders, movers, or other such nasty stuff, it isn't very difficult to deal with. The only way I can think of to intercept the desktop redraw is to create your own desktop object and declare it via wind_set(WF_NEWTOP, ...). I can't say that I have ever tried this, but I suspect that it would be more difficult than opening a big window.

Barry

1912. GDOS Fonts, printing a sample page

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:06:35 UTC
From: covertr@force.UUCP
Message-ID: <48bd414d.14a1f@force.UUCP>
Source record: 243270

Roman@Tellabs discussed the issue of loading and printing GDOS fonts in a previous message. I would like to write a small GEM based program to print out a sample of each GDOS font loaded in memory. I want to print as many samples as can fit on a printed page, with the complete ASCII character set in each of the GDOS font sizes.

Does anyonealready have aprogram that does this?? I don't want to reinvent the wheel. If so please post here. Otherwise, I will post whatever code I develope myself. I am open to suggestions from any interested programmer.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

1913. Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:12:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1368069203@thelake.mn.org>
Source record: 243266

[In article <2008@laura.UUCP>,
klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes ...]

> This raises the question how much fee I had to pay if I would
> receive a cheque or money order from a foreign country (here:
> anything outside Germany). Recently I got an Euro-Cheque from
> Austria made out in DM (Deutsche Mark) and I had no additional
> costs with it. Probably it is different with cheques from, say,
> Canada or the United States. I shall try to find out and post
> the results here.

The expense comes on the sender's end.

A couple of years ago, on Rainer's recommendation, I bought the DRI Resource Editor from Merlin Computer GMBH, Eschborn, FRG. The price was 22.50 DM, which converted to about a third of the U.S. retail price of the Kuma resource editor, the only one available here at the time.

Merlin asked for a Eurocheque in Deutsche Marks. It cost me 12 dollars or so in service charges just to get a bank here to issue the check! And I had to wait almost an hour for this "service."

Since then I've found that you can buy International Reply Coupons, which can be converted into local stamps, at any post office. They're the optimum solution for most small exchanges.

(Actually, my wife and her mother routinely buy perfumes, tulip bulbs, etc., from companies in France and Holland that accept personal checks made out in U.S. currency. Those firms apparently have no trouble cashing the U.S. checks.)

> Oh, and there is still the very cheap possibility to put some
> banknotes into an envelope and hand it over to the snail mail
> for delivery. Obviously this is not the most secure procedure
> but for $15 (the Arcgsh Shareware fee I ask for) the risk may
> be bearable.

Absolutely right -- although I think $15 is a rather steep tax on being too lazy to type the commands to ARC. :-)

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can have that sinking feeling....

1914. Phasar vs Quicken (on DOS)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:30:38 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Feb19.163038.27471@gpu.utcs.utoronto.ca>
Source record: 243253

Does anyone have any comparisons on small personal finance programs?
I would like to go for Phasar for the ST, but Quicken has received rave
reviews, and more importantly is half the price of Phasar. If I get
Quicken I would run it under PC-DITTO. (Interface isn't too bad
either. I think they are using the C-Worthy library).

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

1915. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:44:04 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1396@uvm-gen.UUCP>
Source record: 243323

> I have seen the Phantom strike in both Word Writer and 1st Word Plus. In
> both cases, his appearance always immediately followed some keyboard
> confusion on my part. In particular, I would type too fast and botch it
> up, try to backspace quickly, botch that up, try to type the correction,
> generally just hitting an awful lot of keys in quick succession. It's
> kind of spooky the way the Phantom seems to get fed up with my
> incompetence and begins to do the typing himself. Unfortunately, he is
> a much slower typist than me.
>
> Has anybody else noticed any correlation between rapid sequences of
> keystrokes (involving multiple backspaces) and the appearance of the Phantom?
>
> --
> Me: Scott Flinn / "If it doesn't fit, force it.
> Domain: wsflinn@watcgl.waterloo.edu / If it breaks, then it didn't
> UUCP: watmath!watcgl!wsflinn / fit anyway."

Ok, time to add my 2 cents. I have never seen the Phantom typist as described on the net recently, but I *do* have problems when I have been using the mouse extensively (lots of movement for 2+ hours) in some programs - Michtron's Cards comes to mind first, but I can also lose it when reorganizing files. What happens is that the mouse and keyboard stop responding, the mouse pointer stops in mid move, then no mouse clicks or moves work and keys do not sound or show up on the screen (perhaps I don't wait long enough). A warm reboot cures the problem for a minute or so, then it shows up again. The real work around is to turn off my 1985 vintage 520 for a minute or two and then turn it on again.

It looks like a hardware problem - lost communication between IKBD and motherboard. Either the IKBD is a little sick, or the reciever uart is flakey (If I knew which was at fault, I'd fix it, unless it's a firmware problem). Is this related to the Phantom typist? If not, what is the fix if known?

Bob Pegram (Internet: pegram@griffin.uvm.edu)

P.S. I have Word Writer version 1, if the typist affects it, I will be looking for it. Does anyone know if the bug is version dependent in the programs it affects? If so, which versions? RBPIII

1916. 9600 baud modems

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:56:55 UTC
From: var@impch.imp.com
Message-ID: <1908@impch.imp.com>
Source record: 243258

Hi netters,

I would like to have the folowing information from those
of you who are using a 9600 baud MNP5 modem with their Atari ST:

1. brand, model number and cost of your modem
2. problems encountered , if any
3. terminal emulation/ data transfer software which you use
and/or recommend
4. effective data rate achieved with
a) ascii files
b) binary files
c) compacted (arc'd or zoo'd) files
5. any other pertinent information.

If there is sufficient interest, I'l summarize and post it
on the net.

Thanks in advance.

Raju Varghese var@impch.imp.com
Switzerland. ..!mcvax!cernvax!chx400!impch!var

1917. Wanted: 520st.. please send me mail...

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 16:59:02 UTC
From: rob@image.soe.clarkson.edu
Message-ID: <1990Feb19.165902.2434@sun.soe.clarkson.edu>
Source record: 243256

I need a st anything to run a RC flight sym... sooner the better.

Rob

1918. Re: ST sales #s was

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 17:10:46 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Feb19.171046.17129@newcastle.ac.uk>
Source record: 243268

In a Mag last year ST user (I think) They said the following had been sold:

About 300,000 In the UK (Mix of machines 520's being common)
About 300,000 In France (As the UK. for types sold)
And 500,000+ In Germany (Most at least 1040 lots of megas sold)

Over a million in 3 countries is not bad if the above are corect and
this was at least 5 months ago.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

1919. Re: PCDITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 17:11:18 UTC
From: whoffman@jato.Jpl.Nasa.Gov
Message-ID: <2869@jato.Jpl.Nasa.Gov>
Source record: 243255

In article <2749@isc-br.ISC-BR.COM> lawrence@isc-br.ISC-BR.COM (Lawrence Kelly) writes:
>In article <2848@jato.Jpl.Nasa.Gov> whoffman@jato.Jpl.Nasa.Gov (Walt Hoffman) writes:
>>I received my PCDitto II about 2 weeks ago. I installed it into my 1meg 520ST
>>and it didn't work.
>
>Can you tell me when you sent in your card so I can estimate when I might get
>mine? I waited until 10-15-89 to send mine in. AG is sending the PCD II out
>in the same order the cards were received.
>
>Thanks, lawrence

I sent my order in around September 2. A copy of my order form was packed with
my board and had a number 643 written on it. That probably was my number in
the queue for my order. (I don't remember the exact number but it was in the
mid-600's.) AG encountered problems of their boards not working on all STs
due to differences in timing between machines. They have a 2-chip fix for it,
and maybe they will install it on yours before they ship it. That could save
you some time.

I have a 520ST
with 1 meg and it was quite a job getting it to fit. I had to cut the center
post off the ST case so I could install it without interfering with the
keyboard electronics. It does fix but takes some creativity and determination
to find the right spot. If it works as well as PCditto I only faster, I will
be extremely happy.

--
Were these parsnips CORRECTLY MARINATED in TACO SAUCE?

1920. Re: Screen Blanker in the style of 'Stars'

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 18:00:59 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002191801.AA09666@fsucs.cs.fsu.edu>
Source record: 243260

In article <9002170705.AA25353@ucbvax.Berkeley.EDU>, SOCS18@vaxb.york.ac.UK (Vision Newspapers) writes:

>.....stuff deleted about a neat screen saver he wrote
>
>It's an accessory written in assembler, but I could attempt to post a uuencoded
>version of the ARChive, if anybody is interested. (I can't access the .binaries
>group...)
>
>Mat
>***
>* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
>* University of York * big_, you'd have thought its mother *
>* Heslington * had been rodgered by an Omnibus" *
>* York * *
>* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
>***

I am very interested. Please send me a copy, I can attempt to post it to
the binaries group for you (if I can?!?).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1921. Re: Need a Math Program

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 18:12:15 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002191812.AA09903@fsucs.cs.fsu.edu>
Source record: 243261

In article <9002170803.AA28633@ucbvax.Berkeley.EDU>, JOHNMAR@IITVAX.BITNET writes:
>I am looking for a math program such as 'tk solver' or 'mathcad' for the
>ST. I haven't had any luck at my local dealer and have heard of no such
>program written for the ST. If there is such a program for the ST please
>tell me where i may get it. I would like it to solve systems of complex
>equations.
>
>thanx
>
>Mark Johnson
>johnmar@iitvax

I have a small collection of math programs for the ST that I have used
extensively.

Ultragraph: from ST-Log, november something I think. Can plot/graph
algebra/trig functions in a bunch of different ways, in
two and three dimentions. Very nice graphics, not much
use in calculations, but very good for visuallizing stuff.

Matricks: Available from terminator, really comprehensive matric algebra
package.

Sub_Cal: PD form of El_Cal, written by J.A. Wrotniak (sp?), who writes
for Current Notes. Really nice program, I think it has the
capability you are looking for, and it only costs $4 from
the CN PD library.

All of these are some form of free, I encourage you to get them all. I could
probably come up with the exact issue of ST-Log for Ultragraph, if you like.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

1922. Re: ibmpc-->st?

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 18:37:18 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <36328@iuvax.cs.indiana.edu>
Source record: 243263

In article <36263@iuvax.cs.indiana.edu> cline@silver.ucs.indiana.edu (Nicholas Cline) writes:
>This is probably a novice question, but... Could anyone tell me how
>I can transfer files from a PC to an ST? Are the disk formats
>compatable? Is there a program for either that will allow it to
>read the other's disks? Thanks,
>
>Nick Cline
>cline@silver.ucs.indiana.edu
>

Nick,

The PC and the ST use the same basic file structure. You can take a 3.5" disk that was formatted and written on a PC and read it and write to it on an ST. The exception to the rule is, obviously, disks that have been formatted on a high density (1.44Meg) drive on the PC. The ST has 720K drives currently. Secondly, if you format a disk on the ST with a TOS earlier than 1.4, you will need to use a different format program other than the one that comes with the ST. The IBM looks for a particular boot block that, until TOS 1.4, the ST didn't write onto the disk. There are several ST programs that will format the disk with the IBM boot blocks in place, however, not the least of which is NeoDesk.

Hope that helps.

Holly

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu You're not strange. I am.
-=-=- -=-=- -=-=-

1923. Re: "ATARI ELITE..."-- * PLEASE CHANGE SUBJECT!!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 18:53:56 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <36333@iuvax.cs.indiana.edu>
Source record: 243262

[Dan and a lot of other people talk about Piracy/Software Thieves and
User Groups. Dan complains about their user group being defamed because
it has the word Elite in the name.]

Dan,

Although I can sympathize with the "innocent until proven guilty" concept,
it's also a very difficult (read: impossible) task to redefine a term that
has been so closely associated with software theft for probably 10 years now.
There are many terms that people use as a cloak to cover up their real
meaning. The word "elite" is one that software thieves use. Unfortunately
for your user group, having that word in the name will probably forever
associate your group with software theft in the minds of people. I don't
know when or how your group was named, but it was not the best choice for
that reason alone. Perhaps the group once began as a theft group and has
since changed its ways, I don't know, but it's unlikely that as long as
it retains "Elite" in the name that people will not think of software theft.
Perhaps (and sadly) your group should consider a name change.

It's sad how often perfectly good words have been redefined into something
totally unrelated and often with negative connotations.

Holly

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu You're not strange. I am.
-=-=- -=-=- -=-=-

1924. Re: Need answers for question

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 19:04:32 UTC
From: stowe@silver.ucs.indiana.edu
Message-ID: <36334@iuvax.cs.indiana.edu>
Source record: 243264

In article <90021910143087@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>
> I've been looking for ST Informer, which I've heard is an excellent,
>newspaper-format ST journal. Is subscription the only way to get it?

No. If you have a local Atari dealer or good bookstore, try them. We carry it in our store.

If you don't have a dealer, see if you can find a bookstore owned by real people and ask them to carry it. (This may not work if you're the only ST owner in a 100 mile radius, however. But, the good news is that you may find other ST owners who didn't know you were there...)

Holly

-=-=- -=-=- -=-=-
stowe@silver.ucs.indiana.edu You're not strange. I am.
-=-=- -=-=- -=-=-

1925. ST World

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 19:20:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002200804.AA14509@ucbvax.Berkeley.EDU>
Source record: 243286

Keywords : ST World, "Stars" accessory, STE

Today I spoke (at last!) to Dave Stewart, editor of ST World, who told me that

"There are no plans to shut down ST World."

It seems that I was a little pessimistic, and I apologise if I got anyone worried. I didn't actually say that ST World was going to disappear, just that it looked as if it would. However, it appears that ST World will continue to be published and there will be a small item in the next issue explaining what the current ownership situation is.

Next month's issue (March) _should_ also see the start of a series on programming the STE (but don't hold your breath...)

To all those who have mailed me asking for a copy of my 'Stars' screen blanker, I've had a technical hitch with the ST to VAX link, and am now in the process of getting a copy of uuencode for the ST (Thankyou Pete Fenlon). I should be able to mail you all the uuencoded archive later this week.

Similarly with STE documentation - I'll post it when I've managed to type it all in and got it across to this VAX.

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

1926. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 19:48:38 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9002200804.AA14528@ucbvax.Berkeley.EDU>
Source record: 243287

Dear all,

Two queries regarding Tex/Latex:

1) Is there a version of Slitex for the ST, if so can someone point me to one or send me one (I can only access panarthea).

2) Is there another viewer other than DVIST, one which will allow horizontal scrolling when viewing at higher mags (or can DVIST do this).

Yours in anticipation

Phil Woodall

Woodallp@UK.AC.BHAM

P.S. Thanks to all for putting Tex/Latex on the ST/Deskjet

1927. Switcher-type program....

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 19:55:01 UTC
From: kurt@oxy.edu
Message-ID: <77619@tiger.oxy.edu>
Source record: 243254

Hi Everyone,

Has anyone "out-there" seen a public domain (or shareware) program
that does a memory switch like Revolver, Juggler, or Multi-Finder for the
Mac?
I used to have one (many years ago) called K-Switch that went under the
guise of a desk accessory.

If anyone knows anything about this, could you please e-mail
your knowledge to me? (I don't get on comp.sys.atari.st much)

Thanks in advance,
Tod

Tod E. Kurt | kurt@oxy.edu |
Occidental College | oxy!kurt@csvax.caltech.edu | Ka--Pwing!
Los Angeles, CA 90041 | | (ha! missed me!)

1928. GEM

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 20:08:14 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <5838@blake.acs.washington.edu>
Source record: 243265

What is the status of GEM?

It would be nice if we had a clipboard a la mac and
some standards in data format that would facilitate
easy importing and exporting of data between programs.
I think this is one of the virtues of the mac OS/Finder.
THe above allows for a much more integrated environment
that tends to foster greater productivity.

Another very nice data structure a la mac is the
data fork/creator fork concept. The GEM "install application"
is gross in comparison. For those who don't know
what i am talking about: when an application produces
a document under the mac os, that document has a
"creator" attached to it. Now, whenever you click
on that document no matter where it is in any folder
or in any partition, the application loads and
loads the document with it. System 7 purportedly
takes this further. Let's say you cut a part of
your Excel spreadsheet and paste it into your word
processor document. At some date later, you go back
into Excel and update your data. The pasted part that
has been sitting in your word processor document gets
updated automatically.

Also.. most mac programs will load foreign documents.
Translate them into their own format etc...

I much prefer the ST hardware over the mac's with the same processor.
The ST with TurboST and NeoDesk has a much faster redraw...
also... the ST's I/O speed is considerably noticeable.
I even prefer most of the ST programs over their comparable mac
applications. But the general environment of the ST is
clunky. How difficult would it be to change TOS/GEM to
provide us with some of the features listed above?

Since i don't log onto Genie, i don't know if these issues
are being discussed at the Roundtables. If so, anybody
care to elaborate HERE?

Considering the TT (the what?) is based on a much more
powerful processor, will GEM be rewritten to take advantage
of it? I don't want just a "faster" ST...

-kevin
ramsiri@blake.acs.washington.edu

BTW: I hope people don't take this as a flame... or say
"go buy a mac ", for one: these are suggestions
(that i am sure are not novel), and two: i use
GCR, so i get a feel for the differences between
the environments rather immediately.

1929. Matthew Lodge's message (ST World)

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 21:33:24 UTC
From: D.Tilley@MVS.ULCC.AC.UK
Message-ID: <A1B03972B1614A00@UK.AC.ULCC.MVS>
Source record: 243290

M.Davidson deplores the possible demise of 'ST World'. I agree. 'ST World' is the best microcomputer magazine - for whatever machine. Its demise would be a disaster.

Long live 'ST World'!

1930. Re: OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 22:34:53 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2369@castle.ed.ac.uk>
Source record: 243269

In article <900218.00165749.037772@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>1. The Mega2 ST. I bought it because I was *assured* by the man
> himself during a convention that it would be the front-end for
> the ATW. That idea was abandoned.

Oh dear - here at Edinburgh Uni we have an ATW with a Mega 2 front-end!
Does that mean we're out of date?

>3. Documentation. As a user, I cannot find 'official' Atari documentation
> designed for users that is of technical nature. Docs that come to
> mind is that similar to the technical manuals SUPPLIED with the
> Amiga 500 and optional manuals similar to the Commodore 64 or 128
> Reference manual. Are we Atari STers rated any less? No, but as
> far as docs are concerned, the ST seems to be built for developers, not
> for users.

Yeah, docs are a bit of a bummer but if you buy a decent C compiler they
usually come with ST documentation. Prospero C has over 1000 pages,
split into 4 books, one on ANSI C libraries, one on the language and the
other two cover the AES and VDI in detail (however, they seem to have
been nicked from the IBM GEM documentation). The Concise Atari ST
Programmer's Reference by Katherine Peel is a good reference on all
aspects of the ST. There are NO technical manuals supplied with UK Amy
500's the docs cost about 30 quid a book and there's about 4 books. At
least they're available though.

>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Mark Davidson.

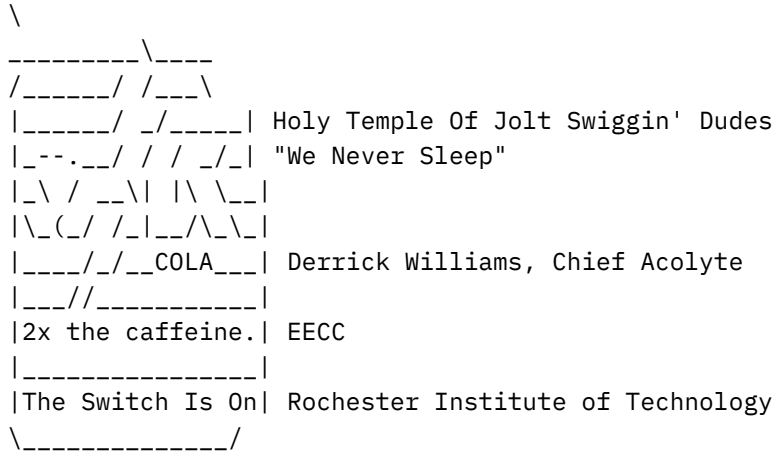
1931. Re: Need answers for questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 22:56:29 UTC
From: derrick@ritcsh.cs.rit.edu
Message-ID: <2335@ritcsh.cs.rit.edu>
Source record: 243298

In article <9002170530.AA19950@ucbvax.Berkeley.EDU> S54394GR@ETSUACAD.BITNET (Robert Gambs) writes:
>
>Finally, is there a PD program which lets you display a color (PI2?) picture as
> the background of your desktop instead of Atari Green? I know one exists for
>monochrome, but I need color.
>
> Robert Gambs (S54394GR@ETSUACAD.BITNET)

One I know that puts a picture in the background in all three resolutions
is Video Easel. I have had the demo version for about a year. I thought it
was neat, so I went to look for the commercial version. However, my local
dealer stopped carrying it a long time ago, and software mail order places
don't seem to have it. But the pictures that came with the demo version
(you are stuck with the ones it comes with, but in the commercial version
you can choose your own) are ok. It cost $16, which made it sort of a frivolous
purchase, since that's all it did.
Anybody know what happened to this program? Is it pd or shareware now?
Anybody want to sell their copy?

Derrick



1932. Uniterm Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 23:16:31 UTC
From: dhe@uafhcx.uucp
Message-ID: <3732@uafhp.uark.edu>
Source record: 243273

Does anyone out there know the format of the 'uft' font files for Uniterm 2.0e? The readme file states that they are supposed to be just the data part of a GEM font file, and of course, I have no information on that either. I'd like to load a IBM font so that I can use Uniterm with our local IBM BBS's that use those extended characters. Thank you for anything anyone can send me.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1933. Portfolio info needed urgently

Newsgroup: comp.sys.atari.st
Date: 1990-02-19 23:55:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb19.185728est.58293@ugw.utcs.utoronto.ca>
Source record: 243289

A local entrepeneur is in the midst of preparing a commercial proposal and he is looking at the Portfolio (because of its size) as the smart controller for the system. The developer wants to do some bi-directional I/O and to display data graphically (line plots).

What he needs to know is:

1. Are any languages available for the Portfolio? Would some off-the-shelf PC BASIC work, for example.

2. Are the ROM routines documented anywhere (such as pixel on/off, line primitives, RS config, etc.)

If he can get a language that access ROM routines to do the I/O and graphics, he can use the Portfolio as a small instrument controller.

He has to prepare an interim proposal within the next few days. If anyone on the net has info, please E-mail to me and I will pass it along.

PS. what about alternatives to the Portfolio (remember, compactness is essential).

1934. Re: What's a filename.Z archive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 00:19:13 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440105@hplsla.HP.COM>
Source record: 243257

```
| ...I was going to ftp
| some stuff from wuarchive.wustl.edu and I noticed that all the archives
| ended with a .Z extender. What do I need to unarc these type files? (I've
| got ARC and ZOO). Any help would be greatly appreciated.
| Todd Miller - millert@tramp.Colorado.EDU |

Those *.Z files have been compressed with the UNIX "compress" utility.
You need the "uncompress" utility to decode them. As far as I know, neither
compress nor uncompress has been ported to the ST, you'll have to do this on
a UNIX machine.

%%%
```

1935. Re: GNU C, ST cross compiler

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 00:24:55 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11047@stag.math.lsa.umich.edu>
Source record: 243271

In article <90049.103934MCCABE@MTUS5.BITNET> you write:
>I have recently reviewed some of the information about the ST port of
>GNU C and am *extremely* impressed! I'd like to use the package soon,
>but I would prefer to write and compile my code on a Sun, then transfer
>the binaries over to my ST later.
>
>How difficult would this be? Will the package compile normally on the
>standard Sun C compiler? Any help would be appreciated.

This is easy to do, trivial in fact. But, you better have a lot of
disk space. The first step is to build the standard Sun version of
gcc, then use that to build the cross-compiler version. (Just takes
editing a few config files to select which version to build.) Once
you have the cross-compile built, you can compile the TOS C library
on the Sun as well, tho you don't need to (the binary is usually
already included). Then, just compile and link - you get TOS executables
with no sweat at all. Transfer to ST and run.

Hey - y'know, there's a Unix program distributed with Minix that
simulates a PC. How hard could it be to put together a TOS simulator
to run on, say, a Sun or NeXT box...(or Atari TT, for that matter!)??
--
-- Howard Chu @ University of Michigan

1936. Re: Music Scanner (was Re: NOTATOR)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 00:33:02 UTC
From: abrams@cs.columbia.edu
Message-ID: <abrams.90Feb19193302@cs.columbia.edu>
Source record: 243272
Cross-posted to: comp.music,comp.sys.atari.st

hyc@math.lsa.umich.edu (Howard Chu) writes:
Hey - does anyone know of any optical scanner package that includes
music recognition software? It seems like this would be a lot
easier to implement than a general purpose text recognizer, and there
are zillions of those out (for the Mac at least). I'd really like
a quick way to get printed music into electronic form. Any ideas?
--
-- Howard Chu @ University of Michigan

I was at an Amiga conference last year, and remember talking to a
scanner company about exactly that. They asked me if I thought it
was a good idea, because one of their developers had thought of it. I
thought, gee, that would be nifty. Then, I thought...

Well, this would really come in handy for loading preprinted scores
into MIDI files for editing. However -- how many of those do I have?
Answer: not many. I've got lots of fake-book type lead sheets, and
lots of hand-written music, but not too much preprinted stuff. I
think that the software would *not* be able to do handwritten stuff,
because of the obvious problems. (OCR software can't handle
handwriting very well either.) Without that ability, it would be
nearly useless for me, and I thought for lots of others.

In short: I think that there is not such a package availble.

Sorry if I caused the early death of such a project ;-)

~~~Steve
--
/**********************************************
*
*Steven Abrams abrams@cs.columbia.edu
*
**********************************************/
#include <std/dumquote.h>
#include <std/disclaimer.h>
--
/**********************************************
*
*Steven Abrams abrams@cs.columbia.edu
*
~~~

1937. DLII, please

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 02:21:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3000@water.waterloo.edu>
Source record: 243277

In article <90021007304058@masnet.uucp> derek.linfield@canremote.uucp (DEREK LINFIELD) writes:
>There are many programs that do what you request. I use DLII which is PD
>and works fine for me.

Does someone have a copy of this, please?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1938. Color and Mono

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 02:44:06 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3001@water.waterloo.edu>
Source record: 243278

Is there a product that will allow a color monitor to be used (badly, perhaps) as a monochrome monitor?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1939. Re: Music Scanner (was Re: NOTATOR)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 03:09:27 UTC
From: eliot@phoenix.Princeton.EDU
Message-ID: <13994@phoenix.Princeton.EDU>
Source record: 243276
Cross-posted to: comp.music,comp.sys.atari.st

hyc@math.lsa.umich.edu (Howard Chu) writes:
;Hey - does anyone know of any optical scanner package that includes
;*music* recognition software? It seems like this would be a lot
;easier to implement than a general purpose text recognizer, and there
;are zillions of those out (for the Mac at least). I'd really like
;a quick way to get printed music into electronic form. Any ideas?

How are you going to transcribe the rhythm? Looks like a massive problem to
me.

1940. ST Informer (Was: Need answers for question)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 03:25:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3002@water.waterloo.edu>
Source record: 243279

In article <90021910143087@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>
> I've been looking for ST Informer, which I've heard is an excellent,
>newspaper-format ST journal. Is subscription the only way to get it?

I'd also like information about this.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1941. Re: XEP80's

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 03:32:59 UTC
From: Metalist@cup.portal.com
Message-ID: <27134@cup.portal.com>
Source record: 243267
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

Hello I would be interested in knowing at what price you would expect to get for an XEP80. I have been wondering about the usefulness of XEP80z.

metalist/Bryan Jones Woodworth

1942. SM124 mono monitor adjust query

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 04:34:47 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2137@rodan.acs.syr.edu>
Source record: 243280

My monochrome SM124 monitor has a problem where the right side of the screen is shorter than the left side, so the screen isn't a perfect rectangle. Has anyone else had this problem? Is it even fixable? There aren't any Atari Service Centers nearby (of course) and I don't really feel like forking over a flat rate service charge for something that (I hope) is a simple adjustment to make...

I'd appreciate any help w/this

---jb (jfbruno@rodan.acs.syr.edu)

1943. .snd files?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 04:51:29 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <7648@mentor.cc.purdue.edu>
Source record: 243281

Can anyone tell me where I can ftp some .snd files?

```
--
| | g4r | Why should I be tarred with |
| Purdue University |mentor.cc.purdue.edu | the epithet 'loony' merely |
| Computer Science Major| Drew Burnett | because I have a pet halibut ? |
-------------------------------------------------------------------------------+
```

1944. Re: Starstrk.acc

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 06:40:28 UTC
From: qralph@dna.lth.se
Message-ID: <1990Feb20.064028.16565@lth.se>
Source record: 243282

After complaining (loudly) about starstrk.acc and my dear TurboC I put
in PYRO instead, and have experienced no problems.
Can't wait to get TurboC 2.0 hopefully at CeBIT in Hannover end of March.
Hope all of us are going there - could have a party...

|--|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

1945. Floptical Drive Failure... Last update

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 07:55:45 UTC
From: unknown@ucscb.UCSC.EDU
Message-ID: <6790@ucdavis.ucdavis.edu>
Source record: 243285
Cross-posted to: comp.sys.apple,comp.sys.mac,comp.sys.ibm.pc,comp.sys.amiga,comp.sys.atari.st

Well, I told people that requested information from me regarding the Floptical (R) drive that it was not a done deal in getting them for group rates. In fact, I hopefully implied that it was probably more likely that they wouldn't let us do it.

Alas, today I got the letter from Insite saying that they wouldn't go along with the deal.

At least, in my opinion, they were nicer about it than Brier was. I will type in the letter at the end of this message in case anyone's interested in what they said.

I have actually heard more about the cartridge drives recently [based on Syquest drives], and I believe that they will work properly with the 'built in' SCSI drivers included with GS/OS (to the people on other newsgroups: that's the system software for the Apple IIGS).

I thank all of those who expressed interest in getting these drives at a 'group rate'.. Since I have no need for all of your names and mail addresses, I will delete them sometime soon when I get around to it.

__The text of the letter follows:__

I do not think it would be a good idea for Insite to sell to you and your 99 friends on a direct basis. The reason is that you have raised a number of questions (ie Power Supply issue) and assumptions (software drivers) that will present legitimate problems for your [sic -tuu] in the integration of our FLOPTICAL (R) drive into your computer. Because Insite does not specialize in dealing with these types of issues (specifically software drivers) it would be detrimental to both parties to try to establish a business relationship based on a foundation that we are not experienced in.

Insite appreciates your interest in our FLOPTICAL drives and we will fully understand if you elect to not wait for our distribution network to become established (December 1990) and purchase an alternate product. Best of luck.

__ end of letter__

Brier, the other company making a similar product, seemed to be much more rude in their letter. Not rude really, that's too strong.. Brier's letter just sort of hit me as "We already said we won't deal with the public, so just get off our back"..

hmm.. even though I -KNOW- I have software drivers that will work [or at the very least I know people who will MAKE them work] they still won't sell to us. And making/buying a power supply wouldn't be that difficult.

Once again, thanks for the interest, and I hope I didn't get too many people's hopes up falsely. Both companies say their products are either out (as far as my memory goes, Brier said Dec 1989) or will be out this year in the case of Insite... I think in the $800 range will be what the final product will cost, so I guess it's in the league of cargridge drives....
--
No floptical drives. Both companies said no. GET A CARTRIDGE drive instead to spite them.
unknown@ucscb.ucsc.edu APPLE II FOREVER APL24VR GS tips? Mail me.
unknown%darkside.com@ames.arpa Please use the former address for regular use.

1946. Discontinuation of Info-Atari16 digests

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 08:05:19 UTC
From: UNM409@DBNRHRZ1.BITNET
Message-ID: <9002200805.AA14582@ucbvax.Berkeley.EDU>
Source record: 243288

Hello all,

I can't believe that so far there has not been a single reply to the recent announcement that the Info-Atari16 digests will be discontinued.

This will mean that the BITNET/EARN Atari users will lose their link to the rest of the Atari world. (And you others will lose their participation in ST discussions).

But no, that blasted piracy discussion (runner-up is the Phantom typist one) happily continues, people are posting huge signatures with two-line messages, others post in triplicate, and the digests are discontinued due to TOO MUCH NET TRAFFIC!!!

Why is it that the real work is always left to a few people like Ravi et al? Yes, I'd volunteer, but I'm only on a BITNET end node, so I can't do anything.

Or am I missing something?? Flame away.

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

1947. Re: All Black Screen Savers

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 08:51:17 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Feb20.085117.15757@pcsbst.pcs.com>
Source record: 243217

bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes:

->Out of curiosity, wouldn't it be simpler just to set all the colors to zero?

This does not work in monochrome mode. You can't set both colors to black
- the systems probably recognizes only 1 bit of the color table (standard
vs. inverted).

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

1948. Re: ibmpc-->st?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 09:54:48 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Feb20.095448.2087@bath.ac.uk>
Source record: 243218

In article <36263@iuvax.cs.indiana.edu> cline@silver.ucs.indiana.edu (Nicholas Cline) writes:
>This is probably a novice question, but... Could anyone tell me how
>I can transfer files from a PC to an ST? Are the disk formats
>compatable? Is there a program for either that will allow it to
>read the other's disks? Thanks,

The disk formats are compatible-ish. You must, of course, have compatible physical media on both machines. Normally, this means that your ST must have a double-sided (3.5 inch) drive -- PC 3.5 inch drives are all double-sided.

For ANY version of TOS you can then transfer files by swapping disks between the two machines, if you follow two rules. First, the disk MUST be formatted on the IBM PC; ST's are happy with PC-formatted disks, but PC's don't like standard (desktop-formatted) ST disks. (If your PC has a Quad (or High) Density drive -- 1.4 Meg -- you must make sure you format in 'normal' density mode.) Second, you must not use subdirectories. Put all the files on the top level of the disk (the root), not in folders. (Folders sometimes work and sometimes not when interchanging. Best to avoid them.)

For some of the later versions of TOS these restrictions are not necessary and you can simply swap disks with no problem. Also, some public domain formatters on the ST will format a disk so that a PC will accept it. However, if you heed these restrictions, you don't have to worry about your TOS level, and you can do the swap using only standard parts.

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

1949. Re: GCR, Uniterm questions

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 10:01:32 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Feb20.100132.2611@bath.ac.uk>
Source record: 243219

In article <15981@orstcs.CS.ORST.EDU> warningm@prism.CS.ORST.EDU (MICHAEL WARNING) writes:
>I just got Uniterm via ftp from someplace, and there's a couple of things I
>haven't been able to figure out. First, what is the name of the default
>setup file? It's annoying having to specifically load the setup file each
>time. How do you stop an autodail? Finally, when I try to do a view history
>buffer, it says that I don't have enough memory (I've got 2 megs...)

Default setup file is UNITERM.SET. (Default phone number file is
UNITERM.TEL.) For stopping autodial, note that in some versions of
Uniterm the 'retry count' set in the phone-number list is actually a
'try' count, and 0 means try forever. If it is hanging, try setting
retries to 1. To forcibly stop an autodial, use control-C. Far as
buffers go, one of the things saved in your setup is your buffer
sizes. Uniterm allots your memory to buffer uses *statically* when you
start it up. Check the BUFFERS sub-menu in the SETTINGS menu to see
how much space you have alloted for history. Adjust to taste, and
save.

--
Paul Smee, Univ of Bristol Comp Centre, Bristol BS8 1TW, Tel +44 272 303132
Smee@bristol.ac.uk :-) (..!uunet!ukc!gdr.bath.ac.uk!exspes if you MUST)

1950. Re: SID trio sound digitizer

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 10:40:05 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300008@uicbert.eecs.uic.edu>
Source record: 243297

As a matter of fact I designed a sound digitizer for a school project
on my ST. I designed the circuit (very simple actually, just a A/D converter
and an amplifier) and implemented it on a Douglas prototype board. I
used wire wrapping and the toal cost for making it was under $30. However,
the A/D converter I used would be very difficult to obtain. I got mine
by asking for a sample to be sent out for "an Engineering Project" I was
involved in. I also wrote software that can sample the converter at up to
64 kHz (it might even go higher but I haven't tried). The software is GEM
based and allows you to play/edit a number of digitized sounds at once.
If you are interested, I might be cajoled into making it public domain
I also have a LaTeX document with my final report on my project's status, I
would certianly be willing to send this out to those interested. (Figures
not included, I drew most be hand.)
dillenbu@uicbert.eecs.uic.edu

John Dillenburg
"You can't keep a man down without staying down with him."
-- Ali

1951. Re: disc testing

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 12:29:28 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2443@medusa.informatik.uni-erlangen.de>
Source record: 243295

pjj@r2.uucp (Pete Jinks) writes:

>1) Although formatting sometimes detects faults, why doesn't it always do so ?
> Is it because I need to use several different test patterns (slow) ?

The DESKTOP formatter checks for format errors and maps them out in the FAT.
It does this by verifying the contents of the sector in memory and on disk.
This test, however, is not perfect. You might use several test patterns to
improve this.

>2) Does such a program exist already ?
> If not, would people like a copy if & when I get it working ?

I have written a few programs that do parts of the job. They were published
on the disk that belongs to my book SCHEIBENKLEISTER, a floppy and hard disk
book. Some months ago, I started writing something like you want to write
now, but never completed it. If you have a version ready, I would lllove
to get one.

>3) To speed things up, I am trying to access a track at a time. With 2-sided,
> 9 sector per track discs, rwabs will not let me read 18 sectors, but will
> let me read 9 - is this as expected ?

RWABS works perfectly when being asked for 18 sectors. No problem. Are you
sure you have set all the parameters correctly?

>4) I would also like to reposition the read/write head over the next track
> while I am checking the previous track - how can I do this ?
> Are there any other ways to speed things up ?

You will have to delve into direct FDC programming for doing this. Learn
German and read my book 8-) 8-)

>5) I suspect that TOS will automatically check the sector(s) written to disc
> for me - is this so ? how can I turn it on (or check that it is on) if it
> is optional ?

TOS automatically verifies what you're writing on disk if the verify flag
at $444 (system variables area) is set.

>6) Like an idiot, as I was using C for the first time, I accessed drive '0'
> instead of drive 0 (i.e. 0x30 instead of 0x00) and got to my hard disc.
> Which partition did this access ? I think that I corrupted a sector & want
> to get the right replacement from backup.
> Which hard drives can be write protected ?
> Is there software available which will "write protect" my hard drive ?
> (I don't mean virus-proof it)

Accessing partition 0x30 should fail and give you a RWABS error (unknown drive). At least, I think it should do so. Will reconsider that one.

There are some hard drives that can be write-protected by hardware. There are also many software solutions for this problem; one of those is my hard disk driver (included in the book mentioned above) that write protects hard disk partitions.

>7) I have been offered a formatter that will give 11 sectors per track. Could
> anyone with experience of using discs with 10 or 11 sectors per track
> comment ?
>
Try 11 sectors, and if your drive doesn't moan, it won't do ever. If you have a drive that spins too fast 11 sector formatting will fail because there's not enough space on the track.

10 sector formatting is perfectly safe and highly recommended.

Claus Brod

I don't know what I mean and I hate standard disclaimers.

1952. Calamus PD Fonts

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 12:30:04 UTC
From: arneso@IFI.UIO.NO
Message-ID: <9002201229.AAstoren03838@storen.uio.no>
Source record: 243283

(Stuff deleted)

> The reason they're missing letters and things is because they are *not*
> PD fonts... they are demo versions of Shareware fonts from Sol Guber
> (S.GUBER on GEnie). You should also have received the ReadMe files that
> indicate how you can get full alphabets. I believe his price is quite
> reasonable, and is based on the number of fonts you get... if I remember,
> it was about $12 US a set.

I did not receive a Readme file, just the fonts. Could you please post
it to the net.

> Look for the MS fontsets that will be distributed shortly as well... they
> are quite well done and very interesting.

Sounds interesting! Could you tell a little more?

>-=-=- -=-=- -=-=-
>stowe@silver.ucs.indiana.edu You're not strange. I am.
>-=-=- -=-=- -=-=-

---
arneso@ifi.uio.no - Arne Sommer "Powder to the People"

1953. Re: disc testing

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 12:38:43 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2444@medusa.informatik.uni-erlangen.de>
Source record: 243296

mwnewman@watmsg.waterloo.edu (mike newman) writes:

>I've used various 10/11 sector-per-track formatters. However, I stopped
>using them a while back after I seemed to be getting more disk errors
>then other family members on the same machine. Errors included desktop
>claiming a non-empty disk was empty (although if booted from, auto programs
>would work) - usually cured by a cold boot; erasure of the boot sector -
>which I was able to fix by copying a boot sector from another disk of the
>same format; and the final straw for me - complete erasure of all fat and
>directory sectors on the disk.

I've written the first German 11 sector formatter called HYPERFORMAT and
have more than two years of experience with this program and with the
whole problem. The problems you're describing are very typical for
boot sector viruses! 10 sector disks are perfectly safe. 11 sector disks
might introduce some difficulties if you own a drive that spins too fast.
This can be cured by adjusting the rotation speed internally.

>Another thing: I remember reading in an old copy of the developer docs or
>the abacus disk book (sorry can't remember which, I don't have it here)
>about the minimum space needed for the control information (required for
>each sector) and the acutal available space per track, and concluding that
>11 sectors is impossible: it won't fit (?!?), and 10 is very tight.

The Abacus disk book tells you a lot of stories, and we had a lot of
fun with it laughing all night... 10 sectors aren't tight. 11 sectors
are, but it works if you have a drive that spins at the correct speed.

BTW: We have expanded disk capacity up to 14 sectors per track (needs
a little hardware hack), and it works fairly safe. We even have connected
1.44 MB HD disk drives to standard STs (again, with a tiny hardware hack),
and now we're pushing those disks to 21 sectors per track. Ain't that nice?

Claus Brod

1954. Re: Various problems - A cry..

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 12:50:55 UTC
From: UPSYF173@DBIUNI11.BITNET
Message-ID: <9002210800.AA02942@ucbvax.Berkeley.EDU>
Source record: 243291

-> 1.
I had similiar problems, not with accessories, but with programs in the auto ordner. I finally found out that some sectors of my harddisc sometimes cannot be read. since I marked these as bad sectors all is ok. another source of these problems could be bugs in some programs or in the BIOS: I had problems with programs manipulating the keyboard and/or rs232 interrupts.
} MAILER DBIUNI11 2/19/90
v Network Mailer UPSYF173@DBIUNI11 2/19/90 Undelivered mail

1955. GDos

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 13:57:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9002210803.AA03545@ucbvax.Berkeley.EDU>
Source record: 243292

I have a really simple question here:

Where might I obtain G-Dos?

Is it commercial? Pd? What? They dont seem to sell it at any of the
stores around here.

Thanks,

Frank

1956. Which? (Was: ST World)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 14:01:41 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3007@water.waterloo.edu>
Source record: 243293

There has been some talk lately about ST World. Writers, please
be careful about identifying which publication you have in mind.

One magazine is
ST WORLD
(ISSN # 088-1057)
2463 Latona Court NE
Salem OR
USA 97303

and the other is
ST World Magazine
(no ISSN # ?)
Gollner Publishing Ltd
10 Theatre Lane
Chichester, West Sussex
UK PO19 1SR

My recollection is that "ST World Magazine" changed its name from
"ST User" to "ST World" to avoid confusion with another magazine,
which I now presume to be "Atari ST User". I suspect that
Mr. Hugh Gollner was informed about the existence of "ST WORLD",
and changed the name from "ST World" to "ST World Magazine".
The name "ST World Magazine" appears at the bottom of each page
but not in the masthead. In fact there is no name of a magazine
in the masthead! There is a small "TM" near the name "ST World"
on the cover, but I hve not seen it inside the magazine. Amusing.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1957. Info atari-16 DIgest

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 14:11:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9002210804.AA03687@ucbvax.Berkeley.EDU>
Source record: 243294

If the info-atari16 digests are being discontinued, will I still
be able to post messages to the net? I cannot post directly to
it, so I have to send my messages to info-atari16@wsmr-simtel20.army.mil
which in return sends them to the net.

Concerned,

Frank Rachel

1958. Re: MicroEMACS 3.10 -- thanks

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 14:54:17 UTC
From: markr@seqp4.ORG
Message-ID: <338@seqp4.UUCP>
Source record: 243299

Yes, 3.10 as distributed CANNOT SHELL OUT. Part of the
problem is that it attempts to use MWC library routines
without being "in" a MWC shell environment. The other part
is that there is no attempt to clean up GEM and the mouse
handlers before shelling out.

I have resolved most of this by reworking "atari.c" and "st520.c",
(i-shell works, filters and pipes are broken.)

I am planning on integrating 3.10 with micro-rtx and your favorite
shell to provide a shell co-process. If this takes too long I might
be convinced to post the repaired source files to allow at least
i-shell functions.
--
-Mark Roddy
seqp4!markr@m2c.org
m2c!seqp4!markr

1959. Re: Discontinuation of Info-Atari16 digests

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 16:12:45 UTC
From: tar@naucse.UUCP
Message-ID: <1890@naucse.UUCP>
Source record: 243209

In article <9002200805.AA14582@ucbvax.Berkeley.EDU>, UNM409@DBNRHRZ1.BITNET writes:
> Hello all,
>
> I can't believe that so far there has not been a single reply to the recent
> announcement that the Info-Atari16 digests will be discontinued.

Acutally, I seem to recall having read a few <abliet VERY few>
comments concerning the upcoming demise.

>
> [stuff deleted]
>
> But no, that blasted piracy discussion (runner-up is the Phantom typist one)
> happily continues, people are posting huge signatures with two-line messages,
> others post in triplicate, and the digests are discontinued due to TOO MUCH
> NET TRAFFIC!!!
>

I agree that some of the 'discussions' are not very worthwhile,
though I would think that the one related to the 'PHANTOM TYPIST' isn't
too out of line. It may help to find out the culprit and get it fixed.

> Why is it that the real work is always left to a few people like Ravi et al?
> Yes, I'd volunteer, but I'm only on a BITNET end node, so I can't do anything.
>
> Or am I missing something?? Flame away.
>

You may indeed be missing something <no flame intended>. I've been
quietly bothering my System Administrator to finish our Internet link so
that our site can be the host for INFO-ATARI16. Ravi (et al) have been
informed of my efforts, and have expressed hope that within a few weeks
the move can be accomplished.

I apologize to Ravi, etc. if my response to this is somewhat
premature. I hadn't said anything about this before because I thought
it would be imprudent to raise everyone's hopes while everything was
still a bit 'iffy'. However, I felt the need to respond to Volker's
post. My apologies to anyone who might be offended.

--
Timothy A. Roeder - Northern Arizona University/Univeristy of Arizona
UUCP: ...!arizona!naucse!tar
Internet: arizona.edu!naucse!tar -- troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.BITNET

1960. Re: .snd files?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 16:14:11 UTC
From: davidli@sim2.labmed.umn.edu
Message-ID: <1990Feb20.161624.16313@umn-cs.cs.umn.edu>
Source record: 243300

In article <7648@mentor.cc.purdue.edu>, g4r@mentor.cc.purdue.edu (Alex Lifeson) writes...
> Can anyone tell me where I can ftp some .snd files?

There are quite a large number of sound files available in the Macintosh archives. You'd need a Macintosh with BINHEX and, probably, UNSIT to convert them to binary form. I did this with several of the files using a program which appeared in STart a while back.

The Macintosh archives are on sumex-aim.stanford.edu [36.44.0.6]

-- David Paschall-Zimbel

1961. Re: Dead SM124

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 16:35:31 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8581@pogo.WV.TEK.COM>
Source record: 243210

Larry in <900216.14370871.037058@SFA.CP6> you write:

>power the modem off and power it back on. Upon powering it back up, my
>SM 124 monochrome monitor suddenly gyrated, displaying the screen in
>two halved parts. A few seconds later, everything went black. No, it

> I have no idea how switching modem off and then back on caused my
>monochrome monitor to die but, at any rate, I don't have monochrome. And
>nope, there are no other STers within 250 miles of me so that I can test
>the monitor on their equipment. I assume the monitor is dead and not something
>on the computer. But I don't know. If anyone with some documentation (what
>is documentation on an ST???) can come up with a clue, please let me know!!!

The SM 124 appears to be very sensitive to sudden power surges such as the one
induced by turning your modem off and on. The culprit is generally a small
2 amp fuse located on the base of the board near where the wireing for the
speaker attaches to the monitor board. I have had this fuse blow 6 times
over the last 4 years on my early SM124. I suggest replacing the fuse with
a slow-blo type 2 amp, this seems to make them last longer. You will have to
remove the monitor case to replace the fuse and as with all high voltage
equipment, if you don't know what your doing ask a friend who does. At the
very least trying a .20 cent fuse beats an expensive service call.

I hope this helps,

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

1962. Re: PC BOARD DESIGNING.

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:04:53 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810020@hpnmdla.HP.COM>
Source record: 243201

The "Tango" package from ACCEL seems pretty good. It has schematic
pc layout and autorouting. Unfortunately it does *not* run on
an ST. I had to buy an IBM AT just to run it. I've had no luck
finding anything for the Atari which is even remotely similar.

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@nmd.hpcom

1963. Re: Anyone know about MT C-shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:20:30 UTC
From: alex@athertn.Atherton.COM
Message-ID: <18604@laurel.athertn.Atherton.COM>
Source record: 243202

>I've been trying to get a hold of Beckemeyer Development by phone for
>some time now. I got the number out of a recent STart magazine and
>dialed the number. It was disconnected, but gave a new number. I then
>called the new number and have only succeeded in getting an answering
>machine saying that Beckemeyer Development was not available and would
>get back to me soon. I left a message twice, but have not heard a
>thing. Anyone know what happened to Beckemeyer?

Dave is very much alive and well. It kinda depends when you call
him whether he's there or not. Try late afternoons, PST, as the
best bet. Also, if you e-mail him (Hope I get this right:
uunet!unisoft!bdt!david) he responds pretty quickly.

>So, I only know what the advertisement said about MT C-shell, which was
>that it is multi-user, multi-tasking, runs GEM programs and as an
>option, UUCP is available. Sounds good (maybe too good). Is it really
>multi-user, multi-tasking? I doubt this because someone told me that he
>didn't think the Motorola 68000 chip had memory protection mode and, in
>light of that, it would be impossible for a 68000 to run multi-user.
>Also, does the MT C-shell come with any Unix utilities and, if so, which
>ones? What do people think of it? Is it just as good to get a public
>domain, multi-tasking kernal such as MX2?

Dave wrote a multi-tasking kernel (Micro RTX) which is what he bases
his stuff on. Micro RTX is available as shareware here on the net.
His stuff does indeed support multi-user multi-tasking (I'm running
his stuff on my system at home), although you do come to appreciate
the limitations of an 8-mhz 68000. (Hmmmm...I need some more processor
horsepower here!). His UUCP stuff works, too (I have my own UUCP
site setup and can recieve mail, and everything! :-). If you want
to get a flavor of his stuff, get his single tasking C-shell and
tools; I've been using them for more than 5 years now, and have
nothing but good things to say about them.

Highly recommended.
Note: I'm not connected with BDT in any commercial way, although I
do know Dave.

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "Mmmm...Ooo, say...Yummm......Blewuechh! Tiggers _don't_ like honey." |

1964. PC Ditto Screen Save

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:21:02 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2753@isc-br.ISC-BR.COM>
Source record: 243203

Does anyone have or know where I can find a screen saver
that will work with PC Ditto (I or II) in the color mode?

I have tried several that I downloaded from the IBM sig on
genie but none of them seem to work.

Thanks, lawrence

1965. Repost of emacslsp.uab (was Re: Repost of emacslsp.uaf please.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:24:04 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Feb20182404@laas.laas.fr>
Source record: 243207

As in article <1281@sys.uea.ac.uk> cmp7131@sys.uea.ac.uk (M. Plumtree) writes:

Please could some kind soul either mail me direct, or repost, the
emacslsp.uaf file which was in comp.binaries.atari.st recently. The
file was violently chewed in transit. TIA

Emacslsp.uab did not arrive here. Could some kind European e-mail me
it? Thanks a lot.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1966. Repost of emacslsp.uab (was Re: Repost of emacslsp.uaf please.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:26:00 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Feb20182600@laas.laas.fr>
Source record: 243208

As in article <1281@sys.uea.ac.uk> cmp7131@sys.uea.ac.uk (M. Plumtree) writes:

Please could some kind soul either mail me direct, or repost, the
emacslsp.uaf file which was in comp.binaries.atari.st recently. The
file was violently chewed in transit. TIA

Emacslsp.uab did not arrive here. Could some kind European e-mail me
it? Thanks a lot.

Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

1967. Re: Discontinuation of Info-Atari16 digests

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 17:48:01 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <11059@stag.math.lsa.umich.edu>
Source record: 243206

In article <9002200805.AA14582@ucbvax.Berkeley.EDU> UNM409@DBNRHRZ1.BITNET writes:
>I can't believe that so far there has not been a single reply to the recent
>announcement that the Info-Atari16 digests will be discontinued.

Y'know, back in August when it was announced that info-atari16 would be
discontinued because score was being retired, both Howard Chu and I sent
messages to Ravi volunteering to take over the list. Neither of us ever
received a reply...

>Why is it that the real work is always left to a few people like Ravi et al?
>Yes, I'd volunteer, but I'm only on a BITNET end node, so I can't do anything.

Well, if its not too much trouble for the person who is currently running
it to contact me, I think we may still be able to set it up on terminator.

Jon Brode -- dyer@math.lsa.umich.edu Boycott Apple!

1968. v10INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 18:24:17 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <14927@newstop.EBay.Sun.COM>
Source record: 243212
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 10, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

--------------------

Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
much means arc, zoo, and lharc. If you want to use a nifty new archiver,
make the source code available to the public (posting to comp.sources.atari.st
```

is fine.)

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v10INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v10i081: ibmboom -- Detonate IBM clones over the network

identifies this as the 81st binary article in Volume 10. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v10i041: slowmand -- The world's slowest fractal system part04/30

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 10, Issue 80
Archive-name: free

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

1969. Re: Discontinuation of Info-Atari16 digests

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 18:24:22 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <22370@uflorida.cis.ufl.EDU>
Source record: 243211

From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

1970. v10INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 18:27:16 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <14929@newstop.EBay.Sun.COM>
Source record: 243213
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 10, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
```

volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter

volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker
volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02

volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05
volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08

volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09
volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02

volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04
volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries

volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03
volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02

volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer
volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03

volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool
volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings

volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02
volume5/country/part03
volume5/country/part04
volume5/country/part05

volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder
volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc

volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker
volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet

volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14
volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17

volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
volume7/anamod2/part13
volume7/anamod2/part14
volume7/anamod2/part15
volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
volume7/anamod2/part19
volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03
volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06

volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09
volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12

volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint
volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02

volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program
volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02

volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
volume9/gnuemacs/part16
volume9/gnuemacs/part17
volume9/gnuemacs/part18
volume9/gnuemacs/part19
volume9/gnuemacs/part20
volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27
volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer

volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

1971. v10INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 18:31:44 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <14932@newstop.EBay.Sun.COM>
Source record: 243214
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 10, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: February 20, 1990

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator

will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segre-

gated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is

available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know

about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program,

send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address Type Comments

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wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

1972. Re: ST Informer (Was: Need answers for question)

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 19:00:24 UTC
From: root@irscscm
Message-ID: <1990Feb20.190024.6839@irscscm>
Source record: 243204

In article <3002@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <90021910143087@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>>
>> I've been looking for ST Informer, which I've heard is an excellent,
>>newspaper-format ST journal. Is subscription the only way to get it?
>
>I'd also like information about this.
>
>

I've never seen ST Informer available in any computer stores, only
through the mail. You might want to contact them:
ST Informer
909 NW Starlite Place
Grants Pass, Or 97526
Tele - 503-476-0071
503-476-0021
Fax - 503-479-1825
CIS - 72007,1467

Marshall Lake
mlake@irscscm.UUCP

1973. Re: Club pirating orgies (planting viruses: The Amiga Lamer

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 19:10:50 UTC
From: news@uncmed.med.unc.edu
Message-ID: <163@uncmed.med.unc.edu>
Source record: 243205

Summary:
Expires:
References: <9002121946.AA23004@decwrl.dec.com> <2554@sactoh0.UUCP>
<361@VAX1.CC.UAKRON.EDU> <2585@sactoh0.UUCP>
Sender:
Reply-To: rhunt@uncmed.med.unc.edu (Rick Hunt)
Followup-To:
Distribution:
Organization: UNC-CH School of Medicine
Keywords:
From: rhunt@icard.med.unc.edu (Rick Hunt)
Path: icard!rhunt

The Amiga world is already the unfortunate victim of a virus that was
apparantly meant as an attack on pirates called "lamers", hence the name
Lamer Exterminator. It works by screwing up diskcopies (only) by, I
believe, writing the word "LAMER" to random blocks during a diskcopy.
Needless to say this virus rapidly escaped the bounds of pirates and is in
the general Amiga community. I am not sure who I would consider the
bigger scumbuckets, big time pirates or destructive virus programmers,
so it is hard to decide the lesser of these two evils.

BTW, I think that a lamer is a type of pirate who just passes the
disks around but doesn't do any cracking or the other hard stuff
himself.

former ST owner who liked the
computer but not the companies
policies,
Rick Hunt

1974. RE: PYRO Screen saver.....

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 22:04:16 UTC
From: cosc10hv@jane.uh.edu
Message-ID: <5608.25e16a80@jane.uh.edu>
Source record: 243215

In article <9002170705.AA25353@ucbvax.Berkeley.EDU>, SOCS18@vaxb.york.ac.UK (Vision Newspapers) writes:

>.....stuff deleted about a neat screen saver he wrote
>
>It's an accessory written in assembler, but I could attempt to post a uuencoded
>version of the ARChive, if anybody is interested. (I can't access the .binaries
>group...)
>
>Mat
>**
>* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
>* University of York * big_, you'd have thought its mother *
>* Heslington * had been rodgered by an Omnibus" *
>* York * *
>* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
>**

I am very interested. Please send me a copy, I can attempt to post it to
the binaries group for you (if I can?!?).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

I myself use a PD program called PRYO which is modeled after the screen saver for the Macintosh under the same name but is not PD. Anyway, this screen saver displays alittle firework show. It could be the same as the "stars" that everyone keeps mentioning. Anyway, if you are using a color monitor, then it diplays fireworks of random colors at a random intervals on the screen. No matter what rez you are in it will use 16 colors. In mono, it only uses white. I like pyro because it reminds me if I forgot and left my computer on. I haven't had any problems with it interferring with any other programs but my software base is limited.....

Paul Sears
University of Houston
COSC10HV@Elroy.Uh.Edu

1975. Re: What's a filename.Z archive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 22:13:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11072@stag.math.lsa.umich.edu>
Source record: 243216

```
In article <5440105@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>| ...I was going to ftp
>| some stuff from wuarchive.wustl.edu and I noticed that all the archives
>| ended with a .Z extender. What do I need to unarc these type files? (I've
>| got ARC and ZOO). Any help would be greatly appreciated.
>| Todd Miller - millert@tramp.Colorado.EDU |
>
>Those *.Z files have been compressed with the UNIX "compress" utility.
>You need the "uncompress" utility to decode them. As far as I know, neither
>compress nor uncompress has been ported to the ST, you'll have to do this on
>a UNIX machine.

They're available for the ST, honest! Just check terminator!

The files on wuarchive are the actual usenet articles, compressed. That means
that to get a usable file out of 'em, you need to uncompress, uudecode, and
then unarc.

The ST version is a full compress-4.3 utility, it'll compress and uncompress
with up to 16 bits of hashing, Just Like Real Unix.
--
-- Howard Chu @ University of Michigan
```

1976. Re: Fine Scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 23:08:26 UTC
From: dac@ukc.ac.uk
Message-ID: <2823@gos.ukc.ac.uk>
Source record: 243220

Recently there has been a query about smooth scrolling on the ST and the technique of using overscan was mentioned. Well, here is my offering. The source code below is in 68000 assembler and implements the overscan technique. The code allows physbase to be positioned on any 8 byte boundary.

I hope the code is self explanatory. The overscan code takes 20 scan lines to play with overscan and 2 for overheads. To remove this loss from the normal playing area I've put the overscan in the top border. This gives rise to two `features':
a) The screen is now around 208 lines long.
b) Screen memory is offset by two bytes.

So, your screens start at address $78002, $7800a, etc.

The 208 lines bit can be sorted out as it's just a matter of when the palette is re-loaded. Just hack off the end of the code and set a raster interrupt (timer B) to restore the palette.

The program loads a .pi1 file into screen memory (defined as $78002) and allows you to scroll around it using the cursor keys. The only way out is to reset the machine. Sorry, but I use a program I wrote that throws me back into my assembler (DevpacST) on pressing RESET.

You can play with the code to your heart's content. If you know any games programmers who don't have scroll code then please make sure they get it. The new STE has a video address low byte. The old ST doesn't. We NEED high speed action on STs. This and similar code is a step towards it.

PROGRAM SOME FAST GAMES NOW!

Imagine Speedball with hardware scrolling...

This code gives smooth vertical scrolling. Horizontal scrolling can be done by building N screens and flipping between them. For example, 8-pixel scrolling can be done with 2 screens, 4-pixel scrolling with 4 screens, etc.

Figure it out. There may be alot to keep track of but it'll be DAMNED fast.

One last thing. And it's important.

The top border code runs from timer D. The timing of the interrupt is critical. There are potential problems:
1) The interrupt may be delayed whilst a long 68000 instruction is executed. Something like a divide or movem with LOTS of registers. I don't know if this will effect the code but if something goes wrong then careful time planning can solve the problem.

2) Another MFP interrupt may trigger just before the timer D one.
This is a SERIOUS problem. The interrupt acknowledge all by itself
will throw the timing out. The solution is, fortunately, quite
simple(ish):
Set another interrupt to go off just before the timer D one.
In it, disable all other MFP interrupts. At the end of the
scroll code (after re-loading the palette), re-enable the
interrupts. This should be done using the mask registers
rather than the enable registers.

3) Along similar lines: As timer D is set up from the VBI, if the
VBI is delayed by an MFP interrupt then, again, the timing will
go wrong. A solution works along the same lines as for (2):
Assuming the scroll code is solid, at the end of it start
another timer which will interrupt just before the VBI. In
it, disable the MFP interrupts. After timer D initialisation
in the VBI, re-enable the interrupts.

4) The scroll code takes around 1.4ms (about 7% processor time).
During this time no keyboard interrupts will be handled. It is
possible, therefore, to lose keyboard packets. There is a
solution:
The border code is full of nops. These are for timing. Each
nop gives an 8 cycle delay. During the longer nop delays
it is easy to put in code which checks the 'buffer full'
bit of the keyboard ACIA and stores the data byte if
appropriate. Be sure to calculate cycle times accurately
as a single timing miscalculation will produce all sorts of
weird effects.

Although these problems have to be ironed out the technique is VERY powerful.

Enjoy,

Dave.

PS. As it is the program will not assemble as a line has been commented
out. The line is:

```
* .fname dc.b 'picture.pi1',0
```

The asterisk should be removed and the quotes filled with the name of your
favourite .PI1 picture.

```
------------------------ GO FOR IT -----------------------

* This code implements hardware scrolling on an Atari ST (NOT STE).
* This code is (c)1990 David Clear and is free.
* Feel free to use this code or modifications of it for whatever
* you so desire - commercial or private.
*
* NOW LET'S HAVE SOME DAMN FAST NEW GAMES!
*
* Note:
```

```
* A 'feature' of this code is that it displays around 208
* scan lines instead of 200. If you want to force 200 scan lines
* then you can:
* a) Re-write the top border code and extend the
* timer D delay.
* b) Remove the palette re-load at the end of the
* scroll code and set a raster interrupt lower
* down to re-load the palette.
*
* Important routines:
* myvbi - Timer D startup code & register loading.
* topb - Top border scroll code.
* setscrn - Screen address setup.

* Macro to create a given number of NOP instructions.
* Used for timing.
* eg:
* nops 4
* creates:
* nop
* nop
* nop
* nop
*
* 1 nop is 8 cycles. Long numbers of nops can be replaced by dbra loops
* and the like.
nops macro
dcb.w $4e71,\1
endm

* Picture data
SCREEN equ $78002 * Address of image
PICTURE equ SCREEN-34 * Address to load .PI1 picture
PALETTE equ PICTURE+2 * Address of palette

* Hardware labels
vbi_vec equ $70
timerd_vec equ $110

vid_baseh equ $ffff8201
vid_basem equ $ffff8203
vid_countl equ $ffff8209
vid_sync equ $ffff820a
vid_shift equ $ffff8260
vid_palette equ $ffff8240

ikbd_data equ $fffffc02

mfp_iera equ $fffffa07
mfp_ierb equ $fffffa09
mfp_isrb equ $fffffa11
mfp_imrb equ $fffffa15
```

```
mfp_tcdcr equ $fffffa1d
mfp_tddr equ $fffffa25

* This just demonstrates the routine. It is non-exitable. You have
* to reset to get out of it. Nevermind.
start lea vars,a6 * a6 -> variables
clr.l -(sp) * Go into supervisor mode
move.w #$20,-(sp)
trap #1
addq.w #6,sp
move.l #mystack,a7 * Set my stack pointer
clr.w -(sp)
move.l #-1,-(sp) * Set low res.
move.l #-1,-(sp)
move.w #5,-(sp)
trap #14
lea 10(sp),sp
bsr drawscr * Draw the screen
move.w #$2700,sr * Kill interrupts
move.l #SCREEN,d0 * Set the screen address
move.l d0,screen(a6)
bsr setscrn
clr.b (mfp_iera).w * Clear IERA
clr.b (mfp_ierb).w * Clear IERB
andi.b #$f8,(mfp_tcdcr).w * Stop timer D
bset.b #4,(mfp_ierb).w * Enable timer D
bset.b #4,(mfp_imrb).w * Mask enable timer D
move.l #myvbi,(vbi_vec).w * Set VBI address
.die stop #$2300 * Enable VBI
bra.s .die * Forever and ever...

* Load a .PI1 screen into screen memory
drawscr clr.w -(sp)
pea .fname(pc) * Fopen()
move.w #$3d,-(sp)
trap #1
addq.w #8,sp
move.w d0,d3
move.l #PICTURE,-(sp)
move.l #32066,-(sp)
move.w d0,-(sp) * Fread()
move.w #$3f,-(sp)
trap #1
lea 12(sp),sp
move.w d3,-(sp) * Fclose()
move.w #$3e,-(sp)
trap #1
addq.w #4,sp
rts
* Replace this string with a suitable Degas file
* .fname dc.b 'picture.pi1',0
```

```
even

* This is the VBI code. The VERY FIRST thing to be done is to set up
* the timer D interrupt.
myvbi move.l #topb,(timerd_vec).w * Set timer D interrupt vector
move.b #$65,(mfp_tddr).w * Set timer D data register
andi.b #$f8,(mfp_tcdcr).w * Set timer D subdivider mode
ori.b #4,(mfp_tcdcr).w * Start timer
*--------------------------------------*
* This code is not time critical but should stay here
movem.l d0-d7/a0-a6,-(sp) * Save all the registers
move.b bscan(a6),d0 * Move the overscan registers
ext.w d0 * into working registers
move.w d0,wbscan(a6)
move.b rscan(a6),d0
ext.w d0
move.w d0,wrscan(a6)
move.b nscan(a6),d0
ext.w d0
move.w d0,wnscan(a6)
*--------------------------------------*
* Now just a little keyboard control code.
* VERY poorly written, but what do you want for nothing?
move.b (ikbd_data).w,d0 * Get key code
cmpi.b #$4b,d0 * Left arrow?
bne.s .nl * No
subq.l #8,screen(a6) * Screen = screen - 8
bra.s .yes * Set the address
.nl cmpi.b #$4d,d0 * Right arrow?
bne.s .nr * No
addq.l #8,screen(a6) * Screen = screen + 8
bra.s .yes * Set the address
.nr cmpi.b #$48,d0 * Up arrow?
bne.s .nu * No
subi.l #160,screen(a6) * Screen = screen - 160
bra.s .yes * Set the address
.nu cmpi.b #$50,d0 * Down arrow?
bne.s .no * No
addi.l #160,screen(a6) * Screen = screen + 160
*--------------------------------------*
* Call setscrn to set the screen address
.yes move.l screen(a6),d0 * Set the screen address
bsr setscrn
*--------------------------------------*
* What is done finally is to set the video chip's screen pointers.
* This should be done after the call to setscrn.
* NOTE:
* The physbase register is latched on the VBI. This means that
* this change will not effect the screen about to be drawn but will
* effect the following screen. Anyone who uses double buffered screens
```

```
* will know this already.
.no move.b vidh(a6),(vid_baseh).w * Set the video pointer
move.b vidm(a6),(vid_basem).w
*--------------------------------------*
movem.l (sp)+,d0-d7/a0-a6
rte

* This function sets the screen base address. Well, it doesn't
* really load the video pointers, it just sets up variables which
* the vbi will use.
*--------------------------------------*
* IMPORTANT
* ---------
* The screen can be moved on 8 byte boundaries. There is a 'feature'
* of the top border code that means the screen is shifted two bytes.
* This means that if you call this function with #$78000 in d0, the
* REAL beginning of your screen will be $78002.
*--------------------------------------*
* Set screen address
* Input:
* d0.l = Address to put screen.
setscrn subi.l #320,d0 * The magic offset
move.b d0,d1 * Save low byte
lsr.l #8,d0
move.b d0,vidm(a6) * Store mid byte
lsr.l #8,d0
move.b d0,vidh(a6) * Store high byte
lea normal(pc),a0
lsr.b #3,d1 * Multiples of 8
ext.w d1
move.b 0(a0,d1.w),nscan(a6) * Normal scan lines
move.b right-normal(a0,d1.w),rscan(a6) * Right overscan
move.b both-normal(a0,d1.w),bscan(a6) * R & L overscan
move.b offset-normal(a0,d1.w),d0 * Video base offset
sub.b d0,vidm(a6) * Subtract from video base
bcc.s .ok
subq.b #1,vidh(a6)
.ok rts

screen rs.l 1

* Variables used by the code
vidh rs.b 1 * Video address
vidm rs.b 1
rscan rs.b 1 * Number of lines of overscan
bscan rs.b 1
nscan rs.b 1
wrscan rs.w 1 * Working variables
wbscan rs.w 1
wnscan rs.w 1
```

```
* This is the scroll code. It uses overscan to allign the screen.
* The overscan takes 20 scan lines but 22 are required to make things
* look nice. So that the 22 scan lines aren't eaten from the play area
* the top border is removed and the overscan done in there.
* IMPORTANT:
* The top border removal shifts the screen by 2 bytes.
zeroes dc.l 0,0,0,0,0,0,0,0 * Zeroes for palette
topb andi.b #$f8,(mfp_tcdcr).w * Stop timer D
movem.l d0-d7/a0-a3,-(sp) * Save some registers
movem.l zeroes(pc),d0-d7 * Clear the palette
movem.l d0-d7,(vid_palette).w
*--------------------------------------*
* Load some important registers
lea (vid_sync).w,a0 * a0 -> video sync
lea (vid_shift).w,a1 * a1 -> video mode
lea (vid_countl).w,a2 * a2 -> video low byte counter
moveq #0,d0 * 60Hz/Low res
moveq #2,d1 * 50Hz/High res
*--------------------------------------*
* Pick up the number of respective overscan lines needed
move.w wbscan(a6),d3 * Left & right overscan
move.w wrscan(a6),d4 * Right overscan
move.w wnscan(a6),d5 * No overscan
*--------------------------------------*
* Remove top border
lea .skip(pc),a3 * a3 -> Sync buffer
move.b d0,(a0) * 60Hz
nops 81 * Wait for next line
move.b d1,(a0) * 50Hz
*--------------------------------------*
* Sync on raster
.loop tst.b (a2) * Screen running?
beq.s .loop * No
move.b (a2),d2 * Get low byte
adda.l d2,a3 * Add to sync buffer
jmp (a3) * Jump into sync buffer
.skip nops 100 * Sync buffer
*--------------------------------------*
* This code performs left and right overscan
bra btest * Branch to overscan test
lboth nop
move.b d1,(a1) * You really think I can
move.b d0,(a1) * be bothered to comment
nops 89 * all these nops and
move.b d0,(a0) * loads? You must be out
move.b d1,(a0) * of your mind.
nops 13
move.b d1,(a1)
nop
move.b d0,(a1)
nops 9
```

```
btest dbra d3,lboth * Do next line
*--------------------------------------*
* This code performs right overscan
bra rtest * Branch to overscan test
lright nops 87
move.b d0,(a0)
move.b d1,(a0)
nops 13
move.b d1,(a1)
nop
move.b d0,(a1)
nops 16
rtest dbra d4,lright
*--------------------------------------*
* This code does nothing but is used for timing the palette re-load.
* If you only want 200 raster lines then just remove this code and
* set up a raster interrupt for a few lines down.
* DON'T remove the d5 loading code at the beginning as this may throw out
* the top border removal code. If it does then increment the number of
* nops in the top border code.
bra ntest
lnorm nops 125
ntest dbra d5,lnorm
*--------------------------------------*
* Reload the palette
nops 75 * Wait for end of line
movem.l PALETTE,d0-d7
movem.l d0-d7,(vid_palette).w
end movem.l (sp)+,d0-d7/a0-a3 * Restore registers
bclr.b #4,(mfp_isrb).w * Clear MFP ISR bit
rte

* This is the magic table which makes it all possible.
* DON'T MESS WITH IT!
normal dc.b 9,10,4,5,6,0,16,10,11,12,13,0,1,2,3,4
dc.b 20,14,0,1,10,11,12,6,0,1,2,3,12,13,0,0
right dc.b 5,2,8,5,2,8,4,10,7,4,1,16,13,10,7,4,0
dc.b 6,4,1,6,3,0,6,12,9,6,3,8,5,20,0
both dc.b 6,8,8,10,12,12,0,0,2,4,6,4,6,8,10,12
dc.b 0,0,16,18,4,6,8,8,8,10,12,14,0,2,0,20
offset dc.b $f,$f,$10,$10,$10,$11,$d,$e
dc.b $e,$e,$e,$10,$10,$10,$10,$10
dc.b $c,$d,$11,$11,$e,$e,$e,$f
dc.b $10,$10,$10,$10,$d,$d,$f,$11

even
vars ds.b __RS

even
ds.l 100
mystack
```

```
--------------------------- END ----------------------------
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.
```

1977. Re: Becoming an official Atari Developer

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 23:28:36 UTC
From: mj@myrias.com
Message-ID: <635556517.22235@myrias.com>
Source record: 243221

Please note that attached note is posted on behalf of Johann Ruegg
from Sozobon Ltd. I can only add to it that developers situation
seems to be much clearer in U.S. than in other countries, like
Canada. Long time ago I paid my $300. I do not complain. I got my
standard package with Alcyon C and later some updates and MadMac. But
otherwise, most of the time Atari Canada simply pretended that I do
not exist. Sometimes what I explicitely requested something I got it
(S.A.L.A.D.); sometimes I did not (anything on Mega). But now will be
close to two years, I guess, when it was the last time when I heard
something from them. I guess that it would be easier if I would live
in a Toronto area, but Canada is a quite sizeable country, you know.
Michal Jaegermann
mj@myrias.COM
>>>>>>>>>>>>>>>>>>> cut here >>>>>>>>>>>>>>>>>>

There has been some discussion about Atari's developer's program
recently. The problem for Atari seems to be a major one. I can
see why it is still being refined.

Sozobon Ltd. would certainly like to remain "official". It seems we
will probably get in under the grandfather provision (unless that changes).
But consider the alternatives:

1) Does Sozobon C qualify since it is used by at least 10,000
ST owners worldwide (the number is just a guess).

2) Does Sozobon C qualify since it has been reviewed by ST World?

3) Does Sozobon C qualify since it is the basis for a series on
C programming being published in a German magazine.

or 4) Does Sozobon C NOT qualify simply because it is FREE.

If we could get discounts on a TT, we MAY feel like coming out with a
version of the compiler that supports the 68030 instruction set better.
If not, we probably cannot afford to do this.

Perhaps we should make the next version Shareware instead of Freeware so
that we can be "offical" developers???

Or would someone like to volunteer to publish the Sozobon debugger
I am working on "Commercially"??

Note that Sozobon Ltd is a real company, although our gross revenues for
1989 were something like $300.

I am not trying to suggest that Atari should abandon its developer's program.
I just think they are going to have to think about it very carefully.

Before, they were just selling documentation and a compiler for $300.
When you add the possiblity of hardware discounts, the picture becomes
a lot cloudier. Anyone seriously considering buying a TT would gladly
pay $250 to get a $1000 discount (or whatever it will be).

On the other hand, Apple got itself in trouble by making all potential
developers submit a detailed proposal of their product. If they didn't
like what you were making, you didn't get in.

Johann Ruegg
Sozobon Ltd
uunet!dunike!wldrdg!hans

1978. Re: poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 23:40:00 UTC
From: apratt@atari.UUCP
Message-ID: <2047@atari.UUCP>
Source record: 243222

Ritzert@DMZRZU71.BITNET writes:

>[We have a program which dies; poolfix3 improves it a little.]
>Question to Allan or Ken:
> Shall I install folder100 in addition [to poolfix3]?

You should certainly use foldr100. Poolfix3 only fixes a bug in
the code which manages GEMDOS's internal memory. You can still
run OUT of memory there, and FOLDR100.PRG adds more. A program
which uses Malloc() a lot, or has lots of open files at the same
time, can use up all this memory.

If you see the "panic" message, it's USUALLY because you ran
out of pool memory. Using poolfix3 will not change this.
Using FOLDR100 will.

Poolfix3 should print a message when it runs; that message either says
it was INSTALLED or says there was some error. The most common error
is that it can't find GEMDOS: if some program has run earlier in the
AUTO folder and swiped the GEMDOS trap, that'll do it. (Other messages
include detecting that your GEMDOS doesn't need poolfix at all, and
that your GEMDOS *does* need poolfix, but it can't be installed for
some reason. That one should "never happen.")

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1979. Re: XEP80's

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 23:48:50 UTC
From: slackey@bbn.com
Message-ID: <52430@bbn.COM>
Source record: 243223
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

In article <27134@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>Hello I would be interested in knowing at what price you would expect to get
>for an XEP80. I have been wondering about the usefulness of XEP80z.

XEP80's run at around $80 through mail order, don't they? I bought a used
one through the net for $40. I would guess that the guy with 5 would probably
take $40 or $50 (forgot the name).

I think that the Atari is missing something at 40 cols. I think 80 cols
almost makes it a computer (now all I need is a hard disk or ramdisk...
sigh). Software would be the issue. Any program that dosn't conflict
with the driver (in memory), that does standard I/O to the E: device should
work. My editor, which simply repaints the screen with any change doesn't,
so I am in the process of rewriting it (and am including many other features
as well). I think it is a great addition. The XEP80 includes a parallel
printer port, which I haven't needed or used yet.
-Stan

1980. SCREEN$

Newsgroup: comp.sys.atari.st
Date: 1990-02-20 23:56:52 UTC
From: FRAJKOR@CARLETON.CA
Message-ID: <900220.19010381.074987@CU.CP6>
Source record: 243224

One more idea for Atari people to consider: Sell the Stacy
LCD screen as a separate accessory, able to plug into the regular
video port of the ST line. Why? I have a color monitor and Spectre
GCR. I would love to have the high resolution of a mono monitor,
but there is no room on my desk for one more bulky CRT. On the
other hand, a nice flat LCD mounted on a swing-away or flip-up(down)
mechamism attached to the color monitor would be just right. Even
if it costs morethan a mono monitor, the space/weight savings would
be worth it to me.
If you do it, Atari, remember to send me one free for making you
richer.

1981. Gulam Source

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 03:16:56 UTC
From: djd1@rosemary.cs.reading.ac.uk
Message-ID: <2076@onion.reading.ac.uk>
Source record: 243225

Hi there. Does anybody know if the source is available for gulam, and
if so, where I can get hold of it? Thanks.

~~~~~~
David Dawkins	I'm sorry, but I just can't think of anything
Reading University	witty to put in here.
Computer Science	(It is 3.00 am)
~~~~~~

1982. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 04:20:14 UTC
From: dhe@uafhcx.uucp
Message-ID: <3740@uafhp.uark.edu>
Source record: 243226

Does anyone out there have any source code that would allow Sozobon C to use the A-Line functions and AES? I've gotten version 1.2, but it seems to be lacking in a few areas, like support for all the nice graphics of the ST. If anyone has any source, please E-mail me...thanks.

By the way, I still want to know the format of the Uniterm2.0e font files...I'd really like a response. I don't seem to be able to contact the Author.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

1983. Re: Discontinuation of Info-Atari16 digests

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 04:46:03 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3013@water.waterloo.edu>
Source record: 243227

In article <11059@stag.math.lsa.umich.edu> dyer@math.lsa.umich.edu (Jon Brode) writes:

>Y'know, back in August when it was announced that info-atari16 would be
>discontinued because score was being retired, both Howard Chu and I sent
>messages to Ravi volunteering to take over the list. Neither of us ever
>received a reply...

>Well, if its not too much trouble for the person who is currently running
>it to contact me, I think we may still be able to set it up on terminator.

Who is running it?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

1984. Acc Clock Program

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 04:47:47 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4293@jhunix.HCF.JHU.EDU>
Source record: 243228

I would appreciate it if someone could send me the source codes to one of the old desktop accessory clocks that would continue updating the time as long as its window is on the screen, even if it isn't the top window. Preferred language is C, although assembly, or I suppose even Pascal would be OK.

Thanks,
Eric Ruck

1985. Re: Make my STe sweat...

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 05:00:00 UTC
From: chrisl@caen.engin.umich.edu
Message-ID: <48c8e20a.1a5bf@moth.engin.umich.edu>
Source record: 243229
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <27176@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>AAron nAAs asked:
>>Anyone in Europe or Canada have programs that will take
>>advantage of the STe's new features?
[Lots of Atari-specific stuff deleted]

Please take this discussion out of rec.games.frp and into comp.sys.atari.st.
Note the Followup-To: line. If you feel like bitching, mail it, because I
don't read c.s.atari.st.

-Chris

Chris Lang University of Michigan, College of Engineering
home: 4622 Bursley work: National Center for Manufacturing Sciences
Ann Arbor, MI 48109 900 Victors Way, Suite 226
(313) 763-1832 Ann Arbor, MI 48108
chrisl@caen.engin.umich.edu (313) 995-0300
"I hate quotations. Tell me what you know." - Ralph Waldo Emerson

1986. Have you added line editing to STEVIE?

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 05:58:51 UTC
From: bob@omni.com
Message-ID: <1770@mondo.omni.com>
Source record: 243230
Cross-posted to:
comp.sources.d,comp.sys.ibm.pc,comp.sys.ibm.pc.programmer,alt.msdos.programmer,alt.sources.d,comp.sys.atari.st

The STEVIE editor, a vi clone, lacks insert-mode editing commands to delete-line-left and delete-word-left, i.e., the "werase" and "kill" characters in Unix parlance.

Before I wade into the code to add them, I thought I'd ask you all whether you've already done this and would like to make the patches available...

--
Bob Weissman
Internet: bob@omni.com
UUCP: ...!{apple,pyramid,sgi,tekbspa,uunet}!omni!bob

1987. GEM programming in Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 07:11:05 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25E23F0A.12830@maccs.dcss.mcmaster.ca>
Source record: 243231

I've been doing some GEM programming with Personal Pascal
and have as of yet not had a problem I was not able to figure
out after a while with a little help.

However, I've got something here I've never seen before.

My program throws up a menu bar then a window, and everything
is cool. I realized I need another window, so I coded it up.
It compiled fine, and it does put the window on the screen nicely,
but the mouse pointer and the menu bar seem to interfere with
each other. Garbage will be left where the mouse pointer pops
down a menu, and things like that. Not a pretty sight.

Has anyone ever come across something like this? I really wonder
what I'm doing wrong.

Maybe I should have done this in C. :-)

--
"After all is said and done, John Schmitt
a lot more is said than done." johns@maccs.dcss.mcmaster.ca
Don't blame anybody for what I say. SCHMITTJ@SCIvax.mcmaster.ca

1988. Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 07:36:39 UTC
From: wngai@ics.uci.edu
Message-ID: <25E24507.2125@paris.ics.uci.edu>
Source record: 243232

thanks,
wngai

wngai@paris.ics.uci.edu

1989. Re: Make my STe sweat...

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 07:57:12 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27176@cup.portal.com>
Source record: 243233
Cross-posted to: rec.games.frp,comp.sys.atari.st

AAron nAAs asked:
>Anyone in Europe or Canada have programs that will take
>advantage of the STe's new features?

Bob Brodie from Atari US showed us a 4 Meg STE this weekend, and showed two programs for it...

One was a "bouncing ball" demo from Australia, with not so great graphics (it was designed for a 50hz PAL system, so they might have been great, but we didn't get to see them that way), and some really great sound by way of th PCM digital sound output of the STE.... (AXEL-F from Beverly Hills Cop in stereo...!)

The other was a game written by Atari's game division in Chicago... it was a "River Raid" kind of thing called "Whitewater... (Something or Other)" and came on two disks.. the first disk booted, started up the music and then rather imperiously demanded, in a digitized voice, "DISK B... DISK B..."

While Bob declared, rather frankly, "I wouldn't buy this game," several peopl who had a chance to play it at the MACE user group meeting said it wasn't bad in fact, there were several requests for copies. (Unfortunately it won't run on anything other than an STE...)

When asked, Bob said Atari has no current plans to market the game. Someone at the meeting did mention another commercial release of a game for the STE, whose title escapes me though, at 3AM....

>P.S. My STe is Serial number 310, bought in Canada, and label
> says that its a US machine!!

Bob told us that what happened to the US STE was that it failed its FCC type acceptance tests. While they redesigned the internal shielding, they shipped the already assembled units to Canada for sale there... thus the "U.S." label on the unit purchased in Canada....

BobR

1990. XEDIT-type editor fo ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 08:01:20 UTC
From: KPH107@DJUKFA11.BITNET
Message-ID: <9002210801.AA03050@ucbvax.Berkeley.EDU>
Source record: 243234

Date: 20 February 1990, 09:49:35 MEZ
From: Vilmar KLemt (49) 02461/61-4391 KPH107 at DJUKFA11
KFA Juelich
To: INFO-ATA at WSMR-SIMTEL20

David Megginson writes:

>I've spent half my life trying to escape from CMS (Xedit, etc.). Well,
>OK, not half my life, but it's close. The University of Toronto gives

Using CMS/Xedit daily on a mainframe IBM I am astonished that the
qualities of the Xedit editor have not been recognized yet in the
Atari world. Bruce Blanar should be highly praised if he would port
it to the ST.
Or can anybody tell me another editor that is as powerful and yet as
easy to use? Isn't the commandline orientation a very useful alternative
to other editors?
Does any other editor support such useful commands as
SHIFT, ZONE, MERGE, OVERLAY etc.?

1991. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 08:01:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27180@cup.portal.com>
Source record: 243235

I assume, based on KBad's comments that Alan Page is a poor programmer too, or possibly I didn't sprinkle enough dried chicken blood around my ST, as I've had the "Phantom Typist" hit me while using FLASH as a text editor...

Seems odd that someone who's been so involved with the ST has never heard of this "feature" that's existed as long as the ST has been available...

BobR

1992. Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 08:20:29 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25E24F4D.5013@paris.ics.uci.edu>
Source record: 243236

wngai

wngai@paris.ics.uci.edu

1993. "Pyro"

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 08:30:20 UTC
From: ehood@ics.uci.edu
Message-ID: <25E2519B.5818@paris.ics.uci.edu>
Source record: 243237

I got pyro.prg and it works fine and does not seem to conflict
with any of my programs. But the problem is that it takes 9 minutes
of wait for it to activate. Does any body out there know if it can
be adjusted to different times or if the program is set with this time.

Thanks

Earl Hood (UCI)

1994. Re: Anyone know about MT C-shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 08:40:58 UTC
From: david@bdt.UUCP
Message-ID: <1367@bdt.UUCP>
Source record: 243238

In article <20967@ditka.UUCP> rcb@ditka.UUCP (Roy Bixler) writes:
>
>I've been trying to get a hold of Beckemeyer Development by phone for
>some time now....

The best time to contact the BDT offices is Monday, Wednesday, Friday
between 10am and 5pm. We have set aside Tuesdays and Thurdays to get
real work done. :-)

Thanks.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

1995. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 09:40:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4474@brahma.cs.hw.ac.uk>
Source record: 243239

In article <590@spcc386.UUCP> stefan@spcc386.UUCP (Stefan Posthuma) writes:
>One last alternative is 'Sync scrolling'. This is a incredibly difficult
>trick that uses a glitch in the Shifter/MMU to open screen borders. Mess
>around properly with them and screen borders will be opened ('Overscan'),
>mess around even more and the physbase will start moving around, scrolling
>the screen, but this is only for the superfreaks amongst us.

I ran a DEMO that does this on an STE and the video hardware really chucked
up on it. The custom chips on the STE no longer have the same quirks as the
old ones so if you don't want to lose compatibilty don't do it. Also the
sync scrolling technique uses frequency toggling and I believe loses on
a native 60Hz display.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

1996. Re: ST sales #s was (Re: WHER

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 10:42:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90022106092589@masnet.uucp>
Source record: 243121

We had newspaper ads from Atari last June stating that 1.2 million
ST's had been sold. Cum grano salis ...
---
* Via ProDoor 3.2aR

1997. Re: ST sales #s was (Re: WHER

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 10:42:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90030820221311@masnet.uucp>
Source record: 243240

We had newspaper ads from Atari last June stating that 1.2 million
ST's had been sold. Cum grano salis ...
---
* Via ProDoor 3.2aR

1998. Trying to use GNU MAKE with Lattice C

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 12:24:58 UTC
From: R.A.W.McGuigan@newcastle.ac.uk
Message-ID: <1990Feb21.122458.25474@newcastle.ac.uk>
Source record: 243241

Hello - this is my first posting so I hope I'm doing things right?!

I recently obtained a copy of GNU Make for the Atari ST. I use Make quite a lot in my work so I was interested to see what it was like on the ST.

Now, I have Lattice C (V3.03). It comes with the GST linker, which is driven by a script file, C.LNK, which contains a list of binary files to be linked. It seems to me that the idea of using Make and the C.LNK file are mutually exclusive as surely the list of files to be linked, and the linker itself, should be managed by Make from a makefile. Also, the GST linker does not examine any out-of-date dependencies in the C.LNK file, so it would be preferable (in my mind anyway) to use Make and a makefile to handle (both compilation and) linking, rather than the Lattice/GST linker method.

Is anybody out there using a similar setup? Advice please?

Thanks,

Andy

| Andy McGuigan, Department of Electrical and Electronic Engineering |
| University of Newcastle upon Tyne |
| |
| JANET: R.A.W.McGuigan@uk.ac.newcastle |

1999. Re: XEDIT-type editor fo ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 12:45:42 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <763@nikhefh.nikhef.nl>
Source record: 243242

> From: Vilmar KLemt (49) 02461/61-4391 KPH107 at DJUKFA11
>
> Using CMS/Xedit daily on a mainframe IBM I am astonished that the
> qualities of the Xedit editor have not been recognized yet in the
> Atari world. Bruce Blanar should be highly praised if he would port
> it to the ST.
> Or can anybody tell me another editor that is as powerful and yet as
> easy to use? Isn't the commandline orientation a very useful alternative
> to other editors?
> Does any other editor support such useful commands as
> SHIFT, ZONE, MERGE, OVERLAY etc.?

Actually many of the micro editors are much easier to use, thanks to a much better interplay between user keyboard screen and mouse. You have a large choice of editors on for instance the Atari. If you don't like a window orientation and hate vi or emacs there is still the very powerful editor STedi which takes much of its user friendliness from the Apollo editor (and several others), is extremely easy to use and very fast. It can do many things your XEDIT cannot do. If you want to know whether other editors know the commands `SHIFT, ZONE, MERGE, OVERLAY' you better explain what they do. I have the impression from their names that most decent editors that can handle several buffers (or windows) have some like it but under a different name.

Actually the next version of STedi will even be far more powerful as judged from the beta version. It has full regular expressions and a complete macro language. If SHIFT is what I think it to be the regular expression
//^/=/ / (replace begin of line by blank) should do the job
(and so on)

Actually discussing editors is like discussing religion.
Its hard to convince a Jehova witness.

Jos Vermaseren

2000. Re: OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 15:32:28 UTC
From: rjd@cs.brown.edu
Message-ID: <30029@brunix.UUCP>
Source record: 243249

In article <90021712385251@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>
> Your explanation of why Atari releases products in Europe before Noth
>America isn't too convincing. Atari does NOT regard N.A. as a
>potentially larger market than Europe, since they do very little to
>supply and service N.A. Something like 90% of sales are in Europe. The
>real difference is that in Europe Atari is established as a machine that
>can do serious work, it got in before IBM and the Macintosh and is doing
>well; whereas in N.A. it has a poor profile and marketing is a constant
>upward battle.

This is undoubtedly part of the answer.

The explanation I have heard from people who study the
personal computer market (and this is the one that makes the most
sense to me) is pretty simple: Europeans have less disposable income
than Americans. Period. If the European user wants to buy a PC, he
cannot afford the cost of an IBM or Mac. (And if you think they are
ridiculously priced *here*...try going to Europe sometime and
pricing a Mac...if you can find one.) So they buy the lesser priced
Atari's and Amigas.

Now, if that is the reason, we may see all of this change as Europe
becomes an even larger financial center in the 90's. (Reunification
of Germany, Europe common market, etc.) There may be more
disposable income to go around...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2001. C programming. DAs VS PRGs

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 15:35:01 UTC
From: covertr@force.UUCP
Message-ID: <48c733f6.14a1f@force.UUCP>
Source record: 243243

The October 1989 issue of "STart The ST Monthly" USA magazine has an article describing how to write a desktop accessory that can be run as a PRG just by renaming the file from ACC to PRG. It gives some sample code and a RSC to C dumper program as well. Oh yes, the examples for C programs.

Has anyone tried to use the ideas in this article?? I have several programs that I have written as PRGs which would be nice to run as DAs. I have followed the guidlines in the articles (i.e. no menu bars as DA can't have them).

I use Mark Williams C and WERCS as my major development tools. Any ideas folks??

P.S. I am looking for any good examples of GEM AES/VDI C code in MWC form. Aren't there *ANY* C programmers out there??

P.P.S. someone mentioned the great docs for the Prospero C compiler but said that the GEM AES/VDI was mainly from the DRI IBM version. Does anyone own the Prospero? Care to comment about the docs?

P.P.P.S. How about the Lattice C compiler version 5?? I have been trying to order it from my local (Phoenix AZ USA) ST store, but no one distributes it in the USA yet. Could someone from the UK tell me of a reputable mail order company who could ship overseas?? I would really like to get the new version of Lattice C from HiSoft. How good are the docs to it??

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

2002. Gulam Keyboard Remapping

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 15:56:34 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Feb21.110418est.57412@ugw.utcs.utoronto.ca>
Source record: 243244

I'd like to be able to use Gulam with a Dvorak-remapped keyboard, but it doesn't coexist with the current Dvorak remapper I'm using. Apparently Gulam uses its own internal keyboard translation table, and there is a small program that remaps the internal table.
The Gulam keyboard remapper must be specific to the version og Gulam or it will remap the wrong area.
The remap program doesn't seem to be in the UOGuelph or Panarthea archives. Would some kind soul send me the remapper and the corresponding version of Gulam, in UUE format?
Thanks.
Peter

If they don't want to, you can't stop 'em.

2003. Re: ST Informer (Was: Need answers for question)

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 16:31:22 UTC
From: toml@xrxedds.UUCP
Message-ID: <TOML.90Feb21113122@nighthawk.xrxedds.UUCP>
Source record: 243245

ST Informer
909 Northwest Starlite Place
Grants Pass, OR 97526

12 issues (U.S. 3rd class) $18
12 issues (U.S. 1st class) $27
includes a free PD disk with each 12 issue sub.

i've subscribed for about a year, and i'm fairly pleased. they used to send out 'free trial' issues periodically, then threatened to stop, so i decided to send them some money. there's too much game junk, not enough hard tech stuff (does anyone know of an american magazine worthwhile in this regard?). the news coverage is good though. i plan to renew (what more can i say?).

ST World
2463 Latona Ct NE
Salem, OR 97303
$18/yr

i also get 'st world' (the american one), which in my opinion is another kettle of fish entirely. i've never seen a more poorly edited rag - i admit i'm a bit of a stickler for grammar and syntax, but i find st world utterly offensive in this regard. content-wise it's rather mixed. it is also a rather self-promoting magazine (there is some sort of connection with the world of atari shows). the main reason i subscribed was to read dave small's column. i will probably not be resubscribing to st world; if i do it will be solely because of dave small.

by the way, i've noticed that both st world and st informer are rather cavalier about keeping their production deadlines. however, unlike st express, i don't believe either rag has screwed me out of an issue yet.

Current Notes
122 N. Johnson Rd
Sterling, VA 22170

$24/yr (10 issues)

there's also 'current notes', produced in my hometown of sterling va by joe waters. CN is associated in some strong sense with WAACE, the washington area atari computer enthusiasts (or something like that). this is the same organization responsible for the annual WAACE Atarifest held in fairfax va. if you have never seen an issue of current notes, you're missing a pretty good atari magazine. it's a

user group mag, not a STart-style slick thing, but it has good broad coverage of the industry, real software, games, news, etc - and, the editorial quality is excellent. CN also has an enormous PD library (8 bit, ST, and Magic/Specre) at $4 per disk. joe, if there's any way for you to read this - bravo on nearly six years of great work!!
--

tom love
Xerox Engineering Design and Documentation Systems
607 Herndon Pkwy, Herndon, VA 22070 703-787-2027
ARPA: toml.herndon@xerox.com
XNS: toml:herndon:xerox
UUCP: uunet!xrxedds!toml
{sun|rlgvax|hadron}!sundc!ra!toml
GENIE: tomlove (infrequently used)

Disclaimer: they didn't do it, i did, so leave them alone.

2004. Re: "Pyro"

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 17:17:31 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1322@lzsc.ATT.COM>
Source record: 243246

In article <25E2519B.5818@paris.ics.uci.edu>, ehood@ics.uci.edu (Earl Wayne Jr. Hood) writes:

> I got pyro.prg and it works fine and does not seem to conflict
> with any of my programs. But the problem is that it takes 9 minutes
> of wait for it to activate. Does any body out there know if it can
> be adjusted to different times or if the program is set with this time.

At offset 0x358 in the program (0x374 in the file) is the following line:
h358:
cmpi $0x7d00,d0 / 0c40 7d00
That is, add 2 to the above address and the 7d00 is the delay in vblanks.

0x7d00 = 32000 counts, at 60 hz, 533 sec, 8.8 minutes

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

2005. Re: ST Informer (Was: Need answers for question)

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 17:38:27 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750050@hpsad.HP.COM>
Source record: 243247

```
>> I've been looking for ST Informer, which I've heard is an excellent,
>>newspaper-format ST journal. Is subscription the only way to get it?
>
>I'd also like information about this.
----------

I just happen to have an issue here at work...

ST Informer
909 NW Starlite Place
Grants Pass, OR 97526

(503) 476-0071

Subscription Rates range from $18. for 3rd class to $69. for 1st class
foreign air.

They also maintain a PD library which subscribers get a discount on.

-Bob

---------------------------------- ----------------------------------------
| Bob Waltenspiel | e-mail: bobw@hpsad (hplabs!hpsad!..) |
| ATE Software Team | Telnet: 794-3091 |
| HP Signal Analysis Division | AT&T: (707) 794-3091 |
| 1212 Valley House Dr. | HPDesk: Bob WALTENSPIEL/HP5300/A0 |
| Rohnert Park, CA 94928-4999 | HP Mailstop: 1UR-M |
---------------------------------- ----------------------------------------

Although Pooh's head was stuffed with fluff, he was a cheerful fellow.
```

2006. Atari ST Sequencers

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 18:24:18 UTC
From: dvac@druwa.ATT.COM
Message-ID: <4648@druwa.ATT.COM>
Source record: 243248

Scenario: If I was to get a 1040ST, I would want to use it to do some sequencing in a live situation..... Is there any sequencing software available for the 1040ST that would allow us to do the following stuff:

* Trigger a sequence externally from another MIDI device such as a drum pad, or MIDI foot controller.

* Able to have multiple sequences loaded at a time, and trigger them individually of each other. Say for instance the beginning of a tune and the ending of a tune have some keys... Trigger the starting sequence with one Midi trigger, and trigger the second sequence with a second midi trigger.

* Have a metronome (click track) type of thing for an earphone monitor for the drummer (like 4 or 8 beats before the sequence starts).

I think the things I have listed above are in the order of importance.... SO, is there anything out there for the ST that'll do this for me?

Please reply in e-mail if you can, and thanks in advance for any help!

Later - Dan Vachon - !att!druwa!dvac

2007. Re: Color and Mono

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 18:38:09 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002211809.AA09431@fsucs.cs.fsu.edu>
Source record: 243120

In article <3001@water.waterloo.edu>, ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>Is there a product that will allow a color monitor to be used (badly,
>perhaps) as a monochrome monitor?
>
>--
> L. J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
> ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
> ljdickey@water.waterloo.edu

There are several PD utilities that do this, none of which seem very robust
(ie they make everything crash!). One commercial product that I know of,
Omnires (sold through E. A. Brown Co. for about $35) also does it, and it
seems to be more forgiving. It also give the ability to emulate a color on
a mono (with grey scales, of course). Several different methods for both
types of emulations are included, you are instructed to pick the one you
like the best (dithering, etc). I would recommend that you get a real mono,
as they are cheap (hell, you might be able to get a used one for $60) and
they look sooo good (70Hz is hard to beat, best monochrome screen I have seen).

--

---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
----

2008. Re: PYRO

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 19:27:13 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8589@pogo.WV.TEK.COM>
Source record: 243250

in <25E2519B.5818@paris.ics.uci.edu> Earl Hood writes:

> I got pyro.prg and it works fine and does not seem to conflict
>with any of my programs. But the problem is that it takes 9 minutes
>of wait for it to activate. Does any body out there know if it can
>be adjusted to different times or if the program is set with this time.

There is an ehanced version of PYRO on genie that allows you to
configure the timeout delay. I now prefer PRYO.PRG to STARSTRK.ACC
because 1) it doesn't seen to interfere with anything the way STARSTRK
does 2) it's an autofolder prg not an acc 3) it's configurable and
4) it's better aesthetically.

If there is sufficient interest I can post the configurable version
of PYRO to the binaries.

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

2009. ICD RateHD

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 20:30:33 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9002212030.aa00488@benjamin.Cs.Bham.AC.UK>
Source record: 243101

I tried the RateHD a day or so ago - it is supposed to determine the speed of a hard disk *independant* of the OS slowing it down (:-). Anyway - I tried it on my Supra, and it gave something like a 40ms access time. Then I defragged my root partition (only about 4Megs) and ran it again. This time, the access time was only about 36ms! Has DLII (the defragger used) done something unexpected to my drive, or has RateHD gone doolally?

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

(The new, improved sig! Or it was until I added this line...)

2010. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 20:47:44 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Feb21.204744.560@agate.berkeley.edu>
Source record: 243102

```
roland@cochise.pcs.com (Roland Rambau) writes:
>hcj@lzsc.ATT.COM (HC Johnson) writes:
>->> > #define MAX -32768
>->> > main()
>->> > {
>->> > printf("1: %d\n", MAX);
>->> > printf("2: %d\n", (int)MAX);
>->> > }
>->>
>->> This is not a bug, its a feature. MAX is not a number, its an expression.
>->> Thus, the evaluation of MAX is a long int. The first printf only prints
>->K&R specify that constants are int's. Not a long int.

Like I said "MAX is not a number, its an expression." There is an integer
in the expression (the number 32768). But there is also an operator (the
unary minus). This makes MAX an expression, not a number. Thus the real
question is what does K&R say integer expression are evaluated to? I
don't have K&R handy, but I believe it says long ints.

Eric
ericco@ssl.berkeley.edu
```


```
Eric
ericco@ssl.berkeley.edu
```

2011. DEAD MAILER

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 20:58:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb21.160054est.58402@ugw.utcs.utoronto.ca>
Source record: 243103

RE: my request for Portfolio applic. information, our incoming mailer that routes digest listings to me is dead. Please direct replies to me directly, it's the only way I can receive info for the time being. Thanks in advance.

2012. Re: Make my STe sweat...?????

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 21:12:28 UTC
From: cosc10hv@elroy.uh.edu
Message-ID: <5621.25e2afdc@elroy.uh.edu>
Source record: 243104
Cross-posted to: rec.games.frp,comp.sys.atari.st

In article <27176@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> AAron nAAs asked:
>>Anyone in Europe or Canada have programs that will take
>>advantage of the STe's new features?
>
> Bob Brodie from Atari US showed us a 4 Meg STE this weekend, and showed two
> programs for it...
>
> One was a "bouncing ball" demo from Australia, with not so great graphics
> (it was designed for a 50hz PAL system, so they might have been great, but
> we didn't get to see them that way), and some really great sound by way of th
> PCM digital sound output of the STE.... (AXEL-F from Beverly Hills Cop in
> stereo...!)
>
> The other was a game written by Atari's game division in Chicago... it was
> a "River Raid" kind of thing called "Whitewater... (Something or Other)"
> and came on two disks.. the first disk booted, started up the music and then
> rather imperiously demanded, in a digitized voice, "DISK B... DISK B..."
>
> While Bob declared, rather frankly, "I wouldn't buy this game," several peopl
> who had a chance to play it at the MACE user group meeting said it wasn't bad
> in fact, there were several requests for copies. (Unfortunately it won't run
> on anything other than an STE...)
>
> When asked, Bob said Atari has no current plans to market the game. Someone
> at the meeting did mention another commercial release of a game for the STE,
> whose title escapes me though, at 3AM....
>
>>P.S. My STe is Serial number 310, bought in Canada, and label
>> says that its a US machine!!
>
> Bob told us that what happened to the US STE was that it failed its FCC type
> acceptance tests. While they redesigned the internal shielding, they shipped
> the already assembled units to Canada for sale there... thus the "U.S."
> label on the unit purchased in Canada....
>
> BobR
>

I am new on this newsgroup. I have an Atari 520ST upgraded to 1 meg. I am
aware of the new products that Atari is planning on releasing but this STe is
new to me. I have only heard of the TT and the Stacey Laptop - unless the STe
is the same as the Stacey.... Someone give me some info...

Paul Sears
COSC10HV@Elroy.Uh.Edu

2013. Booting PC Speed from Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 21:17:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb21.162149est.58457@ugw.utcs.utoronto.ca>
Source record: 243105

The following describes the sequence I went through to try and get
PC Speed to boot DOS from my SH204 drive (which, incidentally, did not
work).

1. PC Speed software installed on drive C: (TOS HDX boot)

2. PC_INST.PRG used to assign DOS C: = TOS D:
DOS D: = TOS C:

3. run PC Speed and boot DOS 3.2 from A:

4. format C:/s (this put IO.SYS,MSDOS.SYS and COMMAND.COM on my
TOS D: partition which PC Speed was told was my DOS C: partition
(from step 2)

5. exit back to GEM and re-run PC_INST.PRG to set boot from HD.

6. re-run PC Speed and ZIP, the system just hangs.

What did I do wrong?

I am still getting stack overflow messages if I switch menus in dBASE III
Plus too fast (takes more effort than before I resoldered my board socket
but it still happens). Any PC Speed specialists on the NET to address my
problems?

2014. Printmaster For Sale

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 21:32:45 UTC
From: klehr@sun.soe.clarkson.edu
Message-ID: <1990Feb21.213245.9465@sun.soe.clarkson.edu>
Source record: 243106
Cross-posted to: misc.forsale,comp.sys.atari.st

I have an unused version of Printmaster for the Atari ST that
I have no need for. If anyone is interested in it, let
me know.

Tom

--
Thomas J. Klehr

2015. Re: PYRO

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:18:25 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002212218.AA12834@fsucs.cs.fsu.edu>
Source record: 243107

```
In article <8589@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
>If there is sufficient interest I can post the configurable version
>of PYRO to the binaries.
>
>_____________________________________________________________________________
> Bob Luneski
> Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
> Genie: B.LUNESKI1

I am interested. I am sure others are too.

--

------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

2016. Megaproblems question

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:32:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9002220808.AA28345@ucbvax.Berkeley.EDU>
Source record: 243108

My question is concerning problems I have been having with a
Megafile 30. My system is a Mega-4, Megafile 30, and an SC1224 monitor. My
problem is that on an intermittent basis my system simply decides not to boot
off the hard disk. The process goes something like this.

a) The system boots with the standard messages and everything in
my AUTO file executes perfectly.

b) The screen flashes a colorful pattern and then restarts the boot
process. GOTO a)

What seems to cure the problem temporarily is for me to reformat the
hard disk and reinstall my files. It will then run fine for a couple of months
with a gradual deterioration until once again I can't get it to boot at all.
Note: Even when this is at it's worst, I can still get the system up by booting
off the Atari Hard Disk Utilities Disk, and running AHDI. My drive then
functions perfectly until I turn the system off. My guesses as to possible
sources of the problem at this point are:

a) The gradual fragmentation of files on the disk over time somehow
creates my problem (perhaps somehow corrupting the boot sector).

b) A virus. (I unfortunately don't have any virus finder software.)
If someone could send me a binary of vkiller it would be appreciated.

c) Some undocumented feature of my Mega relating to desk accessories.
I think this is possible, because I have found that the problem
SEEMS to be affected by whether I have and even or odd number of
desk accessories installed. (I have tried it with no desk
accessories and I still have the problem, but is 0 even or odd?)

Someone HELP! PLEASE!!!

"Certain it is and sure, BITNET: RJOHNSON@CEBAFVAX
love burns, ale burns, INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
fire burns, politics burns. DECNET: 6415::RJOHNSON
But cold is life without Reality: Rick R. Johnson
them".- S'Task of ch'Havran ==========

2017. Uniterm/Terminal Emulators Question

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:35:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9002220808.AA28354@ucbvax.Berkeley.EDU>
Source record: 243109

Could someone tell me if there is a more recent version of Uniterm than 2.0e? If there is, does it have full 132 column capability instead of the previous 128? If not, is there a good commercial or PD program that will serve as a full 132 column VT200 emulator? I really need the full 132 capability. Thanks in advance to anyone kind enough to respond.

"Certain it is and sure, BITNET: RJOHNSON@CEBAFVAX
love burns, ale burns, INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
fire burns, politics burns. DECNET: 6415::RJOHNSON
But cold is life without Reality: Rick R. Johnson
them".- S'Task of ch'Havran ==========

2018. PC-DITTO and HP-DOS

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:36:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9002220809.AA28375@ucbvax.Berkeley.EDU>
Source record: 243110

Has anyone been able to successfully install the HP version of MS-DOS
on a hard disk so that you can boot from it with PC-DITTO I? Does anyone from
Avant-Garde read this list? Can anyone tell me a phone number for AG that gets
me something other than the PC-Ditto II availability recording? HELP! PLEASE!

"Certain it is and sure, BITNET: RJOHNSON@CEBAFVAX
love burns, ale burns, INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
fire burns, politics burns. DECNET: 6415::RJOHNSON
But cold is life without Reality: Rick R. Johnson
them".- S'Task of ch'Havran ==========

2019. HPGL File Conversion

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:38:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9002220809.AA28395@ucbvax.Berkeley.EDU>
Source record: 243111

A while back someone asked if there was any PD software that could translate CAD-3D, NEO, or DEGAS files into HPGL format. If it exists, I could really use a copy of it, or at least pointers to where I can find it. If it doesn't, could anyone direct me to a commercial program with this capability? I am told that one of Antic's CyberStudio public domain disks may have an HPGL driver and/or conversion utility, but I don't know which one. If anyone knows anything about this, I would really appreciate hearing from you. Thanks in advance.

"Certain it is and sure, BITNET: RJOHNSON@CEBAFVAX
love burns, ale burns, INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
fire burns, politics burns. DECNET: 6415::RJOHNSON
But cold is life without Reality: Rick R. Johnson
them".- S'Task of ch'Havran ==========

2020. Re: GDOS fonts.. correction

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:42:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90030820221338@masnet.uucp>
Source record: 243112

I'm sure a few have caught the error in my posting some days ago
regarding the use of GDOS fonts. In my original posting, I'd stated that
the function used to select a font, vst_font(handle,font), required
'font' to be the Nth font loaded by vst_load_fonts.

The function vst_font(handle,font), will load the font whose
unique font id is 'font'. The function returns the actual font set as a
result of the command (ie. its font id).

One thing I neglected to mention in my earlier posting, if you
open more than one virtual workstation a program - if for instance, you
open up a virtual workstation for every window in your application, then
you must call vst_load_fonts(handle,0) for each one in order to access
your GDOS fonts when drawing in that virtual workstation. If the fonts
are already loaded for another virtual workstation, the function will
not load them again. The purpose of the call seems to be a matter of
GEM housekeeping.

Regards,

tellabs.canada@canremote.UUCP (Roman Onyschuk)

#include<disclaimer.h>

The views expressed above, are my own.. Tellabs doesn't even know I hang
out in this newsgroup :-)
---
* Via ProDoor 3.1R

2021. Re: GDOS fonts.. correction

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:42:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90022123012218@masnet.uucp>
Source record: 243113

I'm sure a few have caught the error in my posting some days ago
regarding the use of GDOS fonts. In my original posting, I'd stated that
the function used to select a font, vst_font(handle,font), required
'font' to be the Nth font loaded by vst_load_fonts.

The function vst_font(handle,font), will load the font whose
unique font id is 'font'. The function returns the actual font set as a
result of the command (ie. its font id).

One thing I neglected to mention in my earlier posting, if you
open more than one virtual workstation a program - if for instance, you
open up a virtual workstation for every window in your application, then
you must call vst_load_fonts(handle,0) for each one in order to access
your GDOS fonts when drawing in that virtual workstation. If the fonts
are already loaded for another virtual workstation, the function will
not load them again. The purpose of the call seems to be a matter of
GEM housekeeping.

Regards,

tellabs.canada@canremote.UUCP (Roman Onyschuk)

#include<disclaimer.h>

The views expressed above, are my own.. Tellabs doesn't even know I hang
out in this newsgroup :-)
---
* Via ProDoor 3.1R

2022. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 22:46:05 UTC
From: dac@ukc.ac.uk
Message-ID: <2827@gos.ukc.ac.uk>
Source record: 243114

In article <4474@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
[about sync scrolling]
>
>I ran a DEMO that does this on an STE and the video hardware really chucked
>up on it. The custom chips on the STE no longer have the same quirks as the
>old ones so if you don't want to lose compatibilty don't do it. Also the
>sync scrolling technique uses frequency toggling and I believe loses on
>a native 60Hz display.

I ran "The Cuddly Demo" on a STE and, sure enough, the sync scrolling died. Its use shouldn't be ruled out though. It is the fastest way to do high speed scrolling on a ST. If you're planning on writing a fast scrolling game on a STE using its hardware support then, if the design is portable, it may be worth writing a dual version with two screen handlers for the two STs.

As far as I know most games run in 50Hz anyway as this gives the code 1/50th of a second per update rather than 1/60th (obvious). So you get more time per frame using 50Hz. If you can't run every frame then every other frame at 60Hz looks smoother than every other frame at 50Hz (my scroll code forces a 50Hz screen - I haven't tried to make it run on a 60Hz screen and I'm not sure that it's possible).

The code I posted last night to do sync scrolling was very fragile timing-wise and I suggested using two timers to make everything solid. Well, in the light of day I realised that the HBL can be used to sync at the top of the screen (and a nop is 4 cycles, not 8 as I said). Anyway, using the HBL can make the whole thing very solid.

Maybe you've noticed, I really am trying to plug sync scrolling. I haven't the time to write anything commercial but I really do like high speed shoot-em-ups and believe that fast, every frame update is a must. Sooner or later such games will appear for the STE and older STs will be left standing. Fast scrolling CAN be done on a ST. You have the code. Read it, understand it, re-write it and use it. Games for the ST will never have the sound quality of the STE, or the BLiTTER speed, or the specialised video chip functions, but it's gameplay that really counts and fast scrolling is it.

Dave.

PS. I always wanted LucasFilm to do "Rescue On Fractalus" for the ST...
Hey! What ever happened to "Defender"? A *real* version (with original(ish) graphics)?

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,

Segmentation fault (core dumped) | Canterbury, England.

2023. Mono Monitor Woes (was Re: Color and Mono)

Newsgroup: comp.sys.atari.st
Date: 1990-02-21 23:00:36 UTC
From: tim@brspyr1.BRS.Com
Message-ID: <6670@brspyr1.BRS.Com>
Source record: 243115

boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>>
>>Is there a product that will allow a color monitor to be used (badly,
>>perhaps) as a monochrome monitor?
>
> .... I would recommend that you get a real mono,
>as they are cheap (hell, you might be able to get a used one for $60) and
>they look sooo good (70Hz is hard to beat, best monochrome screen I have seen).

$60!!!!!?????!!!! I would settle for finding one for $100!

I have been shopping around a little for a mono monitor, and the cheapest
NEW price I have found mail-order is $160 (locally, the only place in town
want $200). I have been as yet unable to find a used one for even $100,
let alone $60.

If anyone knows of or has a monochrome monitor they want to sell for a
decent price, PLEASE! let me know (Spectre can be *painful* on a color
monitor).

-- Tim
--
Tim Northrup +---+
+---------------------------------+ GEnie: T.Northrup |
UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
ARPA: tim@brspyr1.BRS.Com +---+

2024. help with io redirection, please!

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 00:58:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900222005804.790174@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243116

hi,

I don't understand why redirecting the input of Cconrs() doesn't work.
Here is a simple example of what I'm trying to do (compilers: Laser C
1.2, GCC 1.34):

```
/*%%%
```

If I remember correctly from the previous discussions of io-redirection, this code should work (it does work when I try to redirect stdout). But it doesn't. Instead, the demo program still waits for input from the keyboard. What am I doing wrong, what is the correct way to redirect the input to Cconws() ?

BTW, the Absoft librarian also uses Cconrs() to read its commands...

Thanks for any comments

Michael Ritzert
mjr@dmzrzu71.bitnet

2025. FFT.PRG

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 01:37:38 UTC
From: ehood@ics.uci.edu
Message-ID: <25E34262.2046@paris.ics.uci.edu>
Source record: 243117

I recently got FFT.PRG from the panarthea server. It calculates Fourier transforms and does graphs. My problem is that the GFA basic code used to generate the files is an older source code version than the GFA basic I have (I got 3.0).

I was wondering if any body has an earlier version and can translate the siggen.bas to ascii so I can load it into GFA 3.0.

I would appreciate it if any body could help.

Thanks, :')
Earl

2026. Re: Wanted: 520st.. please send me mail...

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 01:50:52 UTC
From: mccann@rbdc
Message-ID: <1990Feb22.015052.6801@rbdc>
Source record: 243118

rob@image.soe.clarkson.edu (Rob Logan) writes:

>I need a st anything to run a RC flight sym... sooner the better.

Call a friend of mine, Joe, at 703-728-9720. He is handling the sale of a 520 with ss drive for a friend.

Mike

EOF

2027. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 01:56:42 UTC
From: steve@thelake.mn.org
Message-ID: <A2668958805@thelake.mn.org>
Source record: 243139

[In article <3740@uafhp.uark.edu>,
dhe@uafhcx.uucp (David Ewing) writes ...]

>
> Does anyone out there have any source code that would allow Sozobon C to
> use the A-Line functions and AES? I've gotten version 1.2, but it seems to be
> lacking in a few areas, like support for all the nice graphics of the ST.

I'm responding here instead of mail because this is a question of general
interest.

These are two different issues.

First issue: the AES (and VDI).

AES calls are supplied in the GEMFAST bindings by Ian Lepore. GEMFAST is
in the Panarthea archives. The package includes a library of AES bindings,
a library of VDI bindings, and some utility functions. The current release
seems to be pretty reliable. Among its nicer features is a fsel_exinfo()
function that checks the GEM version and fakes the extended file selector
features if you don't have TOS 1.4 or better. It's written in MadMac, so
you can't alter things with the Sozobon assembler, but you can get it in
object library form. Incidentally, Ian should be reachable at
ian%fwbbs.citadel@thelake.mn.org.

Another, older set of GEM bindings, GEMQ by Don Farmer, also is available.
It's less fully featured, but it will assemble with jas.ttp.

Second issue: Line A.

Atari has surrounded Line A with nondisclosure agreements. There is not,
to my knowledge at least, a set of PD Line A routines. J.R. Bammi wrote an
aline.h #include file that might help you roll your own. It tells you what
values you will be able to find/change based on the Line A pointer.

You can write the basic Line A functions easily enough -- using embedded
assembler if you want. Basically you're putting illegal opcodes in the
text portion of your program. If you do:

```
char *getlinea()
{
asm(".dc.w $A000");
}
```

... you'll have a Line A init function. A pointer to the Line A block will
be returned (in D0).

However, you must not try to run this -- or any C code with embedded Line A opcodes -- through Tony's optimizer. You'll have to untangle the raw output of hcc by hand, producing this:

```
.text
.globl _getlinea
_getlinea:
.dc.w $a000
rts
```

... which you probably should have written in asm in the first place.

Generally you stuff the right values into the right memory locations, and/or place an address in register A6. Then you feed the right $Annn value to the 68000. Zap! But figuring out what locations need to be fed what values is a big pain.

I haven't found Line A to be worth the hassle for general programming except for obtaining (and modifying) such system variables as the number of lines and columns on the TOS screen.

Here are some opcodes:

```
$A000 initialize; returns Line A pointer in A0 and D0, font table
pointer in A1, and function table pointer in A2
$A001 put pixel
$A002 get pixel; returns a value in D0
$A003 draw line; may return a value (??) in D0
$A004 draw horizontal line
$A005 draw filled rectangle
$A006 draw filled polygon
$A007 bit block xfer
$A008 text block xfer
$A009 show mouse
$A00A hide mouse
$A00B transform mouse
$A00C undraw sprite
$A00D draw sprite
$A00E copy raster form
$A00F seed fill
```

If you start messing around with Line A stuff you'll begin to see similarities between the Line A and the GEM VDI.

Disclaimer: This information comes from various public sources; none comes from Atari documentation (which I don't have anyway). You'll have to determine what works by experimenting at your own risk. If any of this is incorrect, feel free to explain why and how.

--
Steve Yelvington at the (thin ice today*) lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

*16 cars through the ice so far this year! Yes, you, too, can
have that sinking feeling....

2028. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 08:03:00 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002211035.AA05844@freya.math.dmswwu>
Source record: 243119

```
In article <5838@blake.acs.washington.edu> Enartloc Nhoj writes:
> It would be nice if we had a clipboard a la mac and
> some standards in data format that would facilitate
> easy importing and exporting of data between programs.
> I think this is one of the virtues of the mac OS/Finder.
> THe above allows for a much more integrated environment
> that tends to foster greater productivity.
>
In fact, there
- IS a GEM clipboard. What do You think is the purpose of scrp_read() and
scrp_write(). Here in Germany, SOME programs 'already' use it!
- ARE standard file formats. Think of GEM, IMG, CSV, TXT, DIF...

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________
```

2029. Re: OK, so they sell the STe

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 11:51:35 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2517@medusa.informatik.uni-erlangen.de>
Source record: 243122

rjd@cs.brown.edu (Rob Demillo) writes:

>The explanation I have heard from people who study the
>personal computer market (and this is the one that makes the most
>sense to me) is pretty simple: Europeans have less disposable income
>than Americans. Period. If the European user wants to buy a PC, he
>cannot afford the cost of an IBM or Mac. (And if you think they are
>ridiculously priced *here*...try going to Europe sometime and
>pricing a Mac...if you can find one.) So they buy the lesser priced
>Atari's and Amigas.

Another part of the answer may be: We had an enourmous 64 underground
scene here in Germany. When the ST came out, most cracking groups
and most hackers readily accepted it. They bought it because they
knew at once that this might be THEIR computer. It was and is cheap,
it is fast and relatively easy to program. They crawled deeply into
the machine and wrote the first programs before ATARI came out
with anything decent. This in turn triggered the user market to
grow and set the pace for the rest of Europe. For some reason,
this didn't happen in the U.S. Maybe all the 64 hackers had already
bought PCs before the ST came out.

Claus Brod

I don't know what I mean and I hate standard disclaimers.

>Now, if that is the reason, we may see all of this change as Europe
>becomes an even larger financial center in the 90's. (Reunification
>of Germany, Europe common market, etc.) There may be more
>disposable income to go around...

> - Rob DeMillo | Internet: rjd@brown.cs.edu
> Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
> Planetary Science Group | Reality: 401-273-0804 (home)
>"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2030. RAMdisk/Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 12:01:50 UTC
From: chrisl@fulcrum.bt.co.uk
Message-ID: <ZD%#M2=@masalla.fulcrum.bt.co.uk>
Source record: 243123

Has anyone got the source of a RAMDISK utility which will co-exist
with my Atari (SM-124?) Hard Disk? I've got RAMDSK1M, but I have no
documentation, so I haven't the first clue how to configure it.

anticthanksipation

-Chrisl.
--
"Time is an illusion. Lunchtime doubly so."

Chris Parkin Lilley, CS1.2, BT Fulcrum, UK chrisl@uk.co.bt.fulcrum

2031. How to parse strings in Gulaam shell?

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 14:38:27 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Feb22.143827.2827@gpu.utcs.utoronto.ca>
Source record: 243124

Is there any way to parse filenames that are used in Gulaam shell scripts? I am trying to convert a whole bunch of dBMAN file from their PRG extension on XENIX to CMD.

I want to end up with filename-ext.

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

2032. Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 16:12:11 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2014@laura.UUCP>
Source record: 243125

I think I have found out a way how to transfer money from America to Germany with a minimum of additional costs. If you would like to send me money - say $15 for my Arcgsh - you can proceed as follows:

- Get one of your normal cheque forms (no Eurocheque or something like that needed) and fill in the amount of money you want to transfer. Now comes something very important: Write the amount in your local currency, say US$ or Cdn$ or whatever else it might be! Do _not_ make the cheque out in DM (Deutsche Mark)!

- Put the cheque into an envelope and send it to me by mail.

What shall I do with the cheque? I shall not take it to a bank to receive the money. They will charge me at least about DM 17 (ca. US$ 10)! Instead: I shall send it to my Postgiroamt. They will perform something called "simplified foreign cheque draw in" (my attempt to translate office german into english, sorry). This costs only DM 0.80!

Summary: Minimum additional costs for the sender (standard cheque form, envelope, postage), minimum costs for the receiver (DM 0.80).

Who is willing to try it out?

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2033. Re: help with DEAD atari

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 17:18:52 UTC
From: logajan@ns.network.com
Message-ID: <1990Feb22.171852.1512@ns.network.com>
Source record: 243126

> Does anyone have or know how to get schematics for
> the Atari-520ST?

The original 520ST was released to Howard Sam's ComputerFacts.

You can often find these in libraries -- as I did.

However, later versions of the 520ST and none of the 1040's and
Mega's have Sam's for them. I guess Atari decided to keep it
all secret. Still, except for blitters, etc, the general chip
set is the same (I presume) so the 520ST schematics might be
a good starting off point for other versions.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2034. Re: C programming. DAs VS PRGs

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 17:45:02 UTC
From: gilliam@lowlif.dec.com
Message-ID: <8582@shlump.nac.dec.com>
Source record: 243127

In article <48c733f6.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes...

>
>P.P.S. someone mentioned the great docs for the Prospero C compiler but said that
>the GEM AES/VDI was mainly from the DRI IBM version. Does anyone own the Prospero?
>Care to comment about the docs?
>
The documentation is excellent. The distinction is between GEM Versions 1.1
(ATARI) and 2.0. Both GEM 1.1 and 2.0 AES/VDI bindings are described in detail.
The documentation clearly states 1.1 and 2.0 features of a particular
bindings or whether the function is new for V2.

Mason Gilliam
(INTERNET,UUCP) gilliam@star.enet.dec.com
(UUCP) ...!decwrl!star.enet!gilliam
(INTERNET) gilliam%star.enet@decwrl.dec.com

2035. RS232 expansions

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 18:18:23 UTC
From: av74381@varis.tut.fi
Message-ID: <11308@etana.tut.fi>
Source record: 243128

I'm looking for info about a product called DC-PORT. According to
Double Click software it expands ST's rs-lines to three. I have
their address, but I would like to make my order by phone using
Visa.

The problem is that I do not know their telephone number,
would someone please email it to me. Email address would also
be great help.

I Arto Vesterinen I Internet av74381@tut.fi I
I Tampere University of Technology I UUCP tut!av74381 I
I Finland I Bitnet av74381@fintut I

2036. Re: poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 19:57:15 UTC
From: jimh@ultra.com
Message-ID: <1990Feb22.195715.1132@ultra.com>
Source record: 243129

apratt@atari.UUCP (Allan Pratt) writes:

>Ritzert@DMZRZU71.BITNET writes:

>>[We have a program which dies; poolfix3 improves it a little.]
>>Question to Allan or Ken:
>> Shall I install folder100 in addition [to poolfix3]?

>You should certainly use foldr100. Poolfix3 only fixes a bug in
>the code which manages GEMDOS's internal memory. You can still
>run OUT of memory there, and FOLDR100.PRG adds more. A program
>which uses Malloc() a lot, or has lots of open files at the same
>time, can use up all this memory.

Could you please elaborate? I thought TOS 1.4 fixed the
folder problem. Should one *always* use FOLDRXXX?

Actually, although I've heard a lot about this bug, I've never
read a consistent description of the problem.
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

2037. Re: Color and Mono

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 20:28:12 UTC
From: pyr579@psc90.UUCP
Message-ID: <1181@psc90.UUCP>
Source record: 243130

Hello,

The are to my knowledge two such programs which allow mono vision
on an ST color monitor. The only one I've ever seen is Omniview, I will
say however that even though it is capable of many tasks, not all software
will work, and it certainly isn't near mono res. Why not just buy a mono
monitor, they are $200, and a Monitor Master switch is $40
This omniview package goes for about 60 - 70 dollars.

Stephan Cleaves PSC (pyr579@psc90.UUCP)

2038. GDOS to printer

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 20:48:20 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <4569@jarthur.Claremont.EDU>
Source record: 243131

I am working on a scientific graphing program that uses GDOS to produce great printed results. Right now, I can produce a metafile, which you have to print out with OUTPRINT.PRG or a similar program. I would like to be able to print directly to the printer. In my meta file code I set work_in[0] to 31 to tell it to do a meta file. I thought by setting it to 21 instead I could get it to print to the printer, but it only ejects a blank page. I am using a coordinate system ranging from 0, 0 to 32767, 32767. I asked about this before and got no replies. Can anybody help?

Dan

2039. Re: RS232 expansions

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 20:58:25 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <36748@iuvax.cs.indiana.edu>
Source record: 243132

In article <11308@etana.tut.fi> av74381@varis.tut.fi (Vesterinen Arto) writes:
>I'm looking for info about a product called DC-PORT. According to
>Double Click software it expands ST's rs-lines to three. I have
>their address, but I would like to make my order by phone using
>Visa.
>
>The problem is that I do not know their telephone number,
>would someone please email it to me. Email address would also
>be great help.

Yes, DC Port gives an extra two serial ports, tacked on to the cartridge
port (they also have a version that gives a total of 5 ports--ARMUDIC,
a club BBS in the Wash, DC area uses the 4-port version; works like a charm
with Michtron BBS 3.0!).

Anyway, I don't think DC is set up to take Visa charges. I've been over
my hardcopy shareware docs as well as the DC Utils manual, and can't find
a phone number. However, their address is:

Double Click Software
P.O. Box 741206
Houston, Texas 77274

DC also runs a bulletin board at (713)-944-0108. (300/1200 baud only).

Mike Vederman reads the Net, too. The address is uace0@uhnix2
(or was when my shareware docs were printed)

Jeff

2040. Used hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 21:56:38 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002222156.AA23492@fsucs.cs.fsu.edu>
Source record: 243133

Hey Netters,

Enough! I must build a huge hard drive for my system! Floppies are
for the birds. I know how to do it in general terms (get drives, host adapter,
and controller card, bolt them into a casing), but I do not know what type of
drives to get. Can I use SCSI drives (ie 229n's), or is there a cheaper way
to go. I also want to get the drive units themselves used if possible (not
much cash here). Can anyone tell me a place that sells such drives? I seem
to remember a list of ST usable HD mechs floating around the net, can someone
send me it? I have decided to get an ICD host adaptor, but all I know about
the controller card is that an Adaptec 4000 will work. Any better solutions?
I want to build a system with at least 60 megs, but the more the merrier. If
possible (and if it is cheap enough), I wish to get two mechs, to increase
the chance of saving half my stuff if one crashes. Is this a good idea? Also,
I am waiting (in vain, it seems) for a friend to produce some 65mb 28ms 5.25"
drives, used, $250. Is this a good deal? I do not know the specific make, but
he has one working on his system. I am sick of waiting, someone tell me a
place where I can get close to this deal (if it is a good one)!!!!!

--

---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
----

2041. Why IBM disks didn't work for me (and what I did to fix it)

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 22:09:58 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002222210.AA23735@fsucs.cs.fsu.edu>
Source record: 243134

Well folks, my wierd problem with the 1.4mb disk drives on IBM comp. has ended. I think this might be rather significant, because I only figured it out by accident.

Scenario: Any time I stuck an IBM formatted disk in my ST, and wrote to it in any way, it would no longer work in the IBM's. (Seems kinda obvious to me now).

Problem: The &**(@&#$&* Key virus!!!! It is everywhere (I hear that it was originally distributed on the Midi Maze game disks, but that is not confirmed). The damn virus, although benign in it's independent state (ie without a key disk to activate it), was on ALL of my disks, most notably my Utilities disk. I never noticed it because it doesn't do anything on ST's, but it seems that it scrags some info in the boot sector that IBM compatables need to recognize the disk. Thus, PSFORM (a PD formatter that produces PS/2 compatable disks) would not work for me, because the virus would be written to the disk right after it was formatted. Also, whenever I used a disk formatted on the IBM, one write from my ST would destroy the disk (as far as the IBM was concerned).

Solution: Get VKILLER from terminator, or someplace, and wipe this one out!! Be careful not to use it on a self-booting disk (and also never use a self-booting disk with your HD on!). It took me about two hours to do, and now I periodically check to make sure is hasn't croped up again. Also, check every disk in your collection. I found the Key virus on some PD disks that I purchased through the mail (and never un-write-protected them). Even originals, unless they are self-booting, should be checked.

Note: I highly recommend the afore mentions utility, PSFORM. I got it from comp.binaries (I think), and it does all it is supposed to do. As soon as I get a hard drive, it will be on the Neodesk desktop.

Query: What is the newest version of VKILLER?

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2042. Re: Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 22:34:25 UTC
From: kjetilho@ifi.uio.no
Message-ID: <2631@ifi.uio.no>
Source record: 243135

Rainer Klute writes:

> What shall I do with the cheque? I shall not take it to a
> bank to receive the money. They will charge me at least
> about DM 17 (ca. US$ 10)! Instead: I shall send it to my
> Postgiroamt. They will perform something called "simplified
> foreign cheque draw in" (my attempt to translate office
> german into english, sorry). This costs only DM 0.80!

I agree with him that this is an easy way of transfering money.
However, if both parties have postal giro accounts (or whatever
they are called in English), this is absolutely free, and
the currency of the cheque doesn't matter at all. Even the postage
is free!

Even if the receiver hasn't got an account, the fee is only
1/5 of what a bank charges. He will then receive a cheque from
a well-reputed bank, like Lloyds in the UK, I believe.

I've always wondered why payment by postal giro isn't more
popular. Isn't this system available in UK, USA, France etc.?
I know that it is in the Scandinavian countries.

To sum up -

```
IF have_account%=TRUE THEN
PRINT account_number% : REM We all benefit!
ELSE
IF FNsystem_available THEN
PROCget_account
PRINT account_number%
ENDIF
ENDIF
```

(Pascal-, C-, BCPL-enthusiasts etc. will have to mail me to get
an alternate version of the above code :-)

BTW - I'm sorry, but I won't try to send you any money, because I
don't even know what arcgsh is! Perhaps that's self-evident to other
people... :-)

```
////////////////////////////////////////////////////////
// Kjetil T. Homme // "I always read between the lies" //
// Norway // (Goodman Ace) //
////////////////////////////////////////////////////////
```

2043. Make My STE Sweat

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 23:03:24 UTC
From: ccastbs@prism.gatech.EDU
Message-ID: <6284@hydra.gatech.EDU>
Source record: 243136

I don't want to be a pain or anything, but I'd like to mention
that the thread with the subject "Make my ste sweat" is getting
crossposted to rec.games.frp for some reason, and request that
the newsgroup field of the header be corrected in future.
Shannon Bell
ccastbs@prism.gatech.edu

2044. STe in Canada - Where?

Newsgroup: comp.sys.atari.st
Date: 1990-02-22 23:05:46 UTC
From: ain1496e@merrimack.edu
Message-ID: <18603.25e4704a@merrimack.edu>
Source record: 243137

I remember seeing somethint about th STe being available in Canada.

If this is true can people mail me the name/address of dealers in Canada
that have the STe and if available the price (specify us or canadian dollars)

Thanks for any info

2045. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 00:24:25 UTC
From: mwjester@wsucsa.uucp
Message-ID: <14033@wsucsa.uucp>
Source record: 243138

In article <27180@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> I assume, based on KBad's comments that Alan Page is a poor programmer too,
> or possibly I didn't sprinkle enough dried chicken blood around my ST, as
> I've had the "Phantom Typist" hit me while using FLASH as a text editor...
>
> Seems odd that someone who's been so involved with the ST has never heard of
> this "feature" that's existed as long as the ST has been available...
>
> BobR

I used to use Flash occasionally as an editor while online (before I switched to Uniterm :^) - thanks Simon!), but I never ran across the phantom typist while doing so - in fact I've never had it happen to me. I have the 85 ROMs and normally have some fairly minor accessories running - the control panel and so forth. What kind of things were you doing when it hit?

Max J.

2046. Attention: Johann Ruegg

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 04:23:47 UTC
From: rjd@cs.brown.edu
Message-ID: <30324@brunix.UUCP>
Source record: 243140

Sorry to all for posting this here, but...

Johann Ruegg: because of your address path, my mailer cannot
return a message to you. I have the information you need, please
give me a call at the number below, or email me your phone number.

-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2047. Containing the mouse

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 04:36:28 UTC
From: barry@gpu.utcs.utoronto.ca
Message-ID: <1990Feb23.043628.13028@gpu.utcs.utoronto.ca>
Source record: 243141

I wish to keep the mouse cursor within a specific rectangle on the screen. I am sure that I am just missing something, but I can't find any GEM calls which will set the cursor to a particular position. If I can do that, I can keep an eye on the location of the mouse as returned by evnt_multi() and adjust as necessary. I am sure that this is possible because GEM does it when animating the scroll boxes for windows.

Barry

2048. Cartridge Port Information Request

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 05:42:38 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <22345.25e478ee@kuhub.cc.ukans.edu>
Source record: 243142

I know this is old ground, so I'll make it short--
Can someone mail me the list of companies or company that sells
prototype boards for the ST cartridge port?

/\
Michael C. Whittenburg Operations, The University of Kansas
Academic Computing Center
WHITTEN@KUHUB.CC.UKANS.EDU
MWHITTENBURG@VOLTA.ECE.UKANS.EDU WHITTEN@UKANVAX.bitnet
MWHITTENBURG%ECE@KUHUB.CC.UKANS.EDU OP55@UKANVM.bitnet
Standard Disclaimer: The opinions expressed above are mine...
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

2049. (La)TeX on the Atari ST - SUMMARY

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 07:31:50 UTC
From: mikew@wheeler
Message-ID: <3615@tahoe.unr.edu>
Source record: 243143
Cross-posted to: comp.text.tex,comp.sys.atari.st

Here is a (very) brief summary of TeX on the Atari ST computer
resulting from my earlier post for info a few weeks ago.
%--%
From: Jwahar R. Bammi <bammi@alpha.ces.cwru.edu>
1. software... what, where you got it (how), PD, shareware, cost etc.
TeX PD: i ported it
LateX PD: i ported it
metafont PD: ported by John Dunning
font files (pk, mf, whatever) PD: from unix TeX dist
tfm's PD: part of dist or generate with MetaF
previewers (and their fonts) PD: at least two of them: I use
one by robert stabl
printer drivers PD: posted here: epson, hp, slm, nec ...
2. hardware....
1040, Mega[2,4], amount of memory (if nonstandard): my port
runs on 1M or larger St. Previewrs require mono monitor

All of the above and more available for FTP on dsrgsun.ces.cwru.edu
in pub/atari/StTeX
%--%
From: John R. Dunning <jrd@STONY-BROOK.SCRC.Symbolics.COM>
1. software... what, where you got it (how), PD, shareware, cost etc.
Zero cost. TeX etc, MF, Fontware etc were all compiled up from the
sources available from Score (and now Science). There are a couple
previewers available in source form for the ST. TFMs, fonts etc were
compiled up from their MF sources with Metafont.

2. hardware....
M4, but originally a 520 upgraded to 1M.
printer used (and any pertinent details-trials in getting it
to work)
Panasonic 1081. Zero trouble. Just compiled up DVIEPS and off it went.
comments (bugs, koodoos)
It all works. I wish it was faster.
%--%
From: Bob Waltenspiel <bobw@hpsadpk.hp.com>
1. software... what, where you got it (how), PD, shareware, cost etc.
TeX
LateX
metafont
font files (pk, mf, whatever)

printer drivers

I bought the discs from Current Notes. The metafont program would not work
as shipped. When asking for help from someone who posted the mention of
the CN discs they suggested getting MF from an archive. He even called
to find out how it worked. I haven't yet tried it.

2. hardware....
520 w/2.5M, 60M ICD based harddisk, Deskjet.
%--%
From: Michael Ritzert < mjr@dmzrzu71.bitnet >
[Ritzert%DMZRZU71.BITNET@CUNYVM.CUNY.EDU]

1. software... what, where you got it (how), PD, shareware, cost etc.

System a, Office:
plain, gplain (German plain) TeX
tools GmbH, Bonn, FRG
pk fonts \magstep0 - \magstep5, most LaTeX fonts in font libraries
universal screen/printer driver by tools GmbH
supported devices: screen (95 dpi)
NEC P6 (360 dpi)
(fonts and printer not installed at present)
HP DeskJet (300 dpi)
price: ~350 DM including a lot of font disks
comments (bugs, koodoos)
TeX is very fast, printer driver is fast
but triggers tos1.4 memory pool bug.
Screen driver supports high screen resolutions!
Cheap commercial TEX, GOOD support by
tools, extremly good price/value ratio!
2. hardware....
2x Mega4, 2x sh205 (one cabinet with a seagatest 251-1)
both machines upgraded with Hypercache (16 MHz) and tos 1.4
both machines standard monochrome (sm124)
1 HP DeskJet, 1 HP DeskJet+
Network being installed (Ethernet, PAM's Net, TCP/IP)
no problems getting the software to work.

System b, personal:

software:
plain, LaTeX, SliTeX, both English and German
StTeX for 2 Meg System by J. Bammi
Metafont (German PD)
dvist
at present no printer driver, I am going to build one myself
hardware:
Hypercache Mega4, overscan (688x480 pxl on sm124)
GE-soft SCSI hostadapter, Fujitsu m2614 drive (180 MB)
HP DeskJet+

I have just thrown away my illegal copy of tools' tex. The
printer driver will be rebuilt. Metafont runs nicely, no
problems with installation.

%--%
From: Mike Whitbeck < mikew@wheeler.wrc.unr.edu >

1. software
latex, tex, macros: Bammi's port from dsrgsun.ces.cwru.edu
pictex: TUG ($35) (drawing macros)
showdvi: dsrgsun.ces.cwru.edu (previewer)
fonts: J. Longs, + ??? from dsrgsun.ces.cwru.edu
bibtex: J. Longs from dsrgsun.ces.cwru.edu (bib database)
[off and on (more off) I am working on a port of Tib a
very slick bib database package]
mkindex: from dsrgsun.ces.cwru.edu (?) index builder

2. hardware
office: Megafile 30 hard disk,
sm124 (mono),
1040ST connected (UNITERM) to a SUN 3,
these printers are on the Sun's ethernet and I
print from the Sun:
apple laser writer, imagen (now dead, s-o-kay I like
PS better, soon an HPLJ II will be plumbed in)
home: same as above EXCEPT sm1224 (color) monitor + Omnires
emulator, FA_ST ICD 30 hard drive (till it bites the dust).

%--%

Some ftp sites

dsrgsun.ces.cwru.edu 129.22.16.2 Atari TeX stuff (and more)
terminator.cc.umich.edu 35.1.33.8 Atari TeX stuff (and more)
score 36.8.0.46 TeX stuff
sun.soe.clarkson.edu 128.153.12.3 TeX stuff
science.utah.edu 128.110.192.2 TeX stuff, Hershey fonts
%--%

~ _____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____|__RENO___NEVADA_____|

2050. Re: The 'PHANTOM TYPIST'

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 08:49:58 UTC
From: mccann@rbdc
Message-ID: <1990Feb23.084958.22668@rbdc>
Source record: 243144

hcj@lzsc.ATT.COM (HC Johnson) writes:

>Lets try to catch and fix this.

>Does anyone having the problem also have a memory switcher?
>If so, when the problem hits, if you can talk to the switcher, SAVE the
>memory image. Perhaps we can pass the image around and many more people can
>look at the problem, and if its constant with the image, maybe even
>get Atari interested.
I've got an idea. My theory is that this may be a HARDWARE problem. Because I for one have NEVER seen it, and neither has a friend of mine. If you're getting it a lot, why not get a replacement IKBD and perhaps some other chips, and try swapping them till it quits.

EOFZZ
>Howard C. Johnson
>ATT Bell Labs
>=====NEW address====
>att!lzsc!hcj
>hcj@lzsc.att.com

2051. Re: Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 08:58:50 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <788@nikhefh.nikhef.nl>
Source record: 243145

The cheapest easiest way to get money from the US to Europe: put the dollar bills in an envelop and put a stamp on it. I know enough people going to/coming from the States and East European countries to make them useful.

Geert Jan van Oldenborgh

(From the Netherlands, the country with the smallest number of credit cards and lowest cheque usage of the developed world)

2052. overscan resistent editor

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 11:57:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900223115734.631672@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243146

Bernd Esser writes:

>A few days ago, i installed Overscan in my Mega. Unfortunately i had to
>recognize that none of my editors can work with the higher resolution.
>My question is: Is there somebody who kwows an editor that will work in
>overscan mode(i am using a b/w monitor)?

I am using GNOME, a MicroEmacs Clone by Moshe Braner (well, in fact an
extended version of the program). It is small (some 50 k), fast, has
builtin help
but lacks substitute and query replace (can be worked around by a
macro). I find working with it more convenient than with MicroEmacs 3.9.
Invoke the program as
gnome -c 30 -r 86 file.ext
to use the extended screen of 688x480 pixels. The original program is on
various file servers. I got my copy from listserv@canada01, which
recently has moved to a different location.

Michael Ritzert
mjr@dmzrzu71.bitnet

PS: my extensions include german help and error messages, second macro
buffer (nesting of one macro into the other possible), storing of
keyboard macros on disk, improved bufferd disk-io, subsitute and
query-replace commands. Improved buffer printing is being worked on.

2053. Re: RateHD

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 12:11:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900223121113.363135@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243147

Chris Ridd wrote:

>I tried the RateHD a day or so ago
>...
>time was only about 36ms! Has DLII (the defragger used) done something
>unexpected to my drive, or has RateHD gone doolally?

RateHD is buggy. The results for the access time can be considered only
a *rough* estimate. I found out that there is even a dependence on the
partition size.

Michael Ritzert
mjr@dmzrzu71.bitnet

2054. Hard Disk info (Bounced mail)

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 12:25:40 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <23.Feb.90.12
Source record: 243148

Will the Michael @ unido.informatik.uni-dortmund.de who tried to send mail back via UKC either post his reply to the net or try sending it to MS2@UKACRL as UKC won't talk to salf.d. Ta. (Sorry for using net bandwidth like this but sometimes getting mail to the UK is about as easy as getting info from ATARI)

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

2055. 2 Harddrives

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 16:42:36 UTC
From: root@trwrb.UUCP
Message-ID: <292@trwrb.UUCP>
Source record: 243149

Well I finally managed to connect another drive to my SH204. This is what
I did. The details are intended to help lay man like myself.

Equipment list.

1. SH204 harddrive which includes:
a) tm562 20mg drive mechanism
b) adaptec board
c) Atari board
d) fan
e) 50 pin adaptec board cable

The SH204 manual states this drive uses MFM, ST506/412, and
5 megabytes/sec transfer rate.

2. 130 watt external power supply (my original SH204 power
supply had to be replaces months ago).

3. ST251-1 28 ms 40 mb drive mechanism. ($330). This drives uses
MFM and ST506/412. The new drive I bought came with instructions
that explained how to set the new drive to drive #1. These
instructions also explained how and when to remove the terminal resistor
pack. I also bought and returned a used drive that was not
advertised as used or refurbished.

4. Mega style full height case 12"x14"x3.5" ($40 from IB Computers
(503)/297-8425). I believe their cables are over priced.
5. One 34 pins cable with 3 board end connectors.
6. Two 24 pins cable each with a socket connector and a board end
connector.

7. A chip from BMS ($20) to replace a chip in the Atari Board
and corresponding installation software. My version of AHG.PRG
and HDX.PRG would not work with 2 drives or with just the
st251-1. When the BMS software is installing the harddrive
partitions upon booting, the software reads each partition until
it encounters a read error. My understanding is the Atari chip
does not report read errors which would cause the BMS software to
install several partitions. The BMS people were very helpful.
BMS = Berkeley Microsystems (415) 547-2191

8. A power plug connector for the st251-1. I configured the voltages
on this plug the same as the sh204 plug. The sh205 power plug will
fit into the st251-1. Since I could not find the correct plug, I
bought a similar one and cut it into shape. VERY IMPORTANT -
be certain of your voltage wiring - +12 +0 +0 +5

9. Bezel. (not important). My case has no front cover. The front
cover is supplied by the 2 drives and the bezel.

Connections:

* The drives are mounted with the boards facing down. Both drives
are 1/2 height 5 1/4 drives.

* The colored strip on the connectors is pin 1. The board socket
connectors have numbers on them showing some of the pins. The
board end connectors have a cut or slit near pin 1.

* Set drive 1 by moving the jumpers to ds1.
Set drive 0 by moving the jumpers to ds0.

* Drive 0 must be connected to the controller via the outside 24 pin socket
connector.
Drive 1 must be connected to the controller via the inside 24 pin socket
connector.

* The terminal resister pack must be removed from drive 0.
The terminal resister pack must not be removed from drive 1.
On both of my drives, the terminal resistor pack was yellow,
about 1 inch long, had 8 pins, appeared to be soldered but
it isn't, in plain view, and easily accessible.

Mounting:

The holes for mounting the drives are pre drilled into the case. The
equipment inside of my case includes: 2 drives. controller, Atari board,
fan and cables. My power supply is external. I hacked up parts in the
sh204 case to use in my new case. I used the parts to mount the controller
over the old drive and to mount the Atari board to the rear of the case. I
also used the fan from the sh204. The top of the case is not sturdy. I
bought some harddrive mechanism hardware to provide additional top
strength. This part was trial and error.

Good Luck

Gregory Gibson

2056. poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 19:37:00 UTC
From: UJ0A@DKAUNI2.BITNET
Message-ID: <"90-02-23-11:37:20.38*UJ0A"@DKAUNI2.BITNET>
Source record: 243150

Allan Pratt writes:
> Poolfix3 should print a message when it runs; that message either says
> it was INSTALLED or says there was some error. The most common error
> is that it can't find GEMDOS: if some program has run earlier in the
> AUTO folder and swiped the GEMDOS trap, that'll do it. (Other messages
> include detecting that your GEMDOS doesn't need poolfix at all, and
> that your GEMDOS *does* need poolfix, but it can't be installed for
> some reason. That one should "never happen.")
That message happen to a friend. But I believe that's because I've
patched his Rainbow-TOS for the 68020. The TOS14FIX also doesn't work
(because of Line F). This doesn't matter because I'd included this
patch. Now I'm not sure if FOLDERxxx works after including the poolfix
patch. Which way do FOLDERxxx add memory to the pool in Rainbow TOS?

Rainer

Rainer Seitel EMAIL: UJ0A@DKAUNI2.BITNET
Zaystrasse 13
D-7550 Rastatt

2057. rom port, pcspeed

Newsgroup: comp.sys.atari.st
Date: 1990-02-23 21:20:28 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <9002232120.a018174@nabla.electrical-engineering.umist.ac.uk>
Source record: 243151

I would like to know the timing of /uds, /rom_select and address valid on the st's rom port, can anyone help ?. Also is it possible to read from the rom port using pc-speed ?, and finally what is the sm124 hardware hack that enables the pc-speed to do 'hyper' hercules emulation, and has anyone got the hercules mode to work with graphics in quick-basic 4?. (The pc-speed disk refers to the hack, but the UK distributors apparently have not yet been told what it is). Any help appreciated,
Ian Hawkins: idh@uk.ac.umist.electrical-enginneering.nabla

2058. Re: Screen Blanker in the style of 'Stars'

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 01:46:29 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1143@oucsace.cs.OHIOU.EDU>
Source record: 243152

Along the same thread, does anyone have the sourcecode for starstrk?
It's nice, but the effect of the stars "slowing down" near the edge of the
screen (actually they don't; they just don't speed up) is a little weird,
and I'd like to modify it if possible.

Bill White
bwhite@oucsace.cs.ohiou.edu

2059. Re: poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 02:10:49 UTC
From: apratt@atari.UUCP
Message-ID: <2051@atari.UUCP>
Source record: 243153

jimh@ultra.com (Jim Hurley) writes:
>Actually, although I've heard a lot about this bug, I've never
>read a consistent description of the problem.

The TOS 1.4 release notes describe the problem completely and in loving detail. As a rule, YOU DON'T NEED TO KNOW, which is why I don't spend my days posting long explanations here.

What you DO need to know is this:

1. If you have Mega TOS or Original TOS (1.2 or 1.0) and a hard disk, you should use FOLDR100.PRG. Without it, the system starts screwing up when you've visited (or even just brushed by) 40 folders or so.

2. If you have Rainbow TOS or STe TOS (1.4 or 1.6), YOU DEFINITELY NEED POOLFIX3.PRG!

(2a. STe TOS is just like Rainbow TOS in almost every respect; it isn't an "enhancement" and you shouldn't wait for it to come out for the ST. It's just Rainbow TOS with modifications to make it run the STe.)

3. If you have Rainbow TOS or STe TOS you MIGHT want to use FOLDR100.PRG. The management of the internal memory (which FOLDR100.PRG adds to) is greatly improved, but you can still run out. It's no longer a question of how many folders you've "seen" but rather of how many folders and files are ACTIVE, which is to say, in use at any one time. Most people don't open a file 40 directories down in their heirarchy, or two folders each 20 (different) levels down, or whatever.

4. If the system ever locks up and tells you to use FOLDR100.PRG, then you probably should.

In short, POOLFIX3 actually fixes a bug which every Rainbow TOS user is exposed to; FOLDR100.PRG adds memory to an internal pool. That internal pool is really badly managed in pre-Rainbow TOSes, and much much better managed in Rainbow TOS (after you fix the bug by running POOLFIX3), but in both cases you benefit by using FOLDR100.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

"This is an egg, this is a skillet, and THIS is breakfast. Any questions?"

2060. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 02:15:10 UTC
From: apratt@atari.UUCP
Message-ID: <2052@atari.UUCP>
Source record: 243154

Why was this article posted? That information is available to all developers, is of limited interest to anyone else, and is protected by the nondisclosure agreement between developers and Atari. It's not that this particular information is all that secret, but posting it does constitute a violation of that agreement. I don't want to be a bad guy about this, but you shouldn't just key in Atari documentation and post it. Among the reasons is that you can get it wrong, or leave out important stuff, and people will complain to us about things which are not our fault.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2061. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 02:22:44 UTC
From: thurlow@convex.com
Message-ID: <100232@convex.convex.com>
Source record: 243155

mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>Heck, if you really want to make a difference, don't just write a
>letter,or make an announcement saying you're clean, the pirate
>boards just laugh in your face anyway, what do they care?

>Plant worms, viruses, program new viruses to screw up their
>systems. Do something, rather than point and hope someone does
>something.

This is bullshit. What happens is that a lot of innocents who just bought their machines three days ago and don't even know what piracy and copyrights *are* yet will get burned big by this, sure as hell.

Prevention of piracy is a never-ending process, not just a long one. You have to get the people who will listen to think about violation of property rights piracy does, as well as the complete lack of any support from any legitimate source and the very real possibility that you'll get your balls sued off if you benefit from having used the software. The ones who won't listen will get theirs; I believe in the old "Time wounds all heels" quip, though I didn't ever report pirates to the authorities. The ones who do the most damage seem to get theirs anyway, eventually. But I will do what I can to try to convince people not to pirate, and I would not permit copying of any restricted software at meetings of my old club.

Rob T
--
--
Rob Thurlow, thurlow@convex.com
One more day until skiing! Seven more days until the Bay Area!

2062. Re: Club pirating orgies

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 02:27:48 UTC
From: thurlow@convex.com
Message-ID: <100233@convex.convex.com>
Source record: 243156

mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>> This is a good way to get yourself prosecuted. A better way would be to get
>> the names of the people doing the pirating, the software packages

>I very much *doubt* that. And by whom? "Oh Mr. DA, I run a BBS full
>of illegally copied software, and this guy planted a worm and
>formatted my drive..."

How about the fellow who, in all innocence, got hold of the infected
software he thought was free of copyright that proceeded to eat his
hard disk? He has a valid tort, and you're the biggest and most
obviously wrong target.

I'm not interested in seeing this shit happen anymore. I've seen too
much harm done by viruses already, and anyone who makes it worse for
any reason, or advocates it, is a horses ass.

Rob T
--
--
Rob Thurlow, thurlow@convex.com
One more day until skiing! Seven more days until the Bay Area!

2063. MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 04:03:18 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900223.22031795.042770@SFA.CP6>
Source record: 243157

Hello all,

My monochrome SM124 died (flyback) and my dealer told me that no monochrome monitors are available. Upon calling just about every dealer and mail order firm for the ST that I could think of, I heard the same story. My dealer suggested that I sell him my Atari SC1224 (a very sharp and crisp 1985 version) and he would sell me a multisync and adaptor.
Ok, first question.... does anyone have a monochrome monitor that they are not using?
Second question.... how clear is the image in monochrome mode for a multisync monitor? I use Spectre GCR daily and don't want that product to be hurt.
Many thanks for any comments...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2064. Another PC Speed problem

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 04:51:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Feb23.235240est.57347@ugw.utcs.utoronto.ca>
Source record: 243158

Someone who has a Mega also wants to run Bedford Accounting (PC version) using PC Ditto II or PC Speed or SuperCharger, ...

Today, I tried running Bedford, and just like PC GEM apps, the system goes into never-never land after a few moments of operation. Has anyone else had this lockup problem or heard tell of it or am I the only one (and should I be on the horn to Michtron for support?) What could be causing PC Speed to lock up the way it does?

Does anyone on the NET have a Portfolio development kit. Care to present a summary of the package?

2065. I need TOS on disk! Help me!

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 05:01:03 UTC
From: v128ll9e@ubvms.cc.buffalo.edu
Message-ID: <74.25e5cebf@ubvms.cc.buffalo.edu>
Source record: 243159

I need a copy of the latest version of TOS for the Atari ST, on disk. I recently acquired an Atari ST emulator for my Amiga and am dying to try it out. It requires me to put in a copy of TOS, which I don't own. Anyone want to sell me one? Please make offers through my account (E-Mail me!)

Cheapest bid gets it. I would like to get the latest version possible. Incidentally, is TOS copyprotected? If it is, I require the orriginal disk. If, by some chance, you had an orriginal, archived it then somehow destroyed the orriginal, I will accept a copy if the the orriginal disk accompanies it.

Oh yes, just as a matter of curiosity, what is TOS?

Thanks,
Rich

P.S. Boy am I desperate!!! Golly, I'm so desperate that no offer will be refused outright.

2066. Re: Mono Monitor Woes (was Re: Color and Mono)

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 05:59:07 UTC
From: sl198004@silver.ucs.indiana.edu
Message-ID: <36924@iuvax.cs.indiana.edu>
Source record: 243160

In article <6670@brspyr1.BRS.Com> tim@brspyr1.BRS.Com (Tim Northrup) writes:
>boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>>>
>>>Is there a product that will allow a color monitor to be used (badly,
>>>perhaps) as a monochrome monitor?
>>
>> .... I would recommend that you get a real mono,
>>as they are cheap (hell, you might be able to get a used one for $60) and
>>they look sooo good (70Hz is hard to beat, best monochrome screen I have seen).
>
>$60!!!!!?????!!!! I would settle for finding one for $100!
>
[stuff deleted]
> -- Tim
>--
>Tim Northrup +---+
>+---------------------------------+ GEnie: T.Northrup |
>UUCP: uunet!crdgw1!brspyr1!tim | Air Warrior: "Duke" |
>ARPA: tim@brspyr1.BRS.Com +---+

I have used a product from GfA (the makers of GfA Basic, although I am not sure if that is known here at all-I have been away from my ST for too long), that was a beta/demo version I get through PD channels in Holland. The official release was somewhere between $40 and $50 (converted, current exchange rates). I have seen it emulate a Monochrome on color, but that was really not worth your time. The color-emulation was a lot better, though buggy.

Vincent.
sl198004@silver.ucs.indiana.edu || vschonau@amber.ucs.indiana.edu
VSCHONAU@IUBACS.BITNET
(sorry, I still have to figure out how to make a signature file :)
++
Vincent Schonau - from the Netherlands but lost in
Indiana. sl198004@silver.ucs.indiana.edu, or
vschonau@amber.ucs.indiana.edu, and also

2067. Bug in Turbo C v. 1.0

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 08:02:49 UTC
From: KPH107@DJUKFA11.BITNET
Message-ID: <9002240802.AA12383@ucbvax.Berkeley.EDU>
Source record: 243161

Date: 23 February 1990, 10:16:03 MEZ
From: Vilmar KLemt (49) 02461/61-4391 KPH107 at DJUKFA11
KFA Juelich
To: INFO-ATA at WSMR-SIMTEL20

In the IBM C language Manual (SC09-1128) I read the following:
Integer constants are always positive. If you want to write a
negative constant, use a unary minus operator, as in -53. This is
actually a "constant integer expression", but the compiler accepts
it anywhere an integer constant is permitted, and it computes the
value for you at compile time. (On System/370, the expression
-2147483648 must be type cast to int to represent the negative
integer with the largest magnitude.)

2068. Re: dSuperCharger

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 08:03:22 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9002231206.AA00494@freya.math.dmswwu>
Source record: 243162

In article <27192@cup.portal.com> Peter Ted Szymonik writes:
> I have a SuperCharger and have absolutely nothing but good things to say
> about it! Its simple, easy to use, and I have yet to find anything that
> doesn't run on it! I did a full review of the unit in the last ST-Report
> nr. 407. SuperCharger promises to blow PC_Ditto II and PC-Speed clear out
> of the water.
>
> Peter Szymonik
> xorg@cup.portal.com
>
Warning: Supercharger doesn't understand the standard ACSI-commands
as described in SH204/205-manual. So DON'T (!!!) start any tools
that assume that you have only standard hardware connected to your
ACSI bus. Yesterday, RATEHD formatted my hard disk drive, because
Supercharger was confused by the inquire command...

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
_____________________ correct me if I'm wrong ______________________________

2069. Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 08:50:42 UTC
From: Ron.Hollins@uscacm.UUCP
Message-ID: <276.25E65B7C@uscacm.UUCP>
Source record: 243163

```
Question: Is there a limit to the total number of files that a
double-sided floppy disk can contain. (I'm NOT refering to the 40
folder limit). I suspect that the 'FAT' must have a ceiling to it.
If someone does know this 'magic' number , might you also suggest a
technique to trap for this disk 'error'. I'm using GFA 3.07
Thanks,
Ron,

--
--
Ron Hollins == ...!usceast!uscacm!Ron.Hollins
```

2070. Re: Phasar vs Quicken (on DOS

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 10:09:00 UTC
From: derek.linfield@canremote.uucp
Message-ID: <90030820221415@masnet.uucp>
Source record: 243164

I don't have any comparsions, but I use Phasar regularly and think it is
great.
/s

~ Via ProDoor 3.2aR
~ QNet 2.03: The Crystal Palace * NorthAmeriNet * Toronto (416) 925-5742 *

2071. Lab write-ups/Scientific Plotting

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 14:16:06 UTC
From: eer36024@uxa.cso.uiuc.edu
Message-ID: <46300088@uxa.cso.uiuc.edu>
Source record: 243165

I want to use my ST to produce lab write-ups from my Physics classes. However, I am not certain if the software that I require exists. I have a Mega 4, mono monitor, and HP DeskJet.

My needs are basically three:

1: I need the ability to do graphs with error bars and have one or both axes be logarithmic, and to have the program do some type of curve fit to the data

2: Moderately complex mathematical expressions should be possible.

3: Diagrams should be able to be imported. Preferably, .GEM format, but .IMG or .P?3 would be marginally acceptable.

Obviously, I need to be able to output to my DeskJet.

It would seem that my choices would be limited to TeX or Signum2 as the base of all this. Then I would need a scientific graphing/plotting program (I don't know of any for the ST) that can produce output suitable for importing into one of these programs. Or I could simply put diagrams and graphs on separate pages to eliminate the need for importing. What are TeX and Signum2 capable of importing? And what scientific graphing-plotting programs exist for the ST? Any other comments?

Thanks,

2072. TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 14:57:15 UTC
From: SOFPJF@UOGUELPH.BITNET
Message-ID: <9002261336.AA02042@ucbvax.Berkeley.EDU>
Source record: 243166

I Got a phone call from Atari Canada last week, TOS 1.4 ROMS are in. After some dithering, I ordered the 6 ROM set, and they arrived yesterday with some photocopied sheets. One was the blurb about Control-Drag (file move) & etc, one appeared to be only relavent to MEGA machines, and the last one was the most scary. It was a mapping of chip numbers to sockets (which chips go into which sockets), but the sokcet numbers did not make any sense in my 1040STf. I do not have H1, L0, ... nor were my ROM sockets labelled U3,6,9,4,7,and 10 (mine are U2-U7). Close examination of the old roms revealed that they were in numerical order (160-165 in sockets U2-U7), so taking a deep breath, I inserted the new ones (635-640) in that sequence as well. I found the chips harder to install than memory chips (stiffer insertion, bent a leg on one chip, got it straitened out OK).

It all works as advertised. The COPY FILES dialogue looks different, (likewise the Desktop Info, but no rainbow on my mono screen ;-). It seems the screen draws are even faster (?) than before, and certainly Show Info on a disk (even floppy) is faster. I should have done some timings before I installed 1.4, darned if I'll swap back to get them now! Nothing broke. RAMdisks are OK, UniTerm is as good as ever (Thanks once more Simon), WordPerfect is as ugly as ever, etc, etc. All in all, I'm happy. One strange thing:

I have a CLI.TOS, which used to be installed as an application to be called when I double-clicked a .BAT file. With TOS1.4, when I clicked on the .BAT file, the screen cleared, a slight pause, then the desktop came back, the BAT file was not run! De-Installing the Application (Hey could I do that before? Don't think so), and re-installing it (just re-installing it didn't help) caused all to be normal again. Had to do that on several disks. Other installed applications were OK. Curious, and a minor bother.

Thanks Alan and Co, things look good. Probably adds another year or so to the useful life of my machine. .. Oh yeah, in TOS 1.99 or whatever, maybe you can set things up so that newly-installed disk icons don't come up under an open window - it's still an unfriendly thing to do, don't you think?

P.S. Forced re-read of floppy DIR & FAT when you press ESC is OK, and necessary for people using old DOS formatted disks, but something not mentioned here (that I've seen), is that DOS 4.1 DOES put a serial number on the disk!

/PJ SofPJF@VM.UoGuelph.Ca

Computers are not intelligent. They only think they are.

2073. Re: RateHD

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 15:11:49 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <16969@cs.yale.edu>
Source record: 243167

In article <900223121113.363135@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
>Chris Ridd wrote:
>
>>I tried the RateHD a day or so ago
>>...
>>time was only about 36ms! Has DLII (the defragger used) done something
>>unexpected to my drive, or has RateHD gone doolally?
>
>RateHD is buggy. The results for the access time can be considered only
>a *rough* estimate. I found out that there is even a dependence on the
>partition size.
>
Access time is seek time plus rotational delay. I don't know exactly what RadtHD is measuring, but the larger the partition, the further the head has to move to get from one end of the partition to the other, so it only stands to reason that the average access time should increase. This is hardly a reason to call a program buggy.

This only points out the fact that overall disk performance can't be adequately measured by a single number -- it's very dependent on exactly what you are doing. RateHD measures the disk under one set of assumptions. Your mileage may vary.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2074. How do I read the joysticks in 68000 ?

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 16:00:21 UTC
From: d86-rwr@nada.kth.se
Message-ID: <3022@draken.nada.kth.se>
Source record: 243168

Apologies to those in Sweden who has received this earlier.
(Did you ? Can anyone read this ? ANYONE ?)
As I did not get any answer I'm trying again, this time with eunet.

I'm having problems (ie I'm going crazy) reading the joysticks
from 68000.
I install a handler-routine in the joyvec-field of the KbVector
table given by the XBios call.
The handler routine looks like this:

```
JoyHandler cmpi.b #$FE,(a0)
beq Joy0
cmpi.b #$FF,(a0)
beq Joy1
rts
Joy0 move.b 1(a0),Stick0
rts
Joy1 move.b 1(a0),Stick1
rts
```

Now *every* IKBD-event ends up in Stick0!
Keypresses, mouse-movement and joystick-movement are all ending
up in the Joy0-routine. And nowhere else, eg bconin from keyboard
stops working. If I change the first instruction to rts, ie my
handler does *nothing*, the keyboard works.
I can't find anything in ST Internals, 68000 ST Concise Guide or
the Devpac manual to explain this.

So, where did I mess it up ?

1) How come that the comparison between (a0) and $FE always works ?

2) How come noone else handles the keyboard packets when my handler
is nontrivial, ie rts.

Any feedback on communicating with the IKBD will be greatly appreciated.

/Ronny

--- Sorry, no joke - laugh at the contents.

2075. scientific plotting program on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 21:55:38 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <2087035@mtsg.ubc.ca>
Source record: 243169

This is to Dan Crevier (dcrevier@lll-winken.llnl.gov) to whom my mail bounced:
Dan, I read with interest your recent querry on usenet about printing using gdos. I regret that I am unable to help, but the description of your project did spark my interest. I have been looking for a scientific plotting program with high quality hardcopy for some time now. Do you have any plans to share your work? If so I would certainly be interested, and willing to pay a reasonable shareware fee.
Peter. (usermeso@mtsg.ubc.ca or usermeso@ubcmtsg.bitnet)

2076. Re: SM124 mono monitor adjust query

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 22:49:54 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1151@oucsace.cs.OHIOU.EDU>
Source record: 243170

In article <2137@rodan.acs.syr.edu>, jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>
> My monochrome SM124 monitor has a problem where the right side of
> the screen is shorter than the left side, so the screen isn't a
> perfect rectangle. Has anyone else had this problem? Is it even
> fixable? There aren't any Atari Service Centers nearby (of course)
> and I don't really feel like forking over a flat rate service charge
> for something that (I hope) is a simple adjustment to make...
>
> I'd appreciate any help w/this
>
> ---jb (jfbruno@rodan.acs.syr.edu)

My guess is that it's probably either 1) magnetic fields, or 2)
assymetry in the yoke compensation magnets.
If it's the first problem, check and make sure nothing is sitting
near your monitor that could be making magnetic fields. If you move a
peripheral and your distortion goes away, that's it. If not, try degaussing
your monitor screen.
You can do this yourself if you have a degaussing coil (which you
can get at a TV repair shop) or you can bring the monitor to a TV repair
shop and have it done for you. To use a degaussing coil, first take your
monitor AWAY FROM ANY MAGNETIC-SENSITIVE MEDIA (floppies, hard drive, etc)
and place it on a large flat surface, sitting normally. Try and make the
video cable connect to it (you can move the computer too, it isn't magnetic
sensitive as long as there's no floppy disk in it). Just keep the computer
as far away as the monitor cable will allow.
Boot up and get something on the screen, and then plug in the
degaussing coil, at least 6' away from the monitor. Using a reciprocating
motion, move the coil around and slowly bring it towards the front of the
monitor. You should be making a big enough circle so that your hands go
in a path about 4' or so in diameter. bring it up to the point where the
screen is very distorted, about 4" distance or so (depending on your
degaussing coil this may be more or less), and slowly bring it backwards,
keeping the same reciprocating motion until you're at least 6' away again.
Repeat the procedure on the top and sides of the monitor. DO NOT
PERFORM THIS OPERATION ON THE BACK OF THE MONITOR! To do so would be
extremely dangerous to both you and the monitor.

If this doesn't help, then your problem is in the CRT's yoke
compensator magnets, most likely. Unless you have experience in aligning
these, I'd suggest you take your monitor to a computer repair shop, give
them the specifics of horizontal and vertical scan frequencies, and let
them do it. It can be a very difficult procedure.
If your monitor doesn't have adjustable compensator magnets, you're

out of luck. If you really want a rectangular screen, you'll have to get a new CRT (probably $200 or so).

Bill White
bwhite@oucsace.cs.ohiou.edu

2077. Adaptec + Seagate hard drive question

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 23:04:43 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1152@oucsace.cs.OHIOU.EDU>
Source record: 243171

I have an ICD host adaptor with an Adaptec 4070 controller and
a Seagate 277R-1 (?) 28ms 65meg RLL hard drive. My problem is I keep
getting a <SENSE $11> code. No bad sectors, no data errors, just the
sense $11. It happens on maybe one or two tracks on two (out of five)
partitions, but it makes me wonder if something might be wrong.
Incidentally, it's always in the same place, so that rules out
cable errors or such. Anyone know what this means? The Adaptec 4070
manual says something about an "unrecoverable data field error" or some
such nonsense, but I have yet to lose any data whatsoever, even after
performing repeated read-write-verify cycles on some of the sectors in
question.
BTW, why are all the tracks initialized to "lllllllll"...?

Bill White
bwhite@oucsace.cs.ohiou.edu

2078. I need a Terminal Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 23:48:42 UTC
From: rt2@cunixb.cc.columbia.edu
Message-ID: <1990Feb24.234842.25574@cunixf.cc.columbia.edu>
Source record: 243172

Can anybody help me? I need a vt-100 emulator for my 520ST, public domain if possible. I am languishing away! Please reply via net mail

Thank you!

Rens Troost
Department of Philosophy
Columbia University

2079. How do I set up MINIX on my Supra drive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-24 23:53:19 UTC
From: anton@sting.Berkeley.EDU
Message-ID: <22392@pasteur.Berkeley.EDU>
Source record: 243173
Cross-posted to: comp.sys.atari.st,comp.os.minix

I have a new 40Mbyte Supra hard disk drive for my Atari ST 1040.
The machine is a few years old with TOS in ROM.
MINIX ST 1.1 doesn't recognize the drive. I've tried several
approaches includeing running MINIX from GEMDOS with MINIX.PRG
and MINIX.IMG generated from the boot disk.

I would guess I need a different hard disk device driver
but I've no idea how I will do that.

Please mail me if you've got this combination to work
or if you are reasonable sure how to do it.
Jeff Anton
anton@scam.Berkeley.EDU

2080. Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 02:28:08 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25E742B8.25892@paris.ics.uci.edu>
Source record: 243174

I have recently bought an Epson LQ-510, I don't seem to be able to print a desktop screen using ALT-HELP command. Is there anything I need to adjust? If so, what?? Any help is appreciated!! Thanks!!

wayne

wngai@paris.ics.uci.edu

2081. Load desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 02:29:41 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25E74315.25927@paris.ics.uci.edu>
Source record: 243175

Does anyone know of ANY program that will let you load a desk accessory without rebooting at anytime?? (both load and unload if possible)

wayne

wngai@paris.ics.uci.edu

2082. Terminal desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 02:31:32 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25E74384.25975@paris.ics.uci.edu>
Source record: 243176

Does anyone knows of any good terminal DESK ACCESSORY (like the one come with the atari system disk)???

wayne

wngai@paris.ics.uci.edu

2083. Re: Lab write-ups/Scientific Plotting

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 04:32:34 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002250433.AA12477@fsucs.cs.fsu.edu>
Source record: 243177

In article <46300088@uxa.cso.uiuc.edu>, eer36024@uxa.cso.uiuc.edu writes:
>
>
> I want to use my ST to produce lab write-ups from my Physics classes.
>However, I am not certain if the software that I require exists. I have
>a Mega 4, mono monitor, and HP DeskJet.
>
> My needs are basically three:
>
> 1: I need the ability to do graphs with error bars and
> have one or both axes be logarithmic, and to have
> the program do some type of curve fit to the data
>
> 2: Moderately complex mathematical expressions should
> be possible.
>
> 3: Diagrams should be able to be imported. Preferably,
> .GEM format, but .IMG or .P?3 would be marginally
> acceptable.
>

Well, there is one program that you could try for fairly cheap, and it just might do the trick. It is called Sci-Plot, on the Nov 88 Start disk. I would order the back issue, if possible, to get the program instructions (inside the mag). It is a very capable program, giving one access to a custom font set which includes greek letters and math symbols (one can also create a new font for a specific task). The only problem that I can see is the output to your Deskjet. I seem to remember that it can output to the printer in high or low res (??), and that the high res looks really good (on my cruddy dot matrix) it can also create a PI3 dump of the graph. Anyway, if you cannot get a back issue of that mag, email me direct, and maybe we can work something out.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2084. Re: Load desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 04:38:40 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002250440.AA12594@fsucs.cs.fsu.edu>
Source record: 243178

In article <25E74315.25927@paris.ics.uci.edu>, wngai@paris.ics.uci.edu (Wayne Ngai) writes:
>Does anyone know of ANY program that will let you load a desk accessory without
>rebooting at anytime?? (both load and unload if possible)
>
>
>wayne
>
>wngai@paris.ics.uci.edu

Multidesk, by Codehead Software does this. It is a very well behaved program, and is one of the little necessities (USII, G+PLUS, Neodesk) that makes the ST just a little bit easier to work with.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2085. Re: Terminal desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 07:12:48 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Feb25.071248.20091@ccu.umanitoba.ca>
Source record: 243179

In article <25E74384.25975@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) writes:
>Does anyone knows of any good terminal DESK ACCESSORY (like the one come with
>the atari system disk)???

Try STalker. VT52/ansi emulation, ascii and x/ymodem up/downloads,
great autodialer, a host of nice features, and it works perfectly in
the background with your favorite GEM application. I haven't used
anything but for ages. STalker is distributed by:
Strata Software
94 Rowe Drive
Kanata, Ontario
K2L 3Y9 (613) 591-1922
I think it sells for about $35. BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

2086. STE documentation - why it was posted

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 17:30:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9002261405.AA03797@ucbvax.Berkeley.EDU>
Source record: 243180

This article is primarily in reply to Allan Pratt's posting questioning the reasoning behind my posting of the STE DMA sound information. Since Allan posted his complaint to the net, I'm going to post my reply similarly.

Allan, I realise that you're not "The Villan Of Atari US", and I would like to give my reasons for the posting.

1) My STE documentation was obtained from Atari UK. However, I am not a developer - I just write for a computer magazine. I am also not the only UK computer journalist with a copy of the documentation. But what did Atari UK think computer journalists were going to do with the it? Lock it away in a safe?

2) The amount of mail I received requesting that I posted the info to this group clearly indicates that this information is _NOT_ of limited interest to anyone. One of the biggest problems with writing software for the ST is the lack of correct technical information available to non-developers (i.e. the guy who is fairly serious about programming his ST, and wants the facts, but who doesn't want everything else you get when you pay to be a registered developer) I would imagine that my column in ST World would not run to six pages every issue if such information was available.

3) I agree that simply keying in Atari documentation and posting it is bad (and also a breach of copyright). Although what was posted is fairly close to the original Atari text, it is not the same. The wording is mine.

4) Since the wording is mine, I will carry the can for any mistakes or omissions.

As you might guess, I'm not convinced that posting programming information on the STE is wrong. I still intend to post some information on display hardware soon.

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

2087. G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 17:48:00 UTC
From: FRACHEL@umiami.Miami.EDU
Message-ID: <9002270817.AA13951@ucbvax.Berkeley.EDU>
Source record: 243181

This is a repost, since no one answered it before:

Where can I get G-Dos? I have never seen it anywhere.

Simple question, someone MUST know the answer.

Frank

2088. Re: Load desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 19:29:09 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <36979@iuvax.cs.indiana.edu>
Source record: 243182

In article <25E74315.25927@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) asks about loading/unloading ACCs at any time...

There are two programs that will let your load/unload ACCs--MultiDesk from CodeHead and DC Stuffer 1.0 from Double Click.

I have no experience with MultiDesk, so I can't really discuss it. I've been using DC Stuffer 1.0 for most of a year and have been pretty satisfied. The 0.9 version of DC Stuffer (demo) lets you have up 32 ACCs loaded when you first hit the desktop. For a small shareware fee (they don't really list a price; I paid $30 to register both Stuffer and DC Format at the same time), you get version 1.0.

1.0 lets you you load up to 32 ACCs upon bootup (memory dependant, of course). It _also_ lets you load an ACC at just about any time, from within any program. You can unload ACCs _only_ from the ST desktop (NeoDesk doesn't count; you'd have to quit neodesk to dump your accs). Stuffer sometimes has trouble loading ACCs that seems to be tied into the most recently accessed drive (I've found that it's most reliable on loading accs from the desktop if you the selected window is the one you're loading from).

I've heard good things about MultiDesk; I just happened to buy DC Stuffer first. I've been satisfied.

Jeff

Jeffrey C. Burka	"On the outskirts of nowhere
jburka@silver.ucs.indiana.edu	on the ringroad to somewhere,
jburka@amber.ucs.indiana.edu	on the verge of indecision..." --Fish

2089. "Atari TT"

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 20:09:30 UTC
From: ehood@ics.uci.edu
Message-ID: <25E83B7A.15908@paris.ics.uci.edu>
Source record: 243183

I am wondering if any body out there has the Atari TT or knows about it
and tell the specs for it: speed, colors, resolutions, etc...

I'd appreciate it.

Earl (UCI) ehood@paris.ics.uci.edu

2090. Anybody play Space Ace yet?

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 20:14:53 UTC
From: sbrown@bgsuvax.UUCP
Message-ID: <5463@bgsuvax.UUCP>
Source record: 243184

I was wondering if anybody out there owns the Space Ace game for the ST yet. I was a big fan of the original game and the demo for the ST version makes the game look like it has a lot of promise. I had some question for those that do own it:

1) How many disks does it take up? The demo takes one full side and thats for only a few seconds of action.

2) How much of the original video disk does the game contain? I understand if you can't answer this one. I called ReadySoft and the person answering the phone was unsure but he said that it contained about 33 scenes. This seems a little less than the orginal laser disk.

3) How does the game play? Is it smooth or difficult to control?

4) Do you think its worth the pricetag? (I believe I saw the price to be in the $50 to $60 range.)

5) A final question that has nothing to do with the ST version: Does anyone know where I can get a copy of the original laser disk?

Thanks...

```
*****************************************************************************
* - The people of the earth stood waiting *
* Watching as the ships came one by one *
* Setting fire to the sky as they landed *
* Carrying to the world Children of the Sun *
* Billy Thorpe *
* *
* -Scott F. Brown *
* *
* sbrown@andy.bgsu.edu.uucp *
*****************************************************************************
```

2091. Large Print for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 22:39:19 UTC
From: rnelson@watserv1.waterloo.edu
Message-ID: <1226@watserv1.waterloo.edu>
Source record: 243185

A colleague has asked me for some assistance in locating
a large print program for the ST. It would be used to assist
an indiviadual with standard commercial progams like spread-
sheets.
If you can offer any help in this, please write to me
via e-mail.
Thanks,
Randy

2092. Re: Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-25 22:56:34 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21269@watdragon.waterloo.edu>
Source record: 243186

In article <1990Feb23.184405.26406@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:
>easiest to do cash! All of us netters are rather international, right?! So
>we can always use cash in foreign denominatons. Dollars go everywhere, DM and
>Swiss Francs go everywhere. Don't make life more complicated than necessary!

If you are going to send cash why not go down to your local bank and get
the cash in the denomination of the country you are going to send it to?
Whenever I send cash to the U.S., I send it in U.S. dollars so that the
receiver does not have to convert from my Canadian ones. That way the
receiver gets his cash in a form he can use without having to worry
about things like exchange rates.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2093. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 00:22:55 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8609@pogo.WV.TEK.COM>
Source record: 243187

In <276.25E65B7C@uscacm.UUCP> Ron Hollins writes:

> Question: Is there a limit to the total number of files that a
>double-sided floppy disk can contain.

The root directory of a standard floppy disk is limited to 112 entries.
(7 sectors * 512 bytes/sector) / 32 bytes per entry = 112
Subfolders are limited only by disk space.

>I suspect that the 'FAT' must have a ceiling to it.

Not one that you can violate. The standard 5 sector 12bit FAT table has
space for over 1700 data cluster entries whereas a 80 track 9 sector/track
double sided disk has only 709 data clusters.

>might you also suggest a technique to trap for this disk 'error'.

You should receive a -36L DOS error code = Access denied if you attempt
to create a file in this situation.

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

2094. ratehd

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 01:08:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900226010851.653244@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 243188

>>RateHD is buggy. The results for the access time can be considered only
>>a *rough* estimate. I found out that there is even a dependence on the
>>partition size.
>>
>Access time is seek time plus rotational delay. I don't know exactly
>what RadtHD is measuring, but the larger the partition, the further the
>head has to move to get from one end of the partition to the other, so
>it only stands to reason that the average access time should increase.
>This is hardly a reason to call a program buggy.

But on a Seagate st296n with supra hostadapter, ratehd gave slower
access time on smaller partitions (and on larger partitions than 16 M). In
fact the difference to the manufacturer's specification seemed to be
smallest on a 16 Meg partition. I don't demand that ratehd reprodueces
the original spec; the readme file coming with ratehd states that this
cannot be expected. But, anyhow, I'm astonished about that *strange*
dependence which is not directly related to an obvious feature like the
number of cylinders which have to be passed by the head(s). And don't
forget that ICD claims measuring the drive independent on the way it is
formatted. In this light, any dependence like the above has to be
regarded a bug.

M.Ritzert
mjr@dmzrzu71.bitnet

2095. Re: Terminal desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 04:15:43 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3026@water.waterloo.edu>
Source record: 243189

In article <25E74384.25975@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) writes:
>Does anyone knows of any good terminal DESK ACCESSORY (like the one come with
>the atari system disk)???

I can think of one: WTERM .

There are at least two programs called WTERM, and one of them is
an accessory available from the ftp site called "terminator", in
the directory "telecomm":

-rw-r--r-- 1 46592 Apr 12 02:18 wterm.arc

The distinction of WTERM is that it runs in a window.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2096. OS-9

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 05:09:29 UTC
From: marcotte@acsu.Buffalo.EDU
Message-ID: <18319@eerie.acsu.Buffalo.EDU>
Source record: 243190

Does anyone know where I can buy OS-9 for the ST? Hopefully for less than Microware's list prices ($150/$600).

- Brian Marcotte

2097. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 05:58:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27334@cup.portal.com>
Source record: 243191

Max J asked:
>I used to use Flash occasionally as an editor while online (before I switch
>to Uniterm :^) - thanks Simon!), but I never ran across the phantom typist
>while doing so - in fact I've never had it happen to me. I have the 85 ROMs
>and normally have some fairly minor accessories running - the control panel
>and so forth. What kind of things were you doing when it hit?

I've used FLASH as my "editor of choice" for all my ST-Log articles, my Dungeon Master hintbook, and most of my other text editing.. it doesn't have all the "bells and whistles" of the "real" wordprocessors, but then again, my applications have never required any of those features..

Essentially the same symptoms as reported by others, using other programs, occurred... I would be typing in new text at the bottom of the text buffer.. A series of quick backspaces would trigger the "phantom typist", resulting in the last 10 or so characters being repeated over and over, until the syste crashed...

It didn't happen often, but when it did, it was terribly annoying...

I wonder if Ken knows where I can buy a new supply of dried chicken blood..?

BobR

2098. Re: 2 Harddrives

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 06:09:41 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1244@carroll1.cc.edu>
Source record: 243192

In article <292@trwrb.UUCP> root@trwrb.UUCP (root) writes:
>...The details are intended to help lay man like myself.

I've never anted to lay men.

Just a joke, really! ;-D

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

2099. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 06:24:50 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27336@cup.portal.com>
Source record: 243193

Allan Pratt asks, in reference to the posting of some technical data about the STE's sound:

>Why was this article posted? That information is available to all
>developers, is of limited interest to anyone else, and is protected by
>the nondisclosure agreement between developers and Atari.

Well, it was probably posted by someone who's tired of Atari's stupid, restrictive policies about who gets to know the details about the computers they've purchased... only the "elite" developers who've passed the intitiation rites and paid the initiation fee prescribed by Atari are worth Atari's time or effort.. (as recently noted by KenB@Atari)

>I don't want to be a bad guy about this, but you shouldn't just key
>in Atari documentation and post it.

I don't think anyone here thinks Allan (or Ken) are "bad guys" because they follow company policy... (not even *me*... would you believe it..??)

>Among the reasons is that you can get it wrong, or leave
>out important stuff, and people will complain to us about things which
>are not our fault.

OK, "people"... go ahead and write us the most incredible sound programs we've ever seen (or heard), but if they're based on the information you read here, and not on "official" Atari documentation, don't complain to Allan, or Ken, or anyone at Atari... OK..?

BobR

2100. Re: Terminal desk accessory

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 06:28:10 UTC
From: icsu8053@nero
Message-ID: <3441@caesar.cs.montana.edu>
Source record: 243194

In article <25E74384.25975@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) writes:
>Does anyone knows of any good terminal DESK ACCESSORY (like the one come with
>the atari system disk)???
>
>
>wayne
>
>wngai@paris.ics.uci.edu

I searched long and hard for a *good* terminal desk accessory. MiniTerm 9.32 seems to do the job. It has very good vt100 emulation, allows for x/y/zmodem uploads and downloads, cursor positioning with the mouse, function key assignment, dialing menu and the configuration is performed by use of an editable resource file. I have used this program in conjunction with the MULTRAN background downloader and it makes for an excellent combo. Just pop up to MiniTerm, start the download, then exit and invoke MULTRAN to download and continue with what you were doing while it downloads. It has a couple disadvantages though: you must have a zmodem program to perform zmodem transfers and it does not run in a window; it just takes over the screen. I think you can get this one from GEnie or FTP, but I can't quite remember where I got it from - my brain is toast.

--
/ Craig Pratt BitNet: Craig.Pratt@msu3.oscs.montana.edu \
| Montana State University, Bozeman MT GEnie C.PRATT4 |
>---<
\ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

2101. "STacy"

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 06:37:19 UTC
From: ehood@ics.uci.edu
Message-ID: <25E8CE9F.18656@paris.ics.uci.edu>
Source record: 243195

Hello, I'm wondering if any body can tell me about the STacy laptop computer: price, speed, etc...

Lee (I'm using a friend's account)
Reply to: ehood@paris.ics.uci.edu

2102. "Monochrome monitor Wanted"

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 07:02:32 UTC
From: ehood@ics.uci.edu
Message-ID: <25E8D488.19031@paris.ics.uci.edu>
Source record: 243196

Does any body out there know where I can get a monochrome monitor
at a low price. Any help will be appreciated: someone selling a used one,
mail order place, anything ...

email at ehood@paris.ics.uci.edu if possible.

--
==========
When in doubt Reboot!
==========

2103. STACY - STE

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 07:58:45 UTC
From: d88pt@lo-5.efd.lth.se
Message-ID: <1990Feb26.075845.18486@lth.se>
Source record: 243197

/\/\/\

2104. Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 08:31:12 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2018@laura.UUCP>
Source record: 243198

In article <2051@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Most people don't open a file 40 directories down in
>their heirarchy, or two folders each 20 (different) levels down, or
>whatever.

Hmm, is that really possible? I once tried out how deep a file could be nested in the file system hierarchy. From the desktop I created a folder "1" in the root directory, then a folder "2" within "1" and so on. I ended with folder "8" and got a message which told me that it is not possible to create a folder so deep in the index structure. To open a file 20 or 40 levels deep in the file system should not be possible.

Now you can calculate the maximum pathname length: 3 (drive id, colon, backslash) + 8 (max. folder nesting) * (8+1+3+1) (basename (folder), dot, extension, backslash) + (8+1+3) (basename (file), dot, extension) + 1 (string terminating null character) = 120.

Many (most?) programs do not care for pathnames of that length. For example I got 1st Word Plus to bomb out when I tried to open a file "D:\11111111.111\...\88888888.888\TEST.DOC". Probably the internal pathname buffer is to small and longer names overwrite other data. My Laser C documentation says that a 64 byte buffer for the dirname portion of a pathname is sufficient. However, I do not know what the official Atari developer's documentation says.

Any comments?

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2105. Re: Hard Disk info (Bounced mail)

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 08:48:18 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2019@laura.UUCP>
Source record: 243199

In article <23.Feb.90.12:25:40.A10256@UK.AC.SALF.D> D.Wade@sysd.salford.ac.UK writes:
>Will the Michael @ unido.informatik.uni-dortmund.de who tried to send mail
>back via UKC either post his reply to the net or try sending it to MS2@UKACRL
>as UKC won't talk to salf.d. Ta. (Sorry for using net bandwidth like this but
>sometimes getting mail to the UK is about as easy as getting info from ATARI)

You could have saved a good amount of "net bandwidth" if you
had added the line "Distribution: eunet" to your header (like I
did in this posting). Might be a quite good idea if only
European sites are involved.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2106. Re: Moniterm & STe, STe & SIMMs, ATW news

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 09:04:13 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Feb26.090413.15775@pcsbst.pcs.com>
Source record: 243200

```
->From article <2042@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
->>
->> I don't know them. The SIMMs are there mainly for the cost and space
->> savings on the PC board, not so you can add memory to your machine.
->>
->> In some machines the memory is not even socketed: it's SIPs, not SIMMs.
->> If the cost of SIPs is lower than SIMMs plus sockets at the time we
->> buy, we use SIPs.

Allan, you may not know this, but in Germany the STE is definitely
advertized as "_expandable via SIMMs to up to 4 MB_" ( I have this in print ).
Atari will probably have to refund any STE which does not stand to this
promise ...

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet
```

2107. Scientific plotting

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 10:02:44 UTC
From: XUUM23@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGHRDBHKBCVG.at.UMPA>
Source record: 243051

I to would be very interested in a plotting program, especially with
.GEM and .IMG output - so as to allow importing into TeX documents.

Steve C.
xuum24

2108. Re: Need answers for question

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 10:25:17 UTC
From: cooper@gec-mi-at.co.uk
Message-ID: <1990Feb26.102517.24830@gec-mi-at.co.uk>
Source record: 243052

Subject: STE Questions.

Please could somebody tell me the pinouts of the SIMM Sockets as used on an STE
I wish to interface a 2Meg memory board straight into 2 of these sockets rather
than using the standard Memory modules.
Alternatively does somebody know the type number of the SIMMS that are supposed
to be used (Both 256K*8 & 1M*8 if possible)
Thanks for the trouble.

Up till now the main problem i have had software wise with my STE is that
CUBASE V1.0 Doesn't work with the mouse!!!!
It seems to be usable with the keyboard (Alternate & arrows e.t.c) but when i
attempt to use the mouse a continuous clicking noise is produced upon moving it.
I have tried replacing the mouse driver with a new software one but with no
luck. Does anybody know of a fix to this mouse problem???????

Thanks for the help,
Kevin Cooper

Please reply via E-Mail if possible to:
cooper@miduet.gec-mi-at.co.uk

P.S. I think the STE will be great when some software is available!!!

2109. Re: Need answers for question

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 10:27:45 UTC
From: cooper@gec-mi-at.co.uk
Message-ID: <1990Feb26.102745.24958@gec-mi-at.co.uk>
Source record: 243053

Subject: STE Questions.

Please could somebody tell me the pinouts of the SIMM Sockets as used on an STE
I wish to interface a 2Meg memory board straight into 2 of these sockets rather
than using the standard Memory modules.
Alternatively does somebody know the type number of the SIMMS that are supposed
to be used (Both 256K*8 & 1M*8 if possible)
Thanks for the trouble.

Up till now the main problem i have had software wise with my STE is that
CUBASE V1.0 Doesn't work with the mouse!!!!
It seems to be usable with the keyboard (Alternate & arrows e.t.c) but when i
attempt to use the mouse a continuous clicking noise is produced upon moving it.
I have tried replacing the mouse driver with a new software one but with no
luck. Does anybody know of a fix to this mouse problem???????

Thanks for the help,
Kevin Cooper

Please reply via E-Mail if possible to:
cooper@miduet.gec-mi-at.co.uk

P.S. I think the STE will be great when some software is available!!!

2110. FORMATS NEEDED !!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 11:55:06 UTC
From: d88pt@hacke-4.efd.lth.se
Message-ID: <1990Feb26.115506.20584@lth.se>
Source record: 243054

%/%

I need help with the disk-formats of the following samplers:

- Emax/Emax II

- Akai S900/S950/S1000

- Ensoniq Mirage/Eps

- Korg Dss1

- Yamaha ?

- Any other 16/12/8-bit sampler with 3.5'' disks.

Addresse to the above companies in USA are welcome.

E-mail to: d88pt@efd.lth.se

%/%/%/%%/

2111. 40 folder bug [Was: Re: poolfix3]

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 12:19:49 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2470@castle.ed.ac.uk>
Source record: 243055

In article <16819@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
[Micheal writes about the 40-folder bug]...
>TOS 1.0 and 1.2 used the memory less wisely and had varous bugs in the
>management of the pool that could cause the machine to crash. In
>particular, it failed to check properly when the pool was exhausted,
>so when too many folders or too many Malloc's used up the pool, weird
>things would start happening. The so-called "40-folder" limit was
>just an empirical observation that users who had at most 40 folders on
>their disks were unlikely to exhaust memory. Thus, as long as one had
>at most 40 folders, the problem would not usually be encountered. By
>increasing the size of the pool, FOLDRXXX allowed more folders to be
>used.

I have just got a Hard Drive after 3 months of waiting for Power
Computing to come up with it (just thought I'd add that dig). Now that I
have all this disk space the 40-folder bug must be more likely.

Can someone explain exactly what causes the memory to be used up. Is it
creating folders/opening folders or both? I have installed foldr100 but
I'd like to have some sort of empirical measure of how long I can muck
around with my drive (setting it up etc.) before I should reboot.

Also, what are the symptoms of the bug? Does the machine crash or would
things like having several copies of the one file (with the same name) in
the same directory be a possible consequence? This happened to me last
night but I wouldn't like to jump to conclusions - I'd been compiling a
C prog which refused to do anything but bomb out, but my ST kept on
going (it didn't lock up) so normally I would have thought that was the
cause.

While I'm on the subject, what does *one* bomb mean? Neodesk didn't know
and either did any of my books....

>| Michael Fischer |
>| Arpanet: <fischer-michael@cs.yale.edu> |

2112. Re: Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 14:06:12 UTC
From: chad@norge.enet.dec.com
Message-ID: <8687@shlump.nac.dec.com>
Source record: 243056

I'd keep cash payments in dollars only. It is very difficult for the
average Joe here in the US to either get foreign cash or to change it --
unlike in Europe, where every bank will do both buy and sell foreign
currency. Only the bigger banks, airports, big-city banks will buy and
sell foreign curency in the US (my experience in the Boston area)
without a lot of hassle.

Chad
chad@norge.dec.com
DEC has no opinions!

2113. Re: How do I set up MINIX on my Supra drive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 14:49:33 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1330@lzsc.ATT.COM>
Source record: 243057
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <22392@pasteur.Berkeley.EDU>, anton@sting.Berkeley.EDU (Jeff Anton) writes:
> I have a new 40Mbyte Supra hard disk drive for my Atari ST 1040.
> The machine is a few years old with TOS in ROM.
> MINIX ST 1.1 doesn't recognize the drive. I've tried several
> approaches includeing running MINIX from GEMDOS with MINIX.PRG
> and MINIX.IMG generated from the boot disk.

1. It is not clear if its you or Supra that has a problem.
2. If you; Minix 1.1, as shipped expects to find a minix root partition
at partition 2.
"
/* Get size of RAM disk by reading root file system's super block.
* First read block 0 from the floppy. If this is a valid file system, use
* it as the root image, otherwise try the hard disk (RAM_IMAGE).
*/
#ifdef ATARI_ST
printf("Booting MINIX-ST 1.1. Copyright 1988 Prentice-Hall, Inc.\n");
printf("Insert ROOT diskette and hit RETURN (or specify bootdev) %c", 0);
root_device = (dev_nr)getdev();
if (root_device == 0)
#endif
"
So, It is assumed that you first boot MINIX from a floppy. At this point
you can prepare a partion, 2 being preferred for minix.

3. You can test if you have basic communication with the HD, from MINIX,
by reading section 0, which is the boot sector, and partition 1, which is
(I assume) TOS.
dd if=/dev/rhd0 > /tmp/hd0 should not fail.
tos -d /dev/hd1 should print familiar information on TOS c:.
If either or both FAIL, then you have INTERRUPT problems.

4. Remember TOS is polled IO, not INTERRUPT. You would never no if disk
interrupts failed under TOS. MINIX only uses INTERRUPTS. Assuming that
the 1040 is not bad (Try someone elses HD); its a Supra problem.

5. Supra had three vintages of Atari interfaces. OLD (Never would run MINIX),
Medium (could run minix with a Supra supplied software change), and NEW
(as in with fan, and DMA OUT connector) that did work.

Howard C. Johnson
ATT Bell Labs
=====NEW address====
att!lzsc!hcj
hcj@lzsc.att.com

2114. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 14:59:09 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1332@lzsc.ATT.COM>
Source record: 243058

In article <276.25E65B7C@uscacm.UUCP>, Ron.Hollins@uscacm.UUCP (Ron Hollins) writes:
>
> Question: Is there a limit to the total number of files that a
> double-sided floppy disk can contain. (I'm NOT refering to the 40
> folder limit). I suspect that the 'FAT' must have a ceiling to it.
> If someone does know this 'magic' number , might you also suggest a
> technique to trap for this disk 'error'. I'm using GFA 3.07
> Thanks,
> Ron,

The floppy ROOT directory has 112 entries in it. Each can, of course, be a directory. Each of these is limited by the number of fat entries, which is to say the storage on the disk. A 720 K disk has about 720 clusters and if you assigned 700 directories (no files) you would surely fill it up.

I suspect its the 112 limit that you are confronting.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2115. A couple of requests

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 16:26:23 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Feb26.162623.437@chinet.chi.il.us>
Source record: 243059

I have a couple of requests for information (maybe 3).

Has anyone seen a STacy offered for retail sale in the USA?

Has anyone seen a Mega ST offered for sale with TOS 1.4 as original equipment?

Would someone who knows more details about the Spectrum picture format than are given in the Baggett image formats list please explain the handling of palettes to me a bit more. What I get from the list is that the image data looks just like a low rez screen, but that 3 palettes are loaded for each scan line; the palettes are somewhat abbreviated. What pixel number does each palette take effect at? Are these regular 16-word-long palettes? If the docs with the package are good enough, I might buy it just for the docs, but with my lack of artistic ability, another paint program is the LAST thing I need.

I guess replies to the net are appropriate for the first 2 questions; mail or posting, your choice, for the third.

Thanks. Steve J.

2116. Re: Real Time Programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 16:52:38 UTC
From: wright@hpccc.HP.COM
Message-ID: <5330014@hpccc.HP.COM>
Source record: 243060

/ hpccc:comp.sys.atari.st / apolivka@x102a.harris-atd.com (polivka al 60047) / 10:51 am Feb 23, 1990 /
Re:

> I want to write a program for the ST that involves acurate timing and
> therefore needs access to the internal clock or timers in the ST. I
> would like a few suggestions.

Please post/summarize any mail responses you get. I have been doing a little midi programming myself in GFA BASIC and Sozobon C. As far as I have been able to determine, the best timer resolution you can get in those languages is 200 Hz, which seems pretty marginal to me.

Another would-be midi hacker,

Jeff Wright
"midi is not a concern of my employer, to my knowledge"

2117. ESDI hard disk on 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 17:01:04 UTC
From: Pat_Barron@TRANSARC.COM
Message-ID: <kZuK3En0BwwKMFasY1@transarc.com>
Source record: 243061

OK, so I just bought an Atari 520ST, and it didn't come with any documentation other than a "getting started" book, so I know very little about it. So please bear with me if this seems like a simple question, or has been covered before....

The 520ST has a hard disk port, but I can't find anywhere what kind of hard disk it's supposed to attach to. I know that one can, somehow, attach a SCSI disk to the ST. I have a Micropolis 85Mb ESDI drive that I'd like to attach to my machine. Using an Emulex MD21 adapter, I can make this look like a SCSI drive. What other pieces would I need to attach this drive to my machine, and where can I get them?

While I'm at it, are there any good books describing the internals of the ST? I've been to just about every computer bookstore in the city, and even a few outside the city, and none of them carry *anything* about the ST.

Thanks,
--Pat.

2118. ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 17:43:09 UTC
From: covertr@force.UUCP
Message-ID: <48e0cbdd.14a1f@force.UUCP>
Source record: 243062

I have some one year C source that I d/led from GEnie that gives
some great examples of ST GEM/AES/VDI programming. I am contacting
the original author to get his approval to post them here on cs.atari.st.

Are there any other C ST programmers out there on the net who would like
to see more C code posted?? I am interested in such code myself.

One of samples that I got from GEnie were some functions to give you
floating menus (i.e. menus don't appear at the top of the screen, but
can be moved around the screen). There were some others to do customized
alert boxes etc. the old samples that I got from GEnie only worked in
medium rez. But I will try to get them working in hi rez.

Well, what say folks??

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

2119. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 17:44:15 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3031@water.waterloo.edu>
Source record: 243063

In article <276.25E65B7C@uscacm.UUCP> Ron.Hollins@uscacm.UUCP (Ron Hollins) writes:
>
> Question: Is there a limit to the total number of files that a
>double-sided floppy disk can contain. (I'm NOT refering to the 40
>folder limit). I suspect that the 'FAT' must have a ceiling to it.
>If someone does know this 'magic' number , might you also suggest a
>technique to trap for this disk 'error'. I'm using GFA 3.07

I think that there is a limit of 100 objects (files or directories) at the top level. I seem to recall, however, that in a sub-directory, there is no such limit. On the other hand, there is another limit that may get you: my experience is that each file consumes at least 1K of space, no matter how small it is. I think this means that a floppy formatted with 709K bytes will be limited to 708 or so files, 99 at the root level, and the rest in a sub-directory. I have never tried to pack such a disk, has anyone else?

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2120. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 17:49:36 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1534@engage.enet.dec.com>
Source record: 243064

In article <276.25E65B7C@uscacm.UUCP>, Ron.Hollins@uscacm.UUCP (Ron Hollins) writes...
> Question: Is there a limit to the total number of files that a
>double-sided floppy disk can contain. (I'm NOT refering to the 40

Here is an article I wrote for or user group's (NAVAUS) newsletter last year, it should answer your question.

GGGG
GG GG
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G
G GGGGem Alert
GG GG
GGGG

Gem Alert, by Ray Wallace

As you probably all know GEM allows you to create folders (subdirectories) to place some of your files in. This article will describe some of the folder and file limitations inherent in GEM.

The top level (root) directory is limited to a maximum of 112 (256 for hard disks) files (directories are counted as files here). This restriction exists because the top level directory is created with a FIXED size when the disk is formatted. (NOTE:Disk formatting programs can be written to change these limits).

Subdirectories on the other hand can grow as need, so there is no limit on the number of files that can exist in a subdirectory. Subdirectories are really just specialized files, and just like other files can grow in size so can subdirectories. One limitation to subdirectories is that they can not shrink, in the sense that when you delete files (directory entries) the subdirectory does not get smaller.

On top of all of this there is also a limit to the maximum number of files a window will see. If you have more files in a directory than this window limit then you will not be able to see (or access) all of the files in a particular directory or subdirectory, regardless of how you scroll around with the scroll bars.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2121. Re: A couple of requests

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 18:51:43 UTC
From: cosc10hv@judy.uh.edu
Message-ID: <5670.25e9265f@judy.uh.edu>
Source record: 243065

In article <1990Feb26.162623.437@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> I have a couple of requests for information (maybe 3).
>
> Has anyone seen a STacy offered for retail sale in the USA?
>
> Has anyone seen a Mega ST offered for sale with TOS 1.4 as original equipment?
>
> Would someone who knows more details about the Spectrum picture format than
> are given in the Baggett image formats list please explain the handling of
> palettes to me a bit more. What I get from the list is that the image data
> looks just like a low rez screen, but that 3 palettes are loaded for each
> scan line; the palettes are somewhat abbreviated. What pixel number does
> each palette take effect at? Are these regular 16-word-long palettes? If
> the docs with the package are good enough, I might buy it just for the docs,
> but with my lack of artistic ability, another paint program is the LAST
> thing I need.
>
> I guess replies to the net are appropriate for the first 2 questions; mail
> or posting, your choice, for the third.
>
> Thanks. Steve J.

As far as I know, there is a store here in Houston, TX that sells the Mega2's and Mega4's with tos 1.4 and blitters installed. I am not sure whether they install the chips at the store or if they are shipped with them. The store is called THE FLOPPY WIZARD, Memorial City Mall, Houston. I don't know the exact address offhand...

| Paul Sears University of Houston |
| "ThunderCat" -------------------- |
| node COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_____________________________________|

'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2122. Re: I need TOS on disk! Help me!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 18:54:37 UTC
From: apratt@atari.UUCP
Message-ID: <2053@atari.UUCP>
Source record: 243066

v128ll9e@ubvms.cc.buffalo.edu writes:

>I need a copy of the latest version of TOS for the Atari ST, on disk.
>[...]
>P.S. Boy am I desperate!!! Golly, I'm so desperate that no offer will be
>refused outright.

What you are asking is at worst unlawful and at best a violation of nondisclosure agreements between Atari and its developers. TOS-on-disk is not copy-protected, but it certainly is copyRIGHT protected. It is further protected as a trade secret. It was only available to developers, and they're all (nominally) bound by a nondisclosure agreement with Atari. (It goes both ways: Atari doesn't sell or otherwise divulge THEIR work-in-progress, either.)

I guess there's no harm in buying an ORIGINAL RAM TOS disk (circa 1985), as long as the seller doesn't keep a copy for him/herself. That was a product for sale, and I don't think it was covered by any license agreement, certainly not one saying you couldn't resell it.

I'm not giving legal opinions, only guesses. I don't speak for Atari. (Well, on RARE occasions I try to, but it almost always ends in disaster.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2123. Re: XEP80's

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 19:26:10 UTC
From: Metalist@cup.portal.com
Message-ID: <27342@cup.portal.com>
Source record: 243067
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

Stan:

Thanks for your input on the XEP80. I have a few questions about 80 column drivers:

- Can the XEP80 display crisp 80 column text on a 13" color TV?

- Can the XEP80 display ATASCII graphics (the ATASCII character set) On a mono/amber screen monitor? (Or if I were using an XEP80 with a mono monitor, would I need to use ASCII translation when modeming?)

- There is a PD 80 column driver I am sure you have seen that sets up 80 columns o the screen. But this won't work with, say, BOBTERMwill it? Upon loading of BOBTERM wouldn't the 80column handler cause some sort of crash??

Thanks!!

Metalist/BJW

2124. Re: Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 21:12:58 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440106@hplsla.HP.COM>
Source record: 243068

I have recently bought an Epson LQ-510, I don't seem to be able to print
a desktop screen using ALT-HELP command. Is there anything I need to
adjust? If so, what?? Any help is appreciated!! Thanks!!

wngai@paris.ics.uci.edu

You need to get a program called PRTST24 written by Dan Wilga of
Gribnif software. (These are the people that sell NEODESK).

You can get this program from GEnie (which is where I got it and why I can't
post it to USENET) or you can order Gribnif's PD disk for $10 and get it.

ps. I downloaded several programs from GEnie do solve this problem, and
PRTST24 is by far the best of the lot.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%

2125. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 21:30:30 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22463@uflorida.cis.ufl.EDU>
Source record: 243069

In article <2052@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Why was this article posted? That information is available to all
>developers, is of limited interest to anyone else, and is protected by
>the nondisclosure agreement between developers and Atari. It's not
>that this particular information is all that secret, but posting it
>does constitute a violation of that agreement. I don't want to be a
>bad guy about this, but you shouldn't just key in Atari documentation
>and post it. Among the reasons is that you can get it wrong, or leave
>out important stuff, and people will complain to us about things which
>are not our fault.

I am glad that SOMEONE at least is posting information about Atari
machines, Atari sure isn't going to do it! It is a sad state of
affairs when you have to spend a couple of hundred bucks just to get
information on your machine.

--
=-=-=-

2126. If you are not ccicpg!dl2!paulm, please ignore!

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 22:18:19 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002262219.AA04693@fsucs.cs.fsu.edu>
Source record: 243070

I am sorry I had to post this to the net. My mailer would not let me send mail to you (probably would have worked if I had REPLIED to you before I deleted the message!). I am most interested in your offer concerning the hard drive. Very most interested. Positively giddy. Anyway, please reply to me directly if you see this, so I know it worked (and so I can reply to the mail).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2127. Terminal emulator DA

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 22:23:06 UTC
From: U218008@HNYKUN11.BITNET
Message-ID: <9002270818.AA14012@ucbvax.Berkeley.EDU>
Source record: 243071

Recently, Wayne Ngai and Rens Troost asked for a terminal emulator. This
is my favourite: MINITERM, by Lars-Erik 0sterud. VT-100, IBM-graphics,
X-Y-Z Modem, ASCII upload, log file, phone dir and the lot, for FREE.
It works as PRG and ACC. Available from panarthea.
Try to get version 9.32, I got it from Lars-Erik's ABK-BBS in Norway:
+47 2 132659.

Rob Vousten U218008@HNYKUN11.BITNET

2128. Re: Screen Blanker in the style of 'Stars'

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 22:24:23 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002262225.AA04764@fsucs.cs.fsu.edu>
Source record: 243072

In article <1143@oucsace.cs.OHIOU.EDU>, bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes:
>
> Along the same thread, does anyone have the sourcecode for starstrk?
>It's nice, but the effect of the stars "slowing down" near the edge of the
>screen (actually they don't; they just don't speed up) is a little weird,
>and I'd like to modify it if possible.
>
> Bill White
> bwhite@oucsace.cs.ohiou.edu

If you could make it less disruptive to other programs, we would really have
something! This is the best looking screen saver I have seen for the ST, but
it is not tolerated by many good programs. Someone please fix it!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2129. Re: "Monochrome monitor Wanted"

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 23:00:40 UTC
From: mg5184@mars.njit.edu
Message-ID: <1079@njitgw.njit.edu>
Source record: 243073

Also, I am looking for a monochrome monitor from anywhere. New, used, whatever.
I am also looking for a decent price on Spectre GCR w/Roms.

Mike

```
=====================================================================
| "Please don't be compelled to tell | |
| me the story of the boy who cried | mg5184@mars.njit.edu |
| Worf." | |
=====================================================================
```

2130. Re: help with DEAD atari

Newsgroup: comp.sys.atari.st
Date: 1990-02-26 23:49:51 UTC
From: matthews@umd5.umd.edu
Message-ID: <6174@umd5.umd.edu>
Source record: 243074

In article <1990Feb22.171852.1512@ns.network.com> logajan@ns.network.com (John Logajan) writes:
[stuff deleted]
>However, later versions of the 520ST and none of the 1040's and
>Mega's have Sam's for them. I guess Atari decided to keep it
>all secret. Still, except for blitters, etc, the general chip
>set is the same (I presume) so the 520ST schematics might be
>a good starting off point for other versions.
>
Actually, Atari really diversified with chips. I've seen several different DMA chips and floppy controllers (anybody else have a VLSI1772 FC, as opposed to the "standard" WD1772?). All the chips are not 100% compatible, either... Actually, I can't say that with 100% certainty. My first DMA chip refused to work with Spectre 128/ICD/Seagate 251/Adaptec 4000, but worked fine with everything else. The "new" DMA chip (actually an older model) worked fine with that setup, but *something* is mighty unhappy when I try to use a Seagate 296N with an ICD host adaptor and a Conner CP340 with a BMS200 HA online at the same time. (yes, the SCSI IDs are not the same)

There are also four? versions of the blitter chip.

Plus, there's this new talk of SIMMs or SIPPs (SIPs?), depending on which is cheaper...
>
>--
>- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
>- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

Mike

2131. Trapping RW Errors/HD check.

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 00:10:37 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Feb27.001037.22445@ux1.cso.uiuc.edu>
Source record: 243075

I would like to write a program that scans my hard disk and maps out bad sectors (even slightly bad). Does anyone know how to a) detect a sense code from the ICD controller or b) make it so that a write/read error doesn't pop the dialog box onto the screen? Will it pop if I am using rwabs? How about read/write()?

Is there already a PD program that does this? Thanks.

-Greg

2132. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 04:22:30 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <37193@iuvax.cs.indiana.edu>
Source record: 243076

In article <22463@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
> I am glad that SOMEONE at least is posting information about Atari
>machines, Atari sure isn't going to do it! It is a sad state of
>affairs when you have to spend a couple of hundred bucks just to get
>information on your machine.
>
>--
>=-=-=-

2133. Re: "Pyro"

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 04:33:50 UTC
From: forster@cs.umass.edu
Message-ID: <10661@dime.cs.umass.edu>
Source record: 243077

In article <25E2519B.5818@paris.ics.uci.edu>, ehood@ics.uci.edu (Earl Wayne Jr. Hood) writes...
>
>... But the problem is that it takes 9 minutes
>of wait for it to activate....
I don't know how to shorten the time (or lengthen it), but I have another suggestion: make one of the screen corners be the `start right now' corner, and another (possibly configurable) be the `don't start' corner. Move the mouse into one corner, and the screen-save starts right away. Move it into the other (and leave it there), and the screen saver won't start up until you move it out of there. (Not my ideas, just the way I've seen other screen-savers work.)
- David

2134. WANTED: Unix Windows for the Unix end

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 05:01:58 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.90Feb27000158@brillig.umd.edu>
Source record: 243078

Does anyone know of an anonymous ftp site with Unix Windows' UNIX end?

I have the ST end and am intrigued by the idea.

Blitzkrieg (tanks' in advance),
Chris

/\/\/\

2135. The Vault and The Key

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 05:28:03 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1254@watserv1.waterloo.edu>
Source record: 243079

What a wonderful set of back-up programs! I am refering to the recently posted Vault and Key programs. The Vault workes wonderfully, packing diskettes completely. The Key, ont he other had, didn't work all that well. The first time I tried to unpack my 'vualted' disks the hard drive sat there cratching in the middle of my C:\TEX\TFM folder. I tried again it there wern't any errors but the C:\TEX folder was not there even though The Key said it wrote the relevant files. I did a 'Show Info' on C:\ and it acknowledged the space that should have been used up by C:\TEX (about 5 meg was missing!). So had to zero the drive and manual load the files, sigh! I'll try another back-up and see if it works, but I'll be damned if I am going to trust The Key to unpack my files (to test a full back-up I had to zero my C:\ partition; if The Key is indeed buggy then I'll have to spend hours again reloaded the drive manually).

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2136. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 06:15:19 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1247@carroll1.cc.edu>
Source record: 243080

In article <37193@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
+ As far as having to spend a couple of hundred bucks just to get
+ information on your machine, this is no different than IBM, Mac, or
+ Amiga computers. When you buy IBM and DOS, do you get a technical
+ reference manual? NO! Sure it's available, but at a cost. ThisO
+ same scenario is played out with both Mac and Amiga computers. You
+ can find information on the Atari line of computers without having
+ to become a developer. But, just as with the above mentioned
+ computers, you will have to pay for it. I wish information was
+ free, but we all know that just ain't so. Knowledge makes the world
+ go round. Not just in the computer field, but in every field.

Sure, I can get a DOS book for around $25 that details all the DOS and BIOS calls. I can get a complete listing of the Amiga kernal for about the same amount. I can buy the _entire_ Inside macintosh series for less than $150, and that includes all the hardware and evangalizing, too.

Almost doesn't seem fair. Almost wish ST people could get cheap, complete docs like _they_ can. I don't have $250 to become a developer right now. But I have about 3-4 books that answer nearly _every_ hardware or software question about the PC/AT line: total (list) cost: about $115.

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

2137. TT and STe info needed

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 12:48:00 UTC
From: UN030357@WVNVAXA.WVNET.EDU
Message-ID: <9002280803.AA14210@ucbvax.Berkeley.EDU>
Source record: 243081

I will try to be brief but I have some burning questions. I have been Atari fan since first computer...I have owned several 8-bit's...I have also been fan of ST for as long as there has been one. I regret that the computer has not been supported in America as it should. However, I am still planning on buying one. This brings me to my questions. SHOULD I WAIT FOR THE NEW ATARI STe AND TT? AND WHAT EXACTLY ARE THEY?. It is hard to get that kind of info here. I hate asking people if they sell Atari Computers and have the reply "Atari still makes computers?." Please do not send hostile replies I am truly an Atari fan (till death). And I hope sincerely that these new computers will sell in America. As for those of you who ask, I am a comp. sci. major at West Virginia University and want the computer for programming and telecommunicating. Please send replies directly to me as not to take up space on the list.
Sincerely,
James Keefover
via UN030357@wvnvms.wvnet.edu

2138. Re: Memory speeds of ST & STE

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 12:52:03 UTC
From: knop@duteca
Message-ID: <729@duteca.UUCP>
Source record: 243082

In article <1990Feb24.222700.22004@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>Can someone out there tell me what memory speed is required for the
>STe or standard ST. (I suspect 100ns) Also if I use faster memory such
>as 70ns will asyncronous tasks such as burst filling a 16Mhz
>Hypercache or DMA access will these be faster?

I recently upgraded my 1040 STf to 2.5 MB. I have now 16 256kbit chips
that are rated 150 ns on my shelve doing nothing (any takers ?). So the
answer to your first question is: 150 ns is sufficiently fast for an
8 MHz MC 68000. (Does the STe run on 8 MHz ?)

As to the second question, no, I would not expect DMA to be able to
exploit faster RAM chips. I don't know what Hupercache is, but unless
it is hardware, it can not exploit faster RAM chips.
By the way, even if it could, the improvement in performance would be
negligible, because access times for a hard disk are in the order of
25 ms. Transfer rate to the computer must be extremely slow to make
any difference.

>With the new MMU in the STe and spare/reserved bit patterns in the
>memory configuration can the STE's memory be expanded beyond 4MB. (I
>guess adding a new bank size of 8MB would be possible thus allowing
>the full 16MB of address space.) any comments?

Well, I would expect the new MMU to be an improvement over the old one.
However, the full 16 MB address range can never be dedicated to RAM,
because then there would be no space left for ROM and I/O. I have no
documentation on the new MMU, so this is only educated guesswork.
--

_____ __ __ __ __ ____ _____ _____ ______ _____ _____
| _ \ | |/ || \| | / \ | _ \ | _ \ | ___|| _ \ / ___|
| __/ _ | < | || || || __/ | __/ | >__ | < __ \
|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

2139. Re: help with DEAD atari

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 13:27:31 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2502@castle.ed.ac.uk>
Source record: 243083

In article <6174@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
[stuff deleted]
>Plus, there's this new talk of SIMMs or SIPPs (SIPs?), depending on which is
>cheaper...

Regarding the probability that STEs will feature SIPPs if they are cheaper - excuse my ignorance but are SIPPs ram things which don't let you plug in memory chips??

If they are then a few people over here are going to be a bit cheesed-off when they buy their SIMMs upgrade for 69pounds and find they can't use them. Everyone in the UK believes SIMMs to be a feature of the machine. (Magazines, distributers, users - remember them Atari?, etc)

As I say, if that's what Mike was on about then it's OK, if I've picked up the wrong thread and he's not talking about the STE then sorreeee!

Mark.

2140. Re: User support? Re: harddisk-backup

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 13:30:28 UTC
From: tmb@moscom.UUCP
Message-ID: <2028@moscom.UUCP>
Source record: 243084

In article <8533@pogo.WV.TEK.COM> bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>
>In <"90-02-09-11:06:10.92*UK14"@DKAUNI2.BITNET> O. Steinmeier writes:
>
>>...
>>So, if you know a reliable, fast, cheap (PD or shareware preferred)
>>harddisk backup program, would you send me a message?
>
>So you want it to be fast, reliable, and do everything but wash the kitchen
>sink but you don't want to pay for it???? Typical.
>
>Besides the TOTAL lack of support from Atari Corp.(products, marketing, and
>distribution) the single most important factor contributing to the decline
>(and eventual death unless something changes) of the ST is the unwillingness
>of users to PAY for quality software. NOBODY wants to develop software for
>a machine that you can only sell 500 copies of a program before it's on half
>the bulletin boards across the country.
>

While I agree with your point about many users not willing to pay for quality software, I don't think you had to jump on this guy to make it. There's nothing to indicate that he was not going to pay for a shareware product. Maybe he feels the best value is in the shareware/PD market. And asking for fast and reliable software is not asking for much!!!!

The way that I see it is that most ST owners bought their ST because of it's value (translation: it was priced lower than everything else). You will find tons of college students owning STs, and I've seen hundreds of messages from those students saying "I'm a poor college student and can't afford to pay for this piece of software. Does anyone know where I could find something comparable in the PD or as shareware?"

At first I wondered why Publishing Partner (remember that?) came out without a HP laser printer driver (I couldn't believe it had a Postscript driver!), but I read somewhere that the company felt that most ST owners could not afford a laser printer and that the Postscript driver was for the serious desktop publisher, and for their own use. If Softlogic really said that, I don't know, but that is what I'm talking about.

Maybe this is why the ST has trouble attracting the big name software developers. They know that someone who paid $600 for a complete system won't pay $300-$500 for their software.

--
Tom Bellucco - moscom!tmb@cs.rochester.edu or {...}!rochester!moscom!tmb
---

"Whatever I said, I didn't mean it...unless, of course, you liked it!"
#include <std.disclaimer>

2141. Re: SAMPLERS: The one that I want...

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 13:46:42 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2503@castle.ed.ac.uk>
Source record: 243085
Body handling: HTML body converted to readable text

In article <9002270812.AA13603@ucbvax.Berkeley.EDU> ZDEE050@elm.cc.kcl.ac.UK ("sometimes known as Fraser...") writes:
>The biggest joke is POWER COMPUTING (I noticed that someone else on the net
>seems to question this firm....). They "market" MOUSE MUSIC, which on paper
>looks good (8 bits only, but Stereo, so more than one ouput), but talking to
>various people (including Chris, the programmer) got me worried, there were
>problems they said.... So I asked Power Computing for a Demo. The weeks passed,
>Ken (of PC) kept saying it would be with me of friday/friday/friday etc. What
>finally convinced me was when Chris left the company - after falling out with
>the hardware designer! I would never now touch Power Computing with a
>bargepole, a very very long one too!

Yes, that's it!
Well, more like:-

(The Story of My Hard Drive by Mark Davidson aged 12)

"We'll get them in by middle of December"
"Our supplier let us down"
"They'll be in soon after Christmas"
"They'll be in by the middle of January"
"Well it was the middle of January but they haven't arrived so
they'll be in by the end of January"
"We're sending them out today and tomorrow"
"Sorry, we didn't have enough, we're getting more in next week"
"You were unlucky, you'll get the drive within a week"

"We don't do them anymore"
"Yes, sorry, send for our new drive - it's much better"

"It'll be available in the first week of February"
"Sorry, we decided to change something about it - it'll be ready
at the end of next week"

>Fraser Stephens, UK.AC.KCL.CC.OAK::ZDEE050

Oh yeah, my utility disk corrupted the day I got it.

Mark.

2142. Re: STE documentation (Why the ST sells in the UK.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 14:32:43 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Feb27.143243.1126@newcastle.ac.uk>
Source record: 243086

Mathew Lodge says:

>1) My STE documentation was obtained from Atari UK. However, I am not a
>developer - I just write for a computer magazine. I am also not the only UK
>computer journalist with a copy of the documentation. But what did Atari UK
>think computer journalists were going to do with the it? Lock it away in a safe?

I think Mathew has hit on one of the main reasons why the ST sells
better this side of the atlantic. Since Atari UK, Germany, ... etc.
release information to mags to aid in producing articles they get lots
coverage (free advertising.) It is worth noteing that Atari actually
advertise more in the US than here! (I have only ever seen one Atari
ad in a UK publication in over a year and a half!)

>As you might guess, I'm not convinced that posting programming information on
>the STE is wrong. I still intend to post some information on display hardware
>soon.

I too will take alot of convincing that this information should not be posted
to the net, If you can read it in a magazine then why not on the net?

Dave H.

(D.C.Halliday@newcastle.ac.uk)

2143. Need help with Kermit/Xmodem

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 14:41:15 UTC
From: beroll@ecs.umass.edu
Message-ID: <9217.25ea918c@ecs.umass.edu>
Source record: 243087

Hi All,
I'm having trouble with transfer from the VAX (running VMS 5.2) and my 1040 ST (using Uniterm V2.0e 002). I've tried both xmodem (I don't know the version number on the VAX) and VMS Kermit-32 version 3.3.118.

I am able to send files from my ST to vax, But I can do the reverse. With both methods I get disk write error just before it is complete. According to the transfer screen, it transferes, but the file doesn't get written to the disk.

I was able to do this with the school's AT&T computers, but not my own. If anyone has any ideas, please either post them, or e-mail me direct.

Thanks (in advance).
David Beroll

Bitnet: BEROLL@UMAECS.bitnet
Internet: BEROLL@Ecs.umass.edu

2144. Re: poolfix3

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 15:41:51 UTC
From: george@electro.UUCP
Message-ID: <1427@electro.UUCP>
Source record: 243088

In article <"90-02-23-11:37:20.38*UJ0A"@DKAUNI2.BITNET> UJ0A@DKAUNI2.BITNET ("Rainer Seitel") writes:
>That message happen to a friend. But I believe that's because I've
>patched his Rainbow-TOS for the 68020....
>
> Rainer

Could you please tell us more about this upgrade?
How much effort did it take to make the patches?
How compatible is your software? Did you install your
own 020?

--

"I almost think that in certain cases yes, and in others, no....."
George egroeG
Reimer remieR

2145. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 16:37:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <48e598ff.20b6d@apollo.HP.COM>
Source record: 243089

In article <37193@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>In article <22463@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>> I am glad that SOMEONE at least is posting information about Atari
>>machines, Atari sure isn't going to do it! It is a sad state of
>>affairs when you have to spend a couple of hundred bucks just to get
>>information on your machine.
>
> Don't be so glad. If people keep breaking their agreements with
>Atari not to publish this information, Atari will have no choice but
>to restrict the information even further.

Sorry, that line of reasoning seems retarded. I understand that Atari cannot afford to give away disks and manuals and software. And if developer information includes advance notice of corporate strategy (e.g.: notice of pending new products), then yes, Atari must ask for some restraint. They deserve it, in that case.

But what was posted hardly warrants any concern from Atari -- if anything, they should be happy to see such information spread to the four winds. No one at Atari had to type it up & post it, nor pay for distribution. If it makes a feature of their product line more accessible, then what in god's name is the harm in that? So what if someone propagates the information and doesn't dot their i's correctly? It's regrettable, but hardly a tragedy or legal liability for Atari. What do you think disclaimers are for?

> As far as having to spend a couple of hundred bucks just to get
>information on your machine, this is no different than IBM, Mac, or
>Amiga computers. When you buy IBM and DOS, do you get a technical
>reference manual? NO!

Neither do you have representatives of IBM, Apple or Commodore chiding people for telling others how to program their machines. Not for giving *incorrect* information, mind, just information.

What was posted wasn't source code. It didn't cause a loss of whatever competitive edge Atari may have. I'm not flaming Kevin Clendenien, and Atari may have the legal rights to build fences around anything they damn well please, but it sure seems dumb in cases like this. What, are they in business to sell hardware or developer kits??

> Sure it's available, but at a cost. This
>same scenario is played out with both Mac and Amiga computers. You
>can find information on the Atari line of computers without having
>to become a developer. But, just as with the above mentioned
>computers, you will have to pay for it. I wish information was

>free, but we all know that just ain't so. Knowledge makes the world
>go round. Not just in the computer field, but in every field.

Right, so don't defend arbitrary suppression of knowledge.
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

2146. Keybaord clock: Software needed!

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:07:08 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1061.25ea6d6d@miavx1.acs.muohio.edu>
Source record: 243090

A friend of mine recently gave me a clock module tha fits under the keybaord chip. He wasn't using it anymore, since his HD had a clock in it. It says micro-time on the board, and it has 2 wires that come off the board and go to a AA battery pack.

The problem:
He doesn't have the software or the manual anymore. I can't get the darn thing to set to the proper time and date, and I can't get it to set my system clock on boot-up. I have tried setting it with control panel, and I have dcclock from the archives, but it doesn't seem to work. The wierd thing is that now my time and date on power-up is different than it was before I put the clock module in. (It's still worng, but it's different.) It also seems like dcclock sometimes reads the time and date from the clock module, and sometimes it doesn't. Example. I turn on the computer, midnight, and the clock says 4:00 pm. then I turn it off until the next morning at 9:00, and the clock says 1:00 am. (9 hours later). Other times, it doesn't seem to keep time like this. (maybe I'm just missing it though.

What I really need is some way to set this clock. I think DCCLOCK will read the thing and set the system clock for me, if I could just get the clock set.

The BEST thing would be to find someone who has the software to set this closk, or the address of the company that made it, or the location of some software that might have a chance of setting this clock.

Thanks!

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

2147. PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:10:30 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Feb27.171030.6687@agate.berkeley.edu>
Source record: 243091

I got PC DITTO II in the mail last week. The installation was easy.
However, it doesn't work.

The software indicates that the board is not properly connected. Does
this message indicate that the new chips are required.

Eric

ericco@ssl.berkeley.edu

Eric
ericco@ssl.berkeley.edu

2148. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:22:29 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <17476@boulder.Colorado.EDU>
Source record: 243092

In article <9002270817.AA13951@ucbvax.Berkeley.EDU> FRACHEL@umiami.Miami.EDU writes:
>This is a repost, since no one answered it before:
>
>Where can I get G-Dos? I have never seen it anywhere.
>
>Simple question, someone MUST know the answer.
>
>Frank

You can get AMCGDOS.ARC from terminator.cc.umich.edu (35.1.33.8).
This seems to be a PD version of GDOS. I believe there is also a file called
GDOS.ARC, but it just has a text file explaining GDOS, not the binary. There
are a couple of GDOS fonts also on terminator. I believe that the _real_
Atari GDOS is not public domain, but AMCGDOS is.
Hope this helps.
-Todd

+---+
| Todd Miller - millert@tramp.Colorado.EDU |
|Some get stoned, some get strange. Sooner or later it all gets real. Walk on.|
+---------------------------------\Neil Young/---------------------------------+

2149. Gemini desktop

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:30:22 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <17477@boulder.Colorado.EDU>
Source record: 243093

A while ago there was some talk of the shareware gemini desktop.
Does anybody have this? It sounded very interesting. If anyone has it (or any
info on it) could you please mail me.
Thanks in advance
-Todd
+--+
| Todd Miller - millert@tramp.Colorado.EDU |
|Some get stoned, some get strange. Sooner or later it all gets real. Walk on.|
+---------------------------------\Neil Young/---------------------------------+

2150. Re: Foreign exchange (was Re: Shareware Policy.)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:35:24 UTC
From: rbutterworth@watmath.waterloo.edu
Message-ID: <34646@watmath.waterloo.edu>
Source record: 243094

No one is likely to end up in jail over this, but I should point out
that in many countries, it is illegal to send cash through the mail.
The intent is to remove most of the incentive for mail theft.

2151. Turbo16

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:35:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11193@stag.math.lsa.umich.edu>
Source record: 243095

Well, I finally have Turbo-16 installed in my ST. Now I'm really cruising, as they say... I've only played with it for a few hours, so I don't have thorough impressions of it just yet. The Alcyon compiled dhrystone benchmark said 1300 dhrystones. I lost my list of figures from other machines, so I have no idea how this compares to other systems.

Things that don't work, or don't work right - I get all kinds of glitches when the blitter is active. In lo-rez, the screen is perfect. In hi-rez, glitches are pretty rare, though rubber-band boxes always leave trash. In med-rez, rubber-band boxes leave trash, menus leave trash, text is distorted or shifted, etc... Consider two bit-planes of med-rez screen where on a character-by-character basis, a cell is drawn some number of bytes right, or shifted some number of lines down. It looks pretty funky. (White characters get split into green & red components, etc.) Whole fields of screen memory get right-shifted a few columns, particularly during scrolling operations. Intense mouse (interrupt?) activity really drives things nuts, and can cause a lock-up in both hi and med rez.

Falcon doesn't seem to like the cache. About 5 seconds after I get off the runway, the engine literally explodes, all by itself, and the entire damage panel lights up in red. Every system on the plane is trashed, and depending on how fast you were going, you crash into the ground a few seconds later. It's quite perturbing. It always marks you down as Colonel level, no matter what you selected at the beginning.

Those were the only things that really bothered me. Airball didn't work, but now that I think of it, that change happened when I got TOS 1.4 installed. Gauntlet II died trying to read its protection scheme. Tetris worked, but I don't need to play an *accelerated* game of Tetris, thank you. Vindicators worked, but it seemed a tad fast as well. Dungeon Master works great, though it's a little disconcerting to have monsters attack so quickly. (But it's kind of a kick to watch your lightning bolts and fireballs zoom off twice as fast as they used to...) All-in-all, this doesn't seem to be the smartest thing to get if all you wanna do is play games on the ST.

A brief run-thru with QuickIndex 1.5 showed CPU-memory access was 135% of normal, CPU operations were around 203% (Gee, *more* than twice as fast! How is this possible?? }-) Ya better not blink when you go thru the BIOS text tests, 'cause you'll probably miss 'em. (With TurboST active as well, text literally flies right by. Wipe-on, Wipe-off, it's gone. Neat. }-) Pretty nice effect, overall. Since at this moment I'm still suffering from pre-break school-crunch, I don't have enough time to delve further just yet. But I expect to see wonderful things when I sit down to hacking RSN....

Oh, oddly enough, blitter behavior is slightly less erratic when Overscan
is active. (Works fine... The WordFlair demo looked very slick in that light,
a nice large screen doing GDOS-based output as fast as you'd expect of plain
text. Uniterm clips along real well too...) [Ok, ok, I admit, I was up late
last night playing with this stuff instead of studying for my exam.... It
was an easy exam tho! }-)]

Ok, so, next time someone around here mentions "speeding up arc" or "fast
compression routines" I'm gonna say "$300 - get a Turbo16." }-)
(Just kidding. The thing about going fast is ya always wanna go *faster*)

--
-- Howard Chu @ University of Michigan

2152. Telefax by modem use

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 17:38:00 UTC
From: HANTKE@KVI.NL
Message-ID: <D0E6AF5D367F207B2F@KVI.nl>
Source record: 243096

Dear netters,
I would like to use my Mega 2 (60 Mb harddisk) for sending and receiving telefaxes via the telephone modem. Does anybody have experience in this topic or/and knows any programs for that purpose?
Ciao, Thomas.

2153. Re: ICD RateHD

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 18:03:59 UTC
From: matthews@umd5.umd.edu
Message-ID: <6177@umd5.umd.edu>
Source record: 243097

In article <9002212030.aa00488@benjamin.Cs.Bham.AC.UK>
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
[stuff deleted for inews's sake]
>my root partition (only about 4Megs) and ran it again. This time, the access
>time was only about 36ms! Has DLII (the defragger used) done something
>unexpected to my drive, or has RateHD gone doolally?
>
>-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

RateHD's results are not always constant. The defragger did not make any dif-
ference, as RATEHD goes to low-level sector seeking, totally ignoring GEMDOS.
Try running it several times and see what happens.

I doubt DLII could change any hardware... :-)

Mike

2154. Re: The Vault and The Key

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 18:20:15 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <17247@cs.yale.edu>
Source record: 243098

In article <1254@watserv1.waterloo.edu
> bmaraldo@watserv1.waterloo.edu
(Commander Brett Maraldo) writes:
>
> What a wonderful set of back-up programs! I am refering to the
>recently posted Vault and Key programs. The Vault workes wonderfully,
>packing diskettes completely. The Key, ont he other had, didn't work all
>that well. The first time I tried to unpack my 'vualted' disks the hard
>drive sat there cratching in the middle of my C:\TEX\TFM folder. I tried
>again it there wern't any errors but the C:\TEX folder was not there
>even though The Key said it wrote the relevant files. I did a 'Show Info'
>on C:\ and it acknowledged the space that should have been used up
>by C:\TEX (about 5 meg was missing!). So had to zero the drive and
>manual load the files, sigh! I'll try another back-up and see if it works,
>but I'll be damned if I am going to trust The Key to unpack my files (to
>test a full back-up I had to zero my C:\ partition; if The Key is indeed
>buggy then I'll have to spend hours again reloaded the drive manually).

Sorry you had problems with The Key, but I can't imagine anything The Key is doing that could cause the problems you describe. The Key doesn't do any fancy buffering like The Vault does. It is basically just a file copy program that uses the standard GEMDOS calls to create the files. The only thing special that it does is to look for long files that The Vault has split into pieces and put them back together again.

I can think of one possible explanation for your problems, assuming you are still running TOS 1.0 or 1.2---the so-called "40-folder bug". What happens in the old TOS is that every time a folder is "touched", some memory is allocated from an internal memory pool and never released (until the disk is ejected, in the case of a floppy). A folder is touched when you display it contents or search through it (or possibly even when you display its name -- I'm not sure about that). In any case, the internal pool is only large enough to safely accommodate 40 folders. When the pool is exhausted, the old TOS doesn't report an "out-of-memory" error but begins overwriting other memory, which leads to all sorts of weird errors, including trashing your disk. Using FOLDRXXX.PRG increases the size of the memory pool but does not fix the bug. Thus, FOLDR100.PRG adds memory for 100 folders, so now the problem may strike after you have touched 140 folders.

Even if you do not normally run into this bug, you are likely to encounter it when rebuilding your hard disk, because that is one time when you touch every folder on the disk, and even worse, you are also

touching a lot of copies of those folders on the backup disks. I recall similar things happening to me a few years ago before I had TOS 1.4 when I tried to rebuild my hard disk. The "cure" is to rebuild the disk a piece at a time and reboot after each piece. Also, be sure to run FOLDRXXX.PRG with a large value for XXX each time you reboot. With these precautions, you should be able to rebuild your disk successfully. The same applies whether you use The Key or do it manually---the problem is in the old TOS, not with The Key.

By the way, I vaguely recall that one of the manifestations of the 40-folder bug is that files or folders would seem to disappear but would reappear when the machine was rebooted. Thus, if you do encounter such problems again, it is probably worthwhile rebooting your machine to see if the files come back before zeroing your hard disk and starting all over again.

Please let me know if you continue to have problems with The Key even with these precautions.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2155. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 18:22:35 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <17248@cs.yale.edu>
Source record: 243099

In article <9002270817.AA13951@ucbvax.Berkeley.EDU> FRACHEL@umiami.Miami.EDU writes:
>This is a repost, since no one answered it before:
>
>Where can I get G-Dos? I have never seen it anywhere.
>
>Simple question, someone MUST know the answer.
>
>Frank

From Atari. They own it. Or you can buy the commercial G+PLUS
which is faster and better.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2156. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 18:53:24 UTC
From: logajan@ns.network.com
Message-ID: <1990Feb27.185324.17559@ns.network.com>
Source record: 243100

kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
> Don't be so glad. If people keep breaking their agreements with
>Atari not to publish this information, Atari will have no choice but
>to restrict the information even further.

This is an empty threat. It is in Atari's interest NOT to further
restrict information -- so it won't happen.

Atari representatives are just trying to delay the inevitable -- the
word of mouth, jungle telegraph spread of useful information. They have
no hope of ultimately supressing it, and they have no legal basis to
supress it in most cases -- regardless what they claim.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2157. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 19:38:10 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9002271939.AA13439@fsucs.cs.fsu.edu>
Source record: 243001

In article <9002270817.AA13951@ucbvax.Berkeley.EDU>, FRACHEL@umiami.Miami.EDU writes:
>This is a repost, since no one answered it before:
>
>Where can I get G-Dos? I have never seen it anywhere.
>
>Simple question, someone MUST know the answer.
>
>Frank

One does not "get" GDOS, one receives it (beware of anything like this!).
It is included with any program that uses it. The first thing one does with
such a program is replace GDOS.PRG with G+PLUS.PRG. G+PLUS is a better GDOS,
which does not slow down the machine, allows one to select ASSIGN.SYS files,
and does not screw up non-GDOS apps like the original atari GDOS does. It is
a comercial product (G+PLUS), and costs about $35.
--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2158. Cheapest way to hook a SyQuest to a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 22:02:44 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2268@rodan.acs.syr.edu>
Source record: 243002

What's the cheapest SCSI SyQuest drive anyone has seen for the 1040ST?
Is it possible to by a device to go from Atari DMA <--> SCSI and use
one of the SyQuest drives advertised in MacWeek? They go for about
$650-700 (US). I think Atari DMA <--> SCSI goes for about $90 (us).
I realize that Mac SCSI is not the same as the SCSI standard, does this
matter for this application? Would I be able to use it with Spectre GCR,
SuperCharger, etc...? A SyQuest really seems the way to go for using all
of these emulators, especially when I see how many hassles people are
having when they try to set up several different partitions on their hard
drive. I'd like to have a seperate 44MB cartridge for each environment.
Cartridges are only around $80 each.

I will summarize and post if people email me at jfbruno@rodan.acs.syr.edu

Thanks,
---jb

2159. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-27 23:02:34 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Feb27.230234.8875@murdoch.acc.Virginia.EDU>
Source record: 243003

In article <1247@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:

> Almost doesn't seem fair. Almost wish ST people could get cheap, complete
>docs like _they_ can. I don't have $250 to become a developer right now. But
>I have about 3-4 books that answer nearly _every_ hardware or software question
>about the PC/AT line: total (list) cost: about $115.

I have 2 books which tell me just about every software question I've
had about the ST. Cost? $45. Sometimes I think I live in a different
universe from everyone else. If you buy a copy of Mark Williams or
Laser C, you get an excellent GEM manual. You can also mail-order
books about GEM if your dealer doesn't carry them.

So what's the complaint? I keep on asking what people don't like about
current ST books. I haven't seen (yet) a single person who has
actually read the 3rd edition Abacus GEM book, or one of the other
good GEM books, and thought that it had lots of errors. Although some
dealers don't carry them, they are available mail-order, and you can
find ads for them in magazines.

Where's the beef?

-- greg
Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2160. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 00:03:10 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <1978.25eb153e@cc.helsinki.fi>
Source record: 243004

In article <37193@iuvax.cs.indiana.edu>, kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
> In article <22463@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>> I am glad that SOMEONE at least is posting information about Atari
>>machines, Atari sure isn't going to do it! It is a sad state of
>>affairs when you have to spend a couple of hundred bucks just to get
>>information on your machine.
>
> As far as having to spend a couple of hundred bucks just to get
> information on your machine, this is no different than IBM, Mac, or
> Amiga computers. When you buy IBM and DOS, do you get a technical
> reference manual? NO! Sure it's available, but at a cost. This
> same scenario is played out with both Mac and Amiga computers. You
> can find information on the Atari line of computers without having
> to become a developer. But, just as with the above mentioned
> computers, you will have to pay for it. I wish information was
> free, but we all know that just ain't so. Knowledge makes the world
> go round. Not just in the computer field, but in every field.
>

I am not very sure, but I think I have seen A LOT of "official" technical documents for the Macintosh freely available for example in ftp sites. This is something Atari should do, too.

Jouni Alkio, Univ. of Helsinki, Finland

2161. Re: ESDI hard disk on 520ST

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 00:03:55 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1343@lzsc.ATT.COM>
Source record: 243005

In article <kZuK3En0BwwKMFasY1@transarc.com>, Pat_Barron@TRANSARC.COM writes:
> OK, so I just bought an Atari 520ST, and it didn't come with any documentation
> other than a "getting started" book, so I know very little about it. So
> please bear with me if this seems like a simple question, or has been
> covered before....
>
> The 520ST has a hard disk port, but I can't find anywhere what kind of
> hard disk it's supposed to attach to. I know that one can, somehow,
> attach a SCSI disk to the ST. I have a Micropolis 85Mb ESDI drive that

You need what is called a "Host adapter". This interfaces Atari to SCSI.
For your ESDI drive you need also to get an Adaptec xxxx SCSI-ESDI adapter.
Thes following folks make a Host adapter (BMS-200) and are willing to talk
to you (well they talk to me!). Call or write them to see what they
recommend.

Berkeley Micro Systems
P.O. Box 20119
Oakland, CA 94620
1-415-547-2191

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2162. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 00:21:03 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1344@lzsc.ATT.COM>
Source record: 243006

In article <9002270817.AA13951@ucbvax.Berkeley.EDU>, FRACHEL@umiami.Miami.EDU writes:
> This is a repost, since no one answered it before:
>
> Where can I get G-Dos? I have never seen it anywhere.
>
> Simple question, someone MUST know the answer.
>
> Frank

You can't buy gdos. A software product that uses it has to BUY it from
ATARI, and put it on a disk for you. Once you buy one program with it
it available for everything else.
-- I bought Dollars & Sense, and got gdos1.0. AND they only can print
using using gdos 1.1.
-- Then I bought a CAD program and it had gdos 1.1.

There is a gdos clone, called G-PLUS. about $40.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2163. Partition size limit in TOS 1.40

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 00:42:25 UTC
From: jimh@ultra.com
Message-ID: <1990Feb28.004225.3023@ultra.com>
Source record: 243007

I just upgraded to TOS 1.4 and was wondering if I can
now have a partition size greater than 16Meg. My SUPRA
utilities will let me make one, but complain that GEMDOS won't
support it. Thanks in advance.

{ grumble, you call this a RELEASE note, grumble... }

--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

2164. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 01:18:15 UTC
From: apratt@atari.UUCP
Message-ID: <2056@atari.UUCP>
Source record: 243008

klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:

>In article <2051@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>Most people don't open a file 40 directories down in
>>their heirarchy, or two folders each 20 (different) levels down, or
>>whatever.

>Hmm, is that really possible? I once tried out how deep a file
>could be nested in the file system hierarchy. From the desktop [...]

The desktop imposes (used to impose) limits; I can't remember if they were removed for TOS 1.4 or not. But those were definitely Desktop-oriented, and not limits in the filesystem. There are NO limits in GEMDOS, except those already discussed -- the fixed pool from which to allocate directory descriptors. When you expand the pool you push that limit farther away, and theoretically you could add 3.5MB or so on a Mega 4 before really getting in trouble.

GEMDOS never *constructs* pathnames, so it doesn't have any buffers or anything (of limited size or otherwise). When you do a Dgetpath, *you* supply the buffer, and it had better be big enough. There's no way to tell in advance how big is "big enough," but I would choose 128 or 256 bytes.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2165. GNU Emacs 18.55 for Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 04:20:48 UTC
From: ben@monu6.cc.monash.oz
Message-ID: <1990Feb28.042048.23981@monu6.cc.monash.oz>
Source record: 243009
Cross-posted to: aus.general,aus.wanted,comp.sys.atari.st

Has any one out in netland obtained all 27 (or so) parts of GNU Emacs version 18.55 for the Atari ST. If so could they please mail me parts 6,7,8,9,10 as i have missed them. Much appreciated.

Nino Benci
School of Digital Technology
Chisholm Institute of Technology
Victoria, Australia.

email: ben@monu6.cc.monash.edu.au@uunet.uu.net (outside oz)
: ben@monu6.cc.monash.oz (inside oz)

2166. Re: How do I set up MINIX on my Supra drive?

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 06:30:51 UTC
From: buggs@cup.portal.com
Message-ID: <27392@cup.portal.com>
Source record: 243010
Cross-posted to: comp.sys.atari.st,comp.os.minix

Did the MINIX newsgroup ever split into IBM & ATARI sections? Or, is it still
one big deal?

BTW, I just purchased a used MINIX package, I wonder if I could get it
re-registered in MY name?
What's the latest version, this one is 1.1.
Walden's 'computer store' <here local> carries a hardcover version of the
textbook tellin' me that there ISN'T a softbound version, this true?

Ed June buggs@cup.portal.com <<<<----- this is all I know!

2167. Mystic Formatter and MACCEL2 problems...

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 09:15:22 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <4609@cuphub.cup.edu>
Source record: 243011

Has anyone had problems using DC's Mystic Formatter and
MACCEL2.PRG ???

* I mean "boot with both DA's" *

(I have TOS 1.2-- but that shouln't matter...)
--

+--------------------------------------+-----------------------------------+
| Dan Karbowsky kar7481@pitt!cuphub| S U P P O R T T H E S T ! ! ! |
| 102 Lee Drive _____________________/ Call the ATARI ELITE of PITTSBURGH'S |
| Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 |
| 15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! |
| / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***|
| (412)929-4023 / See you all APRIL-1 at the Canadian Atari Users Convention |
| / |
+--------------+---+

2168. Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 10:30:20 UTC
From: stefan@spcc386.UUCP
Message-ID: <592@spcc386.UUCP>
Source record: 243012

Almost a week ago (I have been out of the office some time), David Clear posted a source that does the 'Sync Scrolling'. I just had a look at it and I must say I am a bit sceptical about it. This Overscan stuff is VERY sensitive and for different MMU/Shifter versions you will need different routines. Some ST's have an upper border of 16 scanlines and others have 32 (give or take a few). I haven't tried the code yet but my bet is that it will work on some ST's and fail on some others. (But since I haven't tried it yet, I am not 100% sure on this)
The stuff I have first finds out how many scanlines the upper border actually has and sets a flag that the overscan code uses.

David asks for fast games using this technique, well I can say that the German software house Thalion that employs the guy that invented sync scrolling and some more VERY (EXTREMELY) talented people is busy working on some very technical games that use Sync scrolling. "Leavin' Teramis" which has been designed by a friend of mine (Richard Karsmakers, co-conspirator of ST NEWS), is one of them, a scrolling shoot-them-up and should be out very soon.
Thalion is also doing a 3D game ("No second prize"), which makes every other 3D game look pathetic. It is written by a guy from Switzerland and when Jez San beheld the demo at the PCW last year, he became very silent...
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer Junkies!!" +----------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

2169. STE Questions.

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 10:34:57 UTC
From: cooper@gec-mi-at.co.uk
Message-ID: <1990Feb28.103457.19074@gec-mi-at.co.uk>
Source record: 243013

Subject: STE Questions.

Please could somebody tell me the pinouts of the SIMM Sockets as used on an STE
I wish to interface a 2Meg memory board straight into 2 of these sockets rather
than using the standard Memory modules.
Alternatively does somebody know the type number of the SIMMS that are supposed
to be used (Both 256K*8 & 1M*8 if possible)
Thanks for the trouble.

Up till now the main problem i have had software wise with my STE is that
CUBASE V1.0 Doesn't work with the mouse!!!!
It seems to be usable with the keyboard (Alternate & arrows e.t.c) but when i
attempt to use the mouse a continuous clicking noise is produced upon moving it.
I have tried replacing the mouse driver with a new software one but with no
luck. Does anybody know of a fix to this mouse problem???????

Thanks for the help,
Kevin Cooper

Please reply via E-Mail if possible to:
cooper@miduet.gec-mi-at.co.uk

P.S. I think the STE will be great when some software is available!!!

2170. STE Questions.

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 10:37:05 UTC
From: cooper@gec-mi-at.co.uk
Message-ID: <1990Feb28.103705.19185@gec-mi-at.co.uk>
Source record: 243014

Subject: STE Questions.

Please could somebody tell me the pinouts of the SIMM Sockets as used on an STE
I wish to interface a 2Meg memory board straight into 2 of these sockets rather
than using the standard Memory modules.
Alternatively does somebody know the type number of the SIMMS that are supposed
to be used (Both 256K*8 & 1M*8 if possible)
Thanks for the trouble.

Up till now the main problem i have had software wise with my STE is that
CUBASE V1.0 Doesn't work with the mouse!!!!
It seems to be usable with the keyboard (Alternate & arrows e.t.c) but when i
attempt to use the mouse a continuous clicking noise is produced upon moving it.
I have tried replacing the mouse driver with a new software one but with no
luck. Does anybody know of a fix to this mouse problem???????

Thanks for the help,
Kevin Cooper

Please reply via E-Mail if possible to:
cooper@miduet.gec-mi-at.co.uk

P.S. I think the STE will be great when some software is available!!!

2171. Turbo C v1.0 bug?

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 10:52:00 UTC
From: joep@tnosoes.UUCP
Message-ID: <870@tnosoes.UUCP>
Source record: 243015

```
|| #include <stdio.h>
||
|| long tab[9000];
||
|| main()
|| {
|| int i;
|| long j;
||
|| i = 0x2000; /* 0x2000 = 8192 */
|| j = 0x2000L;
|| fprintf(stderr, "%lx, %lx\n", &(tab[i]), &(tab[j]));
|| }
||
||
```

RESULT:

```
|| 561b2, 661b2
```

Can anybody explain the difference in the result when using an 'int' or
'long int' as array-index?

Joep,

PS: don't tell me this is a feature!


```
==============================================================================
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==============================================================================
```

2172. Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 11:11:16 UTC
From: av74381@korppi.tut.fi
Message-ID: <11368@etana.tut.fi>
Source record: 243016

I have been developing a Turbo-C program which will transfer
usenet articles to my BBS. They are received as packets which
are archieved using zoo. Host will send them using zmodem.

I decided to do the receiving using my humble servant Gulam.
Gulam would start zmodem at receiving end and then extract
articles from zoo.

Unfortunately have not been able to call gulam from a Turbo-C
program. I have tried out Michal Jaegermann's method for
MWC but it does not work out for TC. If anyone has figured out
how to call gulam from TC, please e-mail me how to do it.

I just do not understand why my example works for MWC but not
with TC, it gives me two warning messages when I compile it:
Call to function with no prototype in main. Lines where
I get the warnings are those where I call gulam (* gcp) ("command");.
When I try to run the program It prints out "-Start of test-" and
then comes out two bombs (bus error).

----------This is what I tried out with Turbo C ----------------

```
#include <stdio.h>
#include <stdlib.h>
#include <tos.h>
#include <string.h>
#define SHELLP ((char **) 0x04f6L)
#define G_MAGIC 0x0135

int main()
{
long save_ssp;
short sh_magic;
char *tgptr; /* storage for togu_ */
/* if you really would like to have it right, then */
/* tgptr should be a pointer to void - */
/* a bit of overkill on ST :-) */
int (* cgp)(); /* pointer to callgulam() */
/* also contains togu_, but */
/* a type is different */

fprintf(stderr, "Welcome to callgulam demo.\n");

save_ssp = Super(0L);
tgptr = *SHELLP;
Super((void *)save_ssp);
```

```
if (G_MAGIC != (sh_magic = *((short *)(tgptr - 8)))) {
fprintf (stderr, "wrong magic value %x\n", sh_magic);
return(1);
}

cgp = *((int (*)()) tgptr);
printf("-Start of test-\n");
(* cgp)("echo 'executing ls'");
(* cgp)("ls");
printf("-End of test-\n");
return(0);
}
```

---------- Michal's original posting follows --------------------------

```
# this example is for Mark Williams C

From myrias!mj Thu Oct 20 15:44:19 EDT 1988
X-RN-Article: 12125 of comp.sys.atari.st
>From: mj@myrias.UUCP (Michal Jaegermann)
Newsgroups: comp.sys.atari.st
Subject: Calling callgulam - explanation and example
keywords: gulam, shell
Date: 19 Oct 88 23:47:47 GMT
Organization: Myrias Research, Edmonton

(Whatever is described below was checked for a gulam version
which identifies itself as:
xD
beta test version 1.03.04.05 121887 of
yet another shell for AtariST/TOS

Your mileage may vary!!)

As you may not know, a very popular Gulam shell (many thanks to
Prabhaker Mateti and Jwahar R. Bammi). includes quite powerful facility
to invoke gulam services from a program started from gulam. In contrast
to many others shells floating aroung this is not done by executing
the next incarnation of gulam. Instead there are provided two pointers
which provide execution 'hooks' for all gulam commands. A bright sight
is that this approach does not take any extra memory and a start-up
time is negligible. A dark side is that documentation describing this
facility is either misleading or plainly wrong. (As an aside - this
is, alas, not the only place in documentation requiring touch-up.
For this version, gulam.hlp, for example, does not correspond very well
tp reality).

This note is a kind of erratum, which, hopefuly, will help to clarify
an ensuing confusion, which seems to be quite widespread.

When you are running Gulam a TOS variable '_shell_p', at 0x4f6,
contains an address of a location named 'togu_', which is the last entry
in a 16 byte long table. The format of the table is (this is mostly quoted
from the documentation):
```

```
.long 0x86420135 / our magic number (4 bytes)
jmp getlineviaue_ / 0x4ef9,address (6 bytes)
togu_: jmp callgulam_ / 0x4ef9,address (6 bytes)
```

It clearly follows from that that magic number is located 10 bytes before 'togu_' and not, the documentation suggested, 12. What's more, the magic number should be equal *(long *)(*(char **)0x4f6 - 10), instead of a given *((long *)0x46fL - 12L), which will produce a value from an address way off. On the top of it, an actual magic number in my copy of Gulam is not like the documented but it equals 0x00420135. Use Gulam 'peekw' to check what you got. To be on a safe side, until the matter is fully clarified, I am using only a lower half of the magic number, which seems to be correct; i.e. short_magic = *(short *)(*(char **)0x4f6-8).

Two other items in the table are entry points to two functions 'getlineviaue' and 'callgulam'. The information given in the documentation about them is mostly correct, with a similar mix-up in a calculation of an address of entry to 'getlineviaue', like the one described above. Also, strictly speaking, 'getlinevalue' does not return anything, since it is declared as 'void'. As a side effect it modifies a contents of a user supplied buffer, copying there a contents of a command line. It would be probably more convenient if, instead of being void, it would return something useful, say a number of copied characters, but it doesn't, so we may have to live with that. Just to make our life more interesting, the other function, 'callgulam', returns 'int' - the return status of an executed command. This makes wonders to types of your pointers. See the supplied program example for to see how to cast. All of this to ensure that your C-compiler will not get totally lost. If you have a compiler which accepts the stuff in a form from an original docs - replace your compiler. Fast!
(As an aside - all this pointer play would be easier in assembler, if you feel so inclined).

While experimenting whith the program example try the following. Call 'ue' on some file, position cursor somewher down the text and stop editor with ^Z. Try some other commands and upon return to Gulam type 'fg'. Repeat experiment stopping the editor in Gulam and typing 'fg' from the demo program prompt. Don't you think that this is a nice way to run editor for your, say, Lisp interpreter?

Some things are still missing. One cannot tell 'ue', on a command line, to load a file and go to the line 247. Or there is a way and I am simply not aware of it? And I know of no way to grab a result of a command, stuff it into a variable and use it for a test of conditional script execution. Oh well, maybe in some future release...

Two other, non-interactive, ways of calling Gulam are also mentioned in docs. I did not try 'Pexec method', but attempts to execute gulam as a program with arguments, as described, produced only nonsensical error messages about 'invalid regexp' and error number -33. Can anybody shed some light on that matter?

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...alberta!myrias!mj
(or you may try mj@myrias.UUCP)

```
/*
* A demo program to show a usage of Gulam 'hooks' - call from
* Gulam shell! When asked, try different gulam commands, ue
* in particular.
*
* A numbers of pointers floating around is a little bit higher
* than necessary, but we will waiste some memore for the sake
* of clarity.
*
* Michal Jaegermann, October 1988
*/

#include <stdio.h>
#include <osbind.h>
#include <string.h>
#define SHELLP ((char **) 0x04f6L)
#define G_MAGIC 0x0135

main()
{
long save_ssp;
short sh_magic;
char buf[258];
char *tgptr; /* storage for togu_ */
/* if you really would like to have it right, then */
/* tgptr should be a pointer to void - */
/* a bit of overkill on ST :-) */

int (* cgp)(); /* pointer to callgulam() */
/* also contains togu_, but */
/* a type is different */
void (* glp)(); /* pointer to getlineviaue() */

fprintf(stderr, "Welcome to callgulam demo.\n");
save_ssp = Super(0L);
tgptr = *SHELLP;
Super(save_ssp);

if (G_MAGIC != (sh_magic = *((short *)(tgptr - 8)))) {
fprintf (stderr, "wrong magic value %x\n", sh_magic);
exit (1);
}

cgp = *((int (*)()) tgptr);
glp = *((void (*)()) (tgptr - 6));
(* cgp)("echo 'test of Gulam'");
```

```
(* cgp)("echo 'executing ls -l'");
(* cgp)("ls -l");
(* cgp)("echo '-----------------'");
(* cgp)("ls -R -t a:\\ ");
(* cgp)("echo ' '");
(* cgp)("echo ' '");
(* cgp)("set tmp_old_prompt $prompt");
(* cgp)("set prompt 'At your service, Sir!'");
/* change a gender if a need will arise */
(* cgp)("echo 'Awaiting your commands!!'");
/* the following loop will cycle until it will get an empty line */
while ((* glp)(buf), putchar('\n'), 0 != strlen(buf)) {
/* the new line not supplied */
/* by Gulam - DIY, mate */
(* cgp)(buf);
}
(* cgp)("set prompt $tmp_old_prompt");
(* cgp)("unset tmp_old_prompt");
fprintf (stderr,"\nNice talking to you, see you later.\n");
exit(0);
}
/* -----------------/ that is all for today /---------------------- */
```

--
Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
...{ihnp4, ubc-vision}!elberta!myrias!mj

I Arto Vesterinen I Internet av74381@tut.fi I
I Tampere University of Technology I UUCP tut!av74381 I
I Finland I Bitnet av74381@fintut I

2173. Re: 40 folder bug [Was: Re: poolfix3]

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 11:58:56 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3037@water.waterloo.edu>
Source record: 243017

In article <2470@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
| ...
| I have just got a Hard Drive ...
| Now that I
| have all this disk space the 40-folder bug must be more likely.
|
| Can someone explain exactly what causes the memory to be used up. Is it
| creating folders/opening folders or both? I have installed foldr100 but
| I'd like to have some sort of empirical measure of how long I can muck
| around with my drive (setting it up etc.) before I should reboot.

It is the number of directories (folders) you visit during a session
that counts. I think you will be safe if you set "XXX" in FOLDRXXX
to be a number greater than the total number of directories on your
disks.

| Also, what are the symptoms of the bug? Does the machine crash or would
| things like having several copies of the one file (with the same name) in
| the same directory be a possible consequence?

This is a problem in the operating system; but don't know if this is one
of the symptoms of the 40 folder bug. I would be surprised if it is.
Maybe someone else can shed some light on this point.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2174. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 12:22:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3038@water.waterloo.edu>
Source record: 243018

In article <2018@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:

>Hmm, is that really possible? I once tried out how deep a file
>could be nested in the file system hierarchy. From the desktop
>I created a folder "1" in the root directory, then a folder "2"
>within "1" and so on. I ended with folder "8" and got a message
>which told me that it is not possible to create a folder so
>deep in the index structure. To open a file 20 or 40 levels
>deep in the file system should not be possible.

I also tried this experiment on the desktop and came to the same
conclusion. However, Mr. Bammi pointed out to me that there is
a limitation imposed by the desktop that is not imposed by TOS.
So, I tried the same thing using a Gulam shell. I got over 40
levels deep.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2175. DMA Programming... DLII-Boot Read

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 12:29:40 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Feb28.122940.2051@ux1.cso.uiuc.edu>
Source record: 243019

Does anyone know how DLII accomplishes the reading of boot sector
0 of a hard drive? Must this be done in assembler, or can I do
it with Turbo C?

Also: if I change the partition info on the boot sector and reboot, will everything
conform?

Also: I noticed that ICD allows more than 4 partitions/drive
by turning to $156 offset after filling those starting
at $1c6... is this OK and compatible with everything?
Some program, I forget which, says "Unable to read boot
sector" when accessing partitions beyond F:. This is
with two mac partitions in between E and F also.

Thanks... Can anyone send me some source code which will read
a logical sector from the hard disk through ICD/DMA?

-Greg

2176. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 12:36:03 UTC
From: bds@lzaz.ATT.COM
Message-ID: <937@lzaz.ATT.COM>
Source record: 243020

In article <37193@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>When you buy IBM and DOS, do you get a technical
>reference manual? NO! Sure it's available, but at a cost.

The PUBLISHED manuals (available at book stores) are quite sufficient.
Often you can find what is needed at the public library - for free.

Why does Atari make such a big stink about this? They sell you machine
than they want to turn around an sell you the (expensive) manuals need
to use it!

2177. MIDI Sequence Standard (Query)

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 13:57:00 UTC
From: bate%hornet.decnet@mdc.com
Message-ID: <9003010801.AA10987@ucbvax.Berkeley.EDU>
Source record: 243021

Could someone send (e-mail) me the description of the MIDI standard sequence file format? I'm working on a composer's assistance software package (at home) that uses AI techniques and would like to make the program as portable as possible. Any help would be greatly appreciated.

Stephen Bate
Artificial Intelligence Technology
McDonnell Aircraft Company
Box 516, MC 0644244
St. Louis. MO MILNET: bate%hornet.decnet@mdc.com

2178. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 14:27:17 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <3052@sbsvax.cs.uni-sb.de>
Source record: 243022

In article <2018@laura.UUCP>, klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
> Hmm, is that really possible? I once tried out how deep a file
> could be nested in the file system hierarchy. From the desktop
> I created a folder "1" in the root directory, then a folder "2"
> within "1" and so on. I ended with folder "8" and got a message
> which told me that it is not possible to create a folder so
> deep in the index structure. To open a file 20 or 40 levels
> deep in the file system should not be possible.
...
> Any comments?

This limit of 8 folder levels only applies to the desktop. The GEMDOS file and directory functions have no such limit. You can see this if you try the same procedure as above from a shell (eg. gulam).

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

2179. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 15:19:08 UTC
From: parker@vlsic2.ti.com
Message-ID: <112600@ti-csl.csc.ti.com>
Source record: 243023

covertr@force.UUCP (Richard E. Covert) writes:

>Are there any other C ST programmers out there on the net who would like
>to see more C code posted?? I am interested in such code myself.
>Well, what say folks??

Include me in the group who would be interested in GEM programming examples
posted!!

james parker

2180. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 15:23:34 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2779@isc-br.ISC-BR.COM>
Source record: 243024

In article <1990Feb27.171030.6687@agate.berkeley.edu> ericco@stew.ssl.berkeley.edu (Eric C. Olson) writes:
>I got PC DITTO II in the mail last week. The installation was easy.
>However, it doesn't work.
>
>The software indicates that the board is not properly connected. Does
>this message indicate that the new chips are required.
>
According to messages that Avant Garde has posted on Genie, it probably means that the connector really is not properly seated on all pins.

AG says the only way to really know you have good connections is to do a continuity check of each pin. All reports that I've read on genie indicate that it's a pain to get seated. If you verify all pins and it still doesn't work, I'd suspect the PALS. You can mail them to AG or send them email on genie if you have an account. Good luck.

I'm still waiting on my PCD III. When did you send your card in?

Shalom, lawrence

2181. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 15:54:15 UTC
From: mg5184@mars.njit.edu
Message-ID: <1091@njitgw.njit.edu>
Source record: 243025

Rich,
Sounds like one of the files I put up there.

Mike Gaines

```
======================================================================
| "Please don't be compelled to tell | |
| me the story of the boy who cried | mg5184@mars.njit.edu |
| Worf." | |
======================================================================
```

2182. Obtaining UW

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 17:46:51 UTC
From: kennyz@pawl.rpi.edu
Message-ID: <G#_#AK-@rpi.edu>
Source record: 243026

Hi... I'd like to know where I can find the LATEST version of both the Atari ST version, and the Unix side, of "uw", the Unix Windowing program. I have both right now, but there are two major problems, and if anyone has a solution, please either post here, or E-mail me.

1. Only adm31 emulation. I really need vt100 terminal emulation. This is more a wish, than a problem. It can't be THAT difficult to implement, though.

2. I have version 4.2 of the Unix side of "uw". I compiled all the files using make, and included the -DUTMP define to allow the program to record my tty's in the /etc/utmp file. Unfortunately, for some reason the windows don't show up in a "who" listing, and are obviously NOT getting written into the /etc/utmp file (and, yes, it IS world-writable.) So my only conclusion is that the version on my ST is not writing the /etc/utmp information, though that doesn't make sense to me, because Unix should be handling it. Any ideas???

Thanks in advance.

--- Kenny Z.

--
Kenny Zalewski
Rensselaer Polytechnic Institute, BARH B 107, Troy, NY, 12180-3590
kennyz@pawl.rpi.edu | Kenny_Zalewski@mts.rpi.edu | userfvct@rpitsmts.BITNET

2183. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 18:13:59 UTC
From: wallace@ynotme.enet.dec.com
Message-ID: <1545@engage.enet.dec.com>
Source record: 243027

In article <48e0cbdd.14a1f@force.UUCP>, covertr@force.UUCP (Richard E. Covert) writes...
>Are there any other C ST programmers out there on the net who would like
>to see more C code posted?? I am interested in such code myself.
I think it would be great to see more C code posted. Especialy code fragments or small programs that show how to do some particular thing on the ST (as appose to full blown applications/games). I wish some of the ST magazines would do the same thing.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2184. HOW DO YOU BUILD A DIF FILE?

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 18:45:56 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID6246.D900228.T144556.CHIASSA@UDEM>
Source record: 243028

I am trying to understand the structure of a DIF file so I can create files that I can read into the various spreadsheet programs for the ST. I created a small dif file and then did a dump. I can see where the data are and the fact that text is in quotes but I can't makes sense of the keywords and the values that follow. Could someone give me a brief explaination or direct me to a reference source. Any example code (C or GFA basic) would help as long as the steps are explained.
Thanks
example:

```
header1 header2 header3 <---- text fields
1 4 7 <---- numerical fields
2 5 8 <---- numerical fiELDS
3 6 9 <---- numerical fields
footer1 footer2 footer3 <---- text fields
```

```
Dump of File: TEST.DIF
00000 000000 5441 424C 450D 0A30 2C31 0D0A 2222 0D0A TABLE..0,1..""..
00010 000016 5645 4354 4F52 530D 0A30 2C33 0D0A 2222 VECTORS..0,3.."" 
00020 000032 0D0A 5455 504C 4553 0D0A 302C 380D 0A22 ..TUPLES..0,8.."
00030 000048 220D 0A44 4154 410D 0A30 2C30 0D0A 2222 "..DATA..0,0.""
00040 000064 0D0A 2D31 2C30 0D0A 424F 540D 0A31 2C30 ..-1,0..BOT..1,0
00050 000080 0D0A 2268 6561 6465 7231 220D 0A31 2C30 .."header1"..1,0
00060 000096 0D0A 2268 6561 6465 7232 220D 0A31 2C30 .."header2"..1,0
00070 000112 0D0A 2268 6561 6465 7233 220D 0A2D 312C .."header3"..-1,
00080 000128 300D 0A42 4F54 0D0A 302C 310D 0A56 0D0A 0..BOT..0,1..V..
00090 000144 302C 340D 0A56 0D0A 302C 370D 0A56 0D0A 0,4..V..0,7..V..
000A0 000160 2D31 2C30 0D0A 424F 540D 0A30 2C32 0D0A -1,0..BOT..0,2..
000B0 000176 560D 0A30 2C35 0D0A 560D 0A30 2C38 0D0A V..0,5..V..0,8..
000C0 000192 560D 0A2D 312C 300D 0A42 4F54 0D0A 302C V..-1,0..BOT..0,
000D0 000208 330D 0A56 0D0A 302C 360D 0A56 0D0A 302C 3..V..0,6..V..0,
000E0 000224 390D 0A56 0D0A 2D31 2C30 0D0A 424F 540D 9..V..-1,0..BOT.
000F0 000240 0A31 2C30 0D0A 2266 6F6F 7465 7231 220D .1,0.."footer1".
00100 000256 0A31 2C30 0D0A 2266 6F6F 7465 7232 220D .1,0.."footer2".
00110 000272 0A31 2C30 0D0A 2266 6F6F 7465 7233 220D .1,0.."footer3".
00120 000288 0A2D 312C 300D 0A42 4F54 0D0A 312C 300D .-1,0..BOT..1,0.
00130 000304 0A22 220D 0A31 2C30 0D0A 2222 0D0A 312C ."".."1,0.""..1,
00140 000320 300D 0A22 220D 0A2D 312C 300D 0A42 4F54 0.""..-1,0..BOT
00150 000336 0D0A 312C 300D 0A22 220D 0A31 2C30 0D0A ..1,0.""..1,0..
00160 000352 2222 0D0A 312C 300D 0A22 220D 0A2D 312C ""..1,0.""..-1,
00170 000368 300D 0A42 4F54 0D0A 312C 300D 0A22 220D 0..BOT..1,0.""..
00180 000384 0A31 2C30 0D0A 2222 0D0A 312C 300D 0A22 .1,0..""..1,0.."
00190 000400 220D 0A2D 312C 300D 0A45 4F44 0D0A "..-1,0..EOD..
```

2185. SCIENTIFIC PLOTTING PROGRAM

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 18:55:59 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID6269.D900228.T145559.CHIASSA@UDEM>
Source record: 243029

B/stat by R.W. Wilson gives you very good graphic plotting features and will do outputs using GDOS but you must have GDOS, the various fonts and the printer driver that you need already, they do not come with the program. The program is shareware and available at archive-server@panarthea.ebay.sun.com. If you send in a $30 US contibution you get a excellent bound manual plus the GFA compiled version which lets you load in more fonts. The stats tests that go with it are also very good and powerful. Its has been my best shareware investment to date. As a final note you can save your graphs as metafiles, img or degas. I find this great for importing into my TIMEWORKS DTP.

2186. Problems with Laser RCP ?

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 19:04:20 UTC
From: rjd@cs.brown.edu
Message-ID: <30969@brunix.UUCP>
Source record: 243030

I've been recently having a series of problems with Laser C's
Resource Construction Program - I'd like to find out
if anyone else is having the same difficulties.

Occasionally, due to a series of keystrokes and mouse
button pushes that I have been unable to successfully duplicate,
the RCP will delete my .RSC file. This can, as you might imagine,
be *real* irritating.

Megamax claims they aren't aware of this problem but will look
into it. I'm trying to figure out if
anyone else is having this problem. I am not certain, but I am
beginning to think that one of the triggers is having the
filename for the .RSC file be the same as the filename for
the .C module that accesses the .RSC file. (I know that doesn't make any
sense, because RCP has no knowledge of the .C file.)

How about it out there, anyone else experience this?

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2187. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 19:06:54 UTC
From: david@bdt.UUCP
Message-ID: <1449@bdt.UUCP>
Source record: 243031

Regarding long path names. I'm pretty sure that there was at one time
a maximum length of 64 chars. for pathnames in the TOS code in a few places.
I don't know if TOS 1.4 has this limit. I haven't looked recently.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2188. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 19:33:08 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3629@tahoe.unr.edu>
Source record: 243032

In article <48e0cbdd.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
|| I have some one year C source that I d/led from GEnie that gives
|| some great examples of ST GEM/AES/VDI programming. I am contacting
|| the original author to get his approval to post them here on cs.atari.st.
||
|| Are there any other C ST programmers out there on the net who would like
|| to see more C code posted?? I am interested in such code myself.
||
|| One of samples that I got from GEnie were some functions to give you
|| floating menus (i.e. menus don't appear at the top of the screen, but
|| can be moved around the screen). There were some others to do customized
|| alert boxes etc. the old samples that I got from GEnie only worked in
|| medium rez. But I will try to get them working in hi rez.
||
|| Well, what say folks??

SOUNDS GREAT! hacking on the ST is one of my favorite pastimes
when the weather is bad (and the boss is out of town ;-)

Hmmmm, about a short "magazine"-- serialize the postings and
as they appear perhaps others might contribute additional
'articles' or perhaps follow-up experiences. C(W)ould you
serve as editor (glue together mailings like TeXhax digest) ?

||
|| --
|| Richard E. Covert, Lead Engineer of Software Tools Group
|| AG Communications Systems, Phoenix AZ (602) - 581-4652
|| TCP/IP: covertr@gtephx
|| UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

~ _____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____|__RENO___NEVADA_____|

2189. Atari STE Sound chips

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 19:54:55 UTC
From: topgun@chaos.cs.brandeis.edu
Message-ID: <1990Feb28.195455.17049@chaos.cs.brandeis.edu>
Source record: 243033

What type of sound chip does the STE use? Is it different from the ST?

Does the quality of the sound chip rival that of the Mac II/NeXT/Amiga?

Can some one list the specs of the STE?

-topgun@brandeis.cs.edu

2190. Call for opinions

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 20:03:25 UTC
From: apratt@atari.UUCP
Message-ID: <2059@atari.UUCP>
Source record: 243034

Without going into the gory details, I want to know what you programmers out there think of adding the following constraint to programming on the ST line of machines:

"You must leave Timer C in the MFP as it was originally programmed."

This does not mean you have to leave its interrupt enabled, or its interrupt vector pointing at the 200Hz handler: it just means you can't reprogram that timer's control or data registers.

If you violate this constraint, or if you think it's unreasonable, please let me know. The point is that I need a way to count small increments of real time, and I want to get rid of all the places where instruction execution time is used to achieve a delay.

If accepted, violating this constrait results in Bconout to printer or IKBD not working, and the floppy disk code not working reliably.

I'm trying to make this as transparent as possible: only really screwy programs (games, demos, etc.) care about this stuff. Timer C is the system heartbeat, and you shouldn't mess with it unless you really feel you need to, and then you should accept the consequences.

(It is already the case that revectoring or changing Timer C causes GEMDOS to lose track of the time, and AES events not to happen, among other things. Also, incidentally, if you inhibit the system vblank handler, floppy operations will never time out, and the floppy's access light will never go out even on successful operations; the motor will shut off, though.)

I don't want to make this decision in a vacuum. What do you all think?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2191. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 20:30:43 UTC
From: matthews@umd5.umd.edu
Message-ID: <6184@umd5.umd.edu>
Source record: 243035

In article <276.25E65B7C@uscacm.UUCP> Ron.Hollins@uscacm.UUCP (Ron Hollins) writes:
>
> Question: Is there a limit to the total number of files that a
>double-sided floppy disk can contain. (I'm NOT refering to the 40
>folder limit). I suspect that the 'FAT' must have a ceiling to it.
>If someone does know this 'magic' number , might you also suggest a
>technique to trap for this disk 'error'. I'm using GFA 3.07
> Thanks,
> Ron,

You can have 112 files on the root directory of a floppy disk. Putting files in folders makes the number limited to free space. I'm not sure of the hard drive limit; older Supra software has a limit of 256, although I personally have seen 500 files on the root of a hard drive. The limiting factor is not the FAT; it's the directory space on the disk.

I believe fopen() (or whatever GFA's equivalent is) will return some sort of error code (negative value, possibly -49 or -36) in such a case.

Mike

2192. Protect 4

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 21:18:59 UTC
From: larserio@ifi.uio.no
Message-ID: <CMM.0.88.636239939.larserio@kvart.uio.no>
Source record: 243036

```
This is the final solution to problems with bootsector viruses !!
-----------------------------------------------------------------
Put PROTECT4.PRG in your AUTO-folder, and it will check all new
disks you put in the drive for bootsector viruses. It will
protect all unprotected disks and will ask you if it should kill
the disk if it is auto-booting. Some virus killer may look at
it as an active virus because it hangs on the same vector as a
virus, and because it will and executable bootsector (which only
contains an RTS instruction) each time it tries to kill the disk.
However - With this program you won't need a virus killer. It
check all bytes off the bootsector for a certain text and should
be 1000000% safe.... Any questions - Mail to larserio@ifi.uio.no

Soon to be found on panarthea.....

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

2193. Re: problems w/ Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 22:31:48 UTC
From: wright@hpccc.HP.COM
Message-ID: <5330015@hpccc.HP.COM>
Source record: 243037

/ hpccc:comp.sys.atari.st / millert@boulder.Colorado.EDU (MILLER TODD C) / 9:36 am Feb 27, 1990 /
>
> I just got Sozobon C from terminator and I'm trying to get it up and running.
> My problem is that when I type "cc filename.c" I get an error message to the
> effect that "filename.c is not a known suffix" (or something like that).
> Does anyone know what's wrong (probably something simple). I set up the
> directories like the docs say, as well as the indicated environmental
> variables (PATH, INCLUDE, TMP, etc). I'm using the Pcommand shell if that
> makes any difference (got to print out those gulam docs!).
> Any help would be greatly appreciated. Thanx.
> -Todd

You're the second person to encounter this problem this year. The conclusion
before was that the PCOMMAND shell is the culprit, because it upshifts
the command line.

--Jeff Wright

2194. Re: A couple of requests

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 22:33:22 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <176@raider.MFEE.TN.US>
Source record: 243038

In article <1990Feb26.162623.437@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> I have a couple of requests for information (maybe 3).
>
> Has anyone seen a STacy offered for retail sale in the USA?
>

I saw a STacy ad in some magazine (Popular Science maybe, i'm not sure which one) for a STacy. A single full page article and a picture of a STacy. Looks pretty nice. Anybody else seen this ad?

Dana Holt
dlh@raider.MFEE.TN.US

2195. Re: Partition size limit in TOS 1.40

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 22:45:36 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1349@lzsc.ATT.COM>
Source record: 243039

In article <1990Feb28.004225.3023@ultra.com>, jimh@ultra.com (Jim Hurley) writes:
> I just upgraded to TOS 1.4 and was wondering if I can
> now have a partition size greater than 16Meg. My SUPRA
> utilities will let me make one, but complain that GEMDOS won't
> support it. Thanks in advance.
>
Supra is just being conservative. I am running 32 Meg partitions, no problem.

Of course you need a program to build a 32 MEg TOS partition. May I suggest
mkfs.prg, that I offered to those who asked for it.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2196. Needs switch for Atari Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 22:46:57 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Feb28.180837est.58129@ugw.utcs.utoronto.ca>
Source record: 243040

After years of obedient clicking, my left mouse button has become flaky.
I bought an Atari replacement, but it would be nice to refurbish the old one.
Anyone know of a source for the mouse switches?
Thanks for the help.

Peter

There are no stupid questions.

2197. Re: STE documentation - why it was posted

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 23:02:38 UTC
From: qralph@dna.lth.se
Message-ID: <1990Feb28.230238.18591@lth.se>
Source record: 243041

Hi,
Those on the net regularly might remember I posted appr. the same thing some time back, then derived from a German magazine, where all the STE registers where described. At the time I got, privately and publicly, exactly the same scolding from Atari USA. I had clearly indicated the source, I am a developer but still I haven't got this info from Atari Stockholm, and in general I have GIVEN them info, but never ever got a single sheet except those I got when I bought the development kit. I have sent mail via snail mail to Atari USA, I have sent several to all the Atari guys on the net, never ever a single reply. As a developer I sent in a few pages from the development package that I was requested, to Atari USA, to get something in return. That is soon one year ago. Not a single reply.-
I am also trying to sell Ataris here in town. I try to get all kinds of arguments for Atari, with the result I have sold piles of Ataris but just one Amiga (put a smiley there if you feel for it). I also try to write programs for Atari. But sometimes I wonder what I am doing. Even a fanatic might start to wonder at times...
I put the simple question to Atari USA: in the complaints here on the net there was mentioned, that this way people might get erroneous info. So my question is: What about books how to program the Atari? The deevelopers aren't allowed to tell how to do it, Atari themselves don't publish, except to people who pay $300. That means all legal books about programming the Atari are written by hackers who have guessed, experimented about everything, or possibly stolen from waste paper baskets at Atari USA. Is that the best way to inform the public about this machine???
I wish I saw some logic in the whole. Why doesn't Atari want to make money?

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

2198. Re: Obtaining UW

Newsgroup: comp.sys.atari.st
Date: 1990-02-28 23:15:44 UTC
From: cwilliam@brillig.umd.edu
Message-ID: <CWILLIAM.90Feb28181544@brillig.umd.edu>
Source record: 243042

In article <G#_#AK-@rpi.edu> kennyz@pawl.rpi.edu (Kenny Zalewski) writes:

1. Only adm31 emulation. I really need vt100 terminal emulation. This
is more a wish, than a problem. It can't be THAT difficult to
implement, though.

Sorry cant help you here. You should be ok with a proper TERMCAP file
on your UNIX end. It provides function keys, reverse, underline,
bold, and cursor stuff just like vt100. Future versions are supposed
to include this, as the current Mac version does.

2. I have version 4.2 of the Unix side of "uw". I compiled all the files
using make, and included the -DUTMP define to allow the program to
record my tty's in the /etc/utmp file...

I have gotten both the ST and the UNIX end running also on BSD 4.2 I
just typed make all and ran uw on the UNIX-end, than went to my ST and
opened a fresh window, followed by more windows, and more windows..

I love it! It is *ALMOST* as good as X (for 2400 baud from home
that is...:-) I can finally have my gnumacs, mailer, a program compiling,
a login to a remote site, as well as an ftp session all going at
the same time and keep track at home! If anyone would be interested in
helping me add goodies to this code to include scrollbars, etc send
mail to me and perhaps we can upgrade/hack some extra goodies into the
current version of UW.

Chris

/\/\/\

2199. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:04:24 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Mar1.000424.20558@pmsmam.uucp>
Source record: 243043

In article <112600@ti-csl.csc.ti.com> parker@vlsic2.ti.com (James Parker) writes:
>covertr@force.UUCP (Richard E. Covert) writes:
>
>>Are there any other C ST programmers out there on the net who would like
>>to see more C code posted?? I am interested in such code myself.
>>Well, what say folks??
>

Me too!
--
Bill Meahan WA8TZG Starter Motor Engineering
Ford Motor Electrical & Fuel Handling Div.
UUCP: Ypsilanti Plant, 128 Factory St.
uunet!sharkey!umich!pmsmam!wwm Ypsilanti, MI 48197-0158

2200. B&G Screen Saver

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:05:50 UTC
From: v077l5lx@ubvms.cc.buffalo.edu
Message-ID: <239.25ec210e@ubvms.cc.buffalo.edu>
Source record: 243044

Hello,
Thank you for all your replies about what you wanted to see in a screen saver (and any other type of program for that matter). We took the most popular suggestions and put together a screen saver that we hope you will like. It is posted on Terminator in the NEW directory (anyone who would like more information on how to FTP to Terminator, please send me Email and I'll get back to you.) Terminator.cc.umich.edu
We don't have an extensive software base to test it on, but it worked well with everything we had. If you encounter any difficulties please contact me and explain the problem. We will do ourbest to ix it. The program is ARCed and is in the file called SCRN_SAV.ARC (you must use capital letters...sorry about that.) I hopits what you're looking for.

V077L5LX@UBVMSD Guy DiPietro
or President of B&G Software
V077L5LX@UBVMS.cc.Buffalo.edu

2201. Re: How do I set up MINIX on my Supra drive?

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:34:16 UTC
From: pcm@iwarp.intel.com
Message-ID: <1990Mar1.003416.939@iwarp.intel.com>
Source record: 243045
Cross-posted to: comp.sys.atari.st,comp.os.minix

In article <27392@cup.portal.com> buggs@cup.portal.com (William Edward JuneJr) writes:
>
>Did the MINIX newsgroup ever split into IBM & ATARI sections? Or, is it still
>one big deal?

Nope, still one big deal.

[...]

>What's the latest version, this one is 1.1.

Version 1.5.3, soon to be version 1.5.4.

>Walden's 'computer store' <here local> carries a hardcover version of the
>textbook tellin' me that there ISN'T a softbound version, this true?

True part: The generic version of `the book' on Minix, by A. S. Tanenbaum,
only comes in hardcover (at least as far as I know).

False part: There is a version of `the book' specific to the IBM PC which
is in paperback. Check "Authors in Print" at your favorite local bookstore.

I own both of these. I don't know if there are other books for other
(non-PC) architectures.

>
>Ed June buggs@cup.portal.com <<<<----- this is all I know!

Phil Miller
pcm@iwarp.intel.com

2202. Mouse replacement question

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:36:45 UTC
From: jdg@elmgate.UUCP
Message-ID: <1215@elmgate.UUCP>
Source record: 243046

Could someone please post/send me a copy of the documentation
on connecting Microsoft/logitech type mice to the ST...
I'm in VERY dire need... Any/all help appreciated...
Thanks...

--
Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
(716)-726-0084
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

2203. Re: Directory Limits??!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:38:25 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <177@raider.MFEE.TN.US>
Source record: 243047

In reply to the message about floppy file limits. I would like to
add that the GEm desktop only allows 256 files. Just a little interesting
tid bit of info..
Dana Holt
dlh@raider.MFEE.TN.US

2204. Re: 40 folder bug [Was: Re: poolfix3]

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:38:50 UTC
From: apratt@atari.UUCP
Message-ID: <2060@atari.UUCP>
Source record: 243048

ljdickey@water.waterloo.edu (L.J.Dickey) writes:

>In article <2470@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
> | I'd like to have some sort of empirical measure of how long I can muck
> | around with my drive (setting it up etc.) before I should reboot.

>It is the number of directories (folders) you visit during a session
>that counts. I think you will be safe if you set "XXX" in FOLDRXXX
>to be a number greater than the total number of directories on your
>disks.

That's true for Original TOS and Mega TOS. For Rainbow TOS (TOS 1.4),
XXX need only be the number of folders you'll have "active" at once.
"Active" folders are those involved in file searches, open files, etc.
If you open a file, the folder it's in and all the parents of that
folder are "active;" if you open another file in the same directory,
you haven't increased the number of active folders. If you close both
files, those folders aren't "active" any more, and the space they took
up in the pool will be reused when necessary.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2205. Re: The Vault and The Key

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 00:39:57 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830075@hpldola.HP.COM>
Source record: 243049

Brett,

Thanks for your review of VAULT and KEY. Please let us know if you get
KEY to work and how you do it.

Thanx!
-Joe Gilray

2206. NEED HARD DISK/DMA ACCESS INFO BADL

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 01:30:15 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000015@ux1.cso.uiuc.edu>
Source record: 243050

Can anyone send source code for reading sectors off a hard disk?

NeoDesk recognizes my partitions after 4 as does DL II which can also read the absolute 0 sector, but MEMFILE and my own program SAM which uses Rwabs cannot access higher partitions than 4. I need some information please... preferably some C source that enables this activity.

Any help as soon as possible would be appreciated... P.S. I am writing an HFS partition handling transverter type program which should be done soon after I get this code. It will be shareware, so anyone interested, if you can find this code it would be most helpful.

Thanks.

-Greg

2207. GDOS drivers and fonts

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 01:49:52 UTC
From: v067majp@ubvms.cc.buffalo.edu
Message-ID: <243.25ec3970@ubvms.cc.buffalo.edu>
Source record: 242901

How do you get fonts and drivers for GDOS (or in this case G+Plus)????

I'm at the point where I'd write my own drivers if I knew enough about the works to do it.

John
v067majp@ubvmsd.cc.buffalo.edu

2208. programming

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 03:10:02 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <178@raider.MFEE.TN.US>
Source record: 242902

I have a program that hooks into the print screen vector and works
fine unless I try to format a disk etc.. I can select menu items ok but when
I try to copy a file etc it locks up. Do I need to disable an interrupt or
something? Do you think a program like this would be useful? It can copy,
delete files folders, toggle system config (ex. Write verify, etc..),do
disk functions! And much more.. Would you find it useful?
dlh@raider.MFEE.TN.US

2209. Archive-server@panarthea...who's in charge of it?

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 04:45:31 UTC
From: v077l5lx@ubvms.cc.buffalo.edu
Message-ID: <249.25ec629b@ubvms.cc.buffalo.edu>
Source record: 242903

Hello,
I would like to ask the person who runs the archive-server@panarthea
a question or two. Can someone please tell me who to contact and where I
should send that message to? Thanks for your help.

V077L5LX@UBVMSD Guy DiPietro
or
V077L5LX@UBVMS.cc.Buffalo.edu

2210. Questions about ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 05:42:03 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22500@uflorida.cis.ufl.EDU>
Source record: 242904

Hi World!

I have a few questions, the first one dealing with a problem I am having with my computer. I have a 1040 ST with a tweety board, monitor master, mouse master, mono and color monitors, printer, modem, external drive. Once in a while, I'll try to boot up the computer and I'll get a 'drive A does not respond' message. I'll unplug drive B and the system will boot fine. I had this problem a few days ago, and we thought it was the cable going from the drive to the ST. Apparently, this is not it. Today, I was using my st for quite some time, doing some stuff involving lots of disk access. I turned off my computer, and turned it back on a few minutes later and got this problem. Fooling with all the cables did nothing, and it worked with drive B taken off, of course. I walked away, came back 10 minutes later and everything worked fine. What in gods name could be going on here?

Also, does anybody know of a program to control the drive speed of a 5.25 inch drive that works with Tos 1.4?

--
=-=-=-

2211. Re: Memory speeds of ST & STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 06:45:49 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1174@oucsace.cs.OHIOU.EDU>
Source record: 242905

In article <729@duteca.UUCP>, knop@duteca (P. Knoppers) writes:
>
> I recently upgraded my 1040 STf to 2.5 MB. I have now 16 256kbit chips
> that are rated 150 ns on my shelve doing nothing (any takers ?). So the
> answer to your first question is: 150 ns is sufficiently fast for an
> 8 MHz MC 68000. (Does the STe run on 8 MHz ?)
>

Keep in mind, however, that both the microprocessor AND the video
chip have to access that RAM in one cycle. I've heard that 150ns chips
can cause problems with Overscan, for instance. I don't offhand know which
I have, I think I have 150ns, but I've had erratic memory problems ever
so often, and (though I can't prove anything) I suspect it may be because
one of these chips is "not quite" 150ns. So get 120ns and be safe, at
the very least. Besides, they aren't that much more expensive these days.

Bill White
bwhite@oucsace.cs.ohiou.edu

2212. Mac emulators and Hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 08:18:48 UTC
From: sl198004@silver.ucs.indiana.edu
Message-ID: <37544@iuvax.cs.indiana.edu>
Source record: 242906

Hi.
My 1040STF has been sitting on my desk at home (The Hague, NL) for
about seven months now, and I will soon be going back. I have been
out of the ST world (note, not ST World) for a long time, mostly
using Macs.
This has made me positively want a good Mac emulator when I get back,
and a harddrive. Anybody have any suggestions?
I have some experience with Aladin, but I haven't heard anything about
it in (obviously) months.
As to the harddrive, I am thinking around 40 meg, and if possible I
would like to be able to upgrade later (attach another drive).

Anybody have any suggestions? (come out of that hideyhole, Europeans)

Anything in mail or to the net will be appreciated.

Thanks,
Vincent.

+ Vincent Schonau || Yeah. So. I am a bum.....what's your point? +
+ ----------------------------++---+
+ Bit: vschonau@iubacs, Inter: vschonau@amber.ucs.indiana.edu, sl198004@silver>
>.ucs.indiana.edu || Opinions? Who needs opinions? Ask someone else! +

2213. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 08:51:12 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Mar1035335@dsrgsun.ces.CWRU.Edu>
Source record: 242907

In article <2056@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:

> GEMDOS never *constructs* pathnames, so it doesn't have any buffers or
> anything (of limited size or otherwise). When you do a Dgetpath, *you*
> supply the buffer, and it had better be big enough. There's no way to
> tell in advance how big is "big enough," but I would choose 128 or 256
> bytes.

huh? Dgetpath/gemdos whoever *does* monkey around in the buffer
you supply. if the buffer supplied to Dgetpath() is shorter than 32
bytes it clobbers stuff outside of it (my guess is that it has someting to do
with the fact that a directory entry is 32 bytes long) (i cant
remember exactly, but maybe you need to s/32/64/g above).

the developers gemdos documentation states that 125 is the max
path length. i guess its either obsolete or incorrect.

on a related note: gemdos(Fsfirst()) still (at T1.4) doesnt
realize that "." ".." "\" or "D:\" are directories (have attr == 0x10)
(or atleast "." and ".." should be, even if "\" is not considered to
be a subdir).
--
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2214. Livermore Loops

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 09:14:12 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <.1.Mar.90.09
Source record: 242908

Dear All

Does anyone out there have the source code to the Fortran Livermore Loops
benchmark. If you do could you please post it to me.

Robert

==========

From: Robert Chafer

FTN77 Group
Computing Centre Telephone: +44 61 745 5678
University of Salford, Fax: +44 61 745 5666
Salford M5 4WT
United Kingdom

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

2215. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 09:38:30 UTC
From: bammi@dsrgsun.ces.CWRU.Edu
Message-ID: <BAMMI.90Mar1044130@dsrgsun.ces.CWRU.Edu>
Source record: 242909

In article <11368@etana.tut.fi> av74381@korppi.tut.fi (Vesterinen Arto) writes:

> Unfortunately have not been able to call gulam from a Turbo-C
> program. I have tried out Michal Jaegermann's method for
> MWC but it does not work out for TC. If anyone has figured out
> how to call gulam from TC, please e-mail me how to do it.
>
> I just do not understand why my example works for MWC but not
> with TC, it gives me two warning messages when I compile it:

your example is correct. the reason it does'nt work from Turbo C
is that Turbo C passed the arguements in registers by default, while
gulam is expecting them to be on the stack (like the normal C stack
frame conventions). (is there a option in TC to do this??)

on a related note: the correct way to check Gulam's magic
number is to get the long at addr (*shell_p - 10), mask out the upper nibble
of the long with 0x00FFFFFFL, and compare the value against
0x00420135L. The reason for this discrepancy is that there seem to be
two flavors of gulam: one with magic # 0x86420135L and one with 0x00420135L.
This way should be a little more reliable than testing just the second
half of the magic number by testing the short value at addr (*shell_p - 8).

hope that helps,
--
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2216. RE: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 10:33:20 UTC
From: R.A.W.McGuigan@newcastle.ac.uk
Message-ID: <1990Mar1.103320.7542@newcastle.ac.uk>
Source record: 242910

>covertr@force.UUCP (Richard E. Covert) writes:
>
>>Are there any other C ST programmers out there on the net who would like
>>to see more C code posted?? I am interested in such code myself.
>>Well, what say folks??
>
Mmm....definitely. Its hard finding good C source code for such GEM
applications. I don't know about its distribution in the US but the UK "ST
World" magazine has a "Programmer's Clinic" section each month, usually with a
fair amount of C in it. It might be worth looking at that.

How would this C source be made available? A new group? FTP? ??
No matter to me - I'd be interested in whatever form it takes.

Andy

Andy McGuigan, Microelectronics and Software Engineering
University of Newcastle upon Tyne
JANET: R.A.W.McGuigan@uk.ac.newcastle

2217. Re: DMA Programming... DLII-Boot Read

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 13:55:04 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <10382@ttidca.TTI.COM>
Source record: 242911

In article <1990Feb28.122940.2051@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
...[edited]...
> Does anyone know how DLII accomplishes the reading of boot sector
> 0 of a hard drive? Must this be done in assembler, or can I do
> it with Turbo C?

You can do it with whatever you please. It is nothing more than a Rwabs function call.

Rwabs normally accesses the drive as a logical device, so a read of sector 0 will return logical sector 0 of a drive. If you set the absolute address bit (bit 4, I believe), it will read the physical sector 0 (partition map) of a partitioned drive. If the drive is not partitioned, physical and logical sectors are the same.

> Also: if I change the partition info on the boot sector and reboot,
>will everything conform?

Conform to what? A trashed drive? Yes. A drive with a different partitioning scheme? No. Partitioning a drive is vastly more complex than just the values in the partition maps and boot sectors. If you don't know what you are doing, I strongly recommend good backups prior to experimentation.

>Also: I noticed that ICD allows more than 4 partitions/drive
> by turning to $156 offset after filling those starting
> at $1c6... is this OK and compatible with everything?

No. It is specific to the driver you are using. The original Atari partitioning system supported four partitions. The extended method devised by SUPRA is what you are describing, and is supported by SUPRA and ICD (I think Astra also used it). The extended partitioning announced by Atari with HDX 3 is not the same.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2218. 16 MHz 68000

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 13:57:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900301135753.289921@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242912

Brett Maraldo asks:

> What can you tell me about 16Mhz 68k retrofits for the ST?
>What is the best board in your opinion and what will it cost? What
>are the pros and cons of buying and installing a 16Mhz board?

We are running the Hypercache board by the German company pro_VME on 3 machines for more than a year. Initially we had severe problems when the Atari 68881 board was installed; there were also a few bugs in the cache logic. The company has continously improved their product and, luckily, even the most problematic machine of the three now runs very stable when the cache is switched on. The present Hypercache boards seem to be very reliable products; the only program i know which *sometimes* gives rise to problems is ICD's ratehd (only in connection with a seagate st296n, so this seems to be more a timing problem of this problematic drive). The board is not cheap (600 DM) but this price is in good ratio to quality and company support.

Speed improvement: roughly 40 % on output intensitive operation, such as compilations; 70-85 % in average. '881 library functions run typically 40-50 % faster, which is a remarkable result since in these applications the 68000 is used merely as a "controller" of the 68881, which does the real work.

I'm not affiliated with pro_VME.

Michael Ritzert
mjr@dmzrzu71.bitnet

2219. Re: Mac emulators and Hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 14:51:43 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <1158@dutrun.UUCP>
Source record: 242913

In article <37544@iuvax.cs.indiana.edu> sl198004@silver.ucs.indiana.edu (Vincent Schonau) writes:
>This has made me positively want a good Mac emulator when I get back,
>and a harddrive. Anybody have any suggestions?
>I have some experience with Aladin, but I haven't heard anything about
>it in (obviously) months.

I have Aladin 3.0, and am a very satisfied user. It has the 64k roms.
It supports at least the SH204 and SH205, but also other drives that I
do not know of. It runs the mac software that I need.

Unfortunately, the Aladin people were forced out of business by an Apple
lawsuit threat a few months ago. So we won't have the 128k rom upgrade.

One of the Aladin people proposed a shareware version in this group,
but hasn't been heard of since.

>Anybody have any suggestions? (come out of that hideyhole, Europeans)

Here I am. We hear some good things about the Spectre. Try to take one
with you. I suppose they'll be cheaper over there. (Yes, I'm Dutch. So is
Vincent :-)

Hans

==
Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology

2220. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 15:35:27 UTC
From: covertr@force.UUCP
Message-ID: <48ef7017.14a1f@force.UUCP>
Source record: 242914

In article <37193@iuvax.cs.indiana.edu>, kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>
> As far as having to spend a couple of hundred bucks just to get
> information on your machine, this is no different than IBM, Mac, or
> Amiga computers. When you buy IBM and DOS, do you get a technical
> reference manual? NO! Sure it's available, but at a cost. This
> same scenario is played out with both Mac and Amiga computers. You
> can find information on the Atari line of computers without having
> to become a developer. But, just as with the above mentioned
> computers, you will have to pay for it. I wish information was
> free, but we all know that just ain't so. Knowledge makes the world
> go round. Not just in the computer field, but in every field.

Horse pukey!!!

Apple gives much better support and much of it is free!!

Just read the mac.binaries newsgroup. Apple is always posting
Macintosh Technical Notes there (which unfortunately ar BinHexed and
can't be read on UNIX machines!).

Just in the last couple of days Apple posted over a dozen Technical Notes
covering various aspects of System 7 and Hypercard and other subjects.

It makes me jealous to see some much technical information being so freely
deseminated!! And Atari Corp has the nerve to criticize a magazine reporter
for publishing programming notes on the STe! Geez, with Apple, you would have
seen the Mac Tech Notes BEFORE a reporter had a chance to "link" them.

Just goes to show you the difference between a REAL COMPUTER COMPANY and
A GAMES MACHINE COMPANY!!

And as far as buying Tech Books, there are hundreds of programming and technical
and self-help books for the Macintosh. Except for Turner's self-published books,
there hasn't been a new ST book published in the USA for 2 years!!

Argh!!! And Atari Corp has the nerve to criticize a reporter for publishing
notes about an Atari computer (actually the STe is better classified as a
games machine!. I don't need stereo sound for DTP!).

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

2221. Re: Partition size limit in TOS 1.40

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 15:42:32 UTC
From: matthews@umd5.umd.edu
Message-ID: <6189@umd5.umd.edu>
Source record: 242915

In article <1990Feb28.004225.3023@ultra.com> jimh@ultra.com (Jim Hurley) writes:
>I just upgraded to TOS 1.4 and was wondering if I can
>now have a partition size greater than 16Meg. My SUPRA
>utilities will let me make one, but complain that GEMDOS won't
>support it. Thanks in advance.
>
>{ grumble, you call this a RELEASE note, grumble... }
>
>--
>Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
>Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

TOS 1.4 will directly support 32M partitions; Supra's formatter probably
was written long before TOS 1.4 was. I have formatted 20 meg partitions with
Supra's formatter (because HDX 3.02 does not like something about my system,
and I strongly thing it's my DMA chip) no problems.

HDX 3.01/2 will let any Atari support reeeal big partitions.

While I'm here, can anyone tell me <again?> what the cutoff point for 512 byte
sectors is using HDX? A friend of mine formatted his Seagate 296N with his ICD
utilities (he has an ICD HA, of course), and used HDXPREP and then HDX to
partition the drive into four 20 meg partitions. His sector size is 1024 bytes.
Someone else said that the sector size stays at 512 bytes 'til you reach the
32M+1 region.

Mike

2222. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 15:51:00 UTC
From: covertr@force.UUCP
Message-ID: <48ef7e01.14a1f@force.UUCP>
Source record: 242916

In article <1990Feb27.230234.8875@murdoch.acc.Virginia.EDU>,
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
> I have 2 books which tell me just about every software question I've
> had about the ST. Cost? $45. Sometimes I think I live in a different
> universe from everyone else. If you buy a copy of Mark Williams or
> Laser C, you get an excellent GEM manual. You can also mail-order
> books about GEM if your dealer doesn't carry them.
>
> So what's the complaint? I keep on asking what people don't like about
> current ST books. I haven't seen (yet) a single person who has
> actually read the 3rd edition Abacus GEM book, or one of the other
> good GEM books, and thought that it had lots of errors. Although some
> dealers don't carry them, they are available mail-order, and you can
> find ads for them in magazines.
>
> Where's the beef?
>
> -- greg
> Greg Lindahl
> gl8f@virginia.edu Astrophysicists for Choice.

Where's the beef??

Well, for one there is the still the fact that no NEW ST book has
been published in the USA for 2 years.

And the fact, that even Greg admits, that you can't buy *ANY* ST book
in the major bookstores. Just ask someone in a Waldenbooks store and you
will either get laughed at or they will mutter something about the Atari
just being a "Games Machine"

Greg, are you on a paid retainer by Atari Corp?? I have *NEVER* seen you
take a stand criticizing Atari Corp on *ANY* matter?? If you aren't,
you should ask Atari Corp to pay you !!

But, you are correct, the Mark Williams C manual is a great source of C code
for GEM AES/VDI.

But where do you go for info on programming for GDOS?? GDOS is one big black hole
as far as Atari Corp is concerned. It isn't covered in any C book that I have.
And programmers are all having problems writing GDOS printer drivers.

So, where's the beef?? I would answer "In Sunnyvale!!"

(At least there's lots of beef by-products emitting from Sunnyvale judging
the strength of the odors!).

Opinions are my own, but are for sale. Send MegaBucks.
--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

2223. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 16:12:34 UTC
From: agostino@sherlock.cs.concordia.ca
Message-ID: <1882@clyde.concordia.ca>
Source record: 242917

In article <112600@ti-csl.csc.ti.com> parker@vlsic2.ti.com (James Parker) writes:
>covertr@force.UUCP (Richard E. Covert) writes:
>
>>Are there any other C ST programmers out there on the net who would like
>>to see more C code posted?? I am interested in such code myself.
>>Well, what say folks??
>
>Include me in the group who would be interested in GEM programming examples
>posted!!
>
>james parker

I'd also like to see some GEM C programming examples. Especially those on floating menus: I'm writing a terminal emulation prg/acc and want to use the whole screen as the terminal screen and have a floating menu pop up when I click the right mouse button. (The left mouse button is reserved for the dialer :-)).

Agostino Deligia

agostino@sunkisd.cs.concordia.ca
agostino@concour.cs.concordia.ca

2224. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 16:15:45 UTC
From: jlm@Apple.COM
Message-ID: <6978@internal.Apple.COM>
Source record: 242918

In article <3052@sbsvax.cs.uni-sb.de> roeder@sbsvax.cs.uni-sb.de (Edgar Roeder) writes:
>In article <2018@laura.UUCP>, klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
>> Hmm, is that really possible? I once tried out how deep a file
>> could be nested in the file system hierarchy. From the desktop
>> I created a folder "1" in the root directory, then a folder "2"
>> within "1" and so on. I ended with folder "8" and got a message
>> which told me that it is not possible to create a folder so
>> deep in the index structure. To open a file 20 or 40 levels
>> deep in the file system should not be possible.
>...
>> Any comments?
>
>This limit of 8 folder levels only applies to the desktop. The GEMDOS file and
>directory functions have no such limit. You can see this if you try the same
>procedure as above from a shell (eg. gulam).
>
> - Edgar
>--
>

Suppose this could be the window limit of GEM???

JLM
#include <disclaim.h>

2225. Re: Obtaining UW

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 16:24:17 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750051@hpsad.HP.COM>
Source record: 242919

>I have gotten both the ST and the UNIX end running also on BSD 4.2 I
>just typed make all and ran uw on the UNIX-end, than went to my ST and
>opened a fresh window, followed by more windows, and more windows..

Does anyone have a version of this that runs on system V machines or
HP's version of UNIX. Would anyone like to do that? :-)

>Chris

Randy


```
|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | \_ | (707) 974-3677
```

2226. How do i get the lineoffset in bytes ? (was Re: Sozobon C)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 17:00:34 UTC
From: hintz@quando.UUCP
Message-ID: <1378@quando.UUCP>
Source record: 242920

In article <9002221043.AA00452@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
>Please stop using Line-A-functions NOW. All programs using Line-A won't
>and CAN't run properly on Mega-St-Color-cards (8-Bit == 256 Colors!!!) or
>on the TT.

I fully agree to that.

But how do i get the number of bytes in a picture-line , without calling linea_init(). ($A000) .
Yes for the three 'normal' ST-ScreenResolutions you
can divide the pixels per line (work_out[0]+1) thrue the number of planes,
(you can get this value with vq_extnd(); taking workout[4] , i guess)
and divide that thrue eight.
But if you try this method with 'Overscan' (also called 'Hyperscreen', 50% more Screen-Resolution for 3DM, in ST-Magazin) or with a 256 Greyscale-card, you will fail. Because there is some memory in each scanline which is not used for display.

My question:
Is there any legal possibility to ask via VDI or AES about the offset in bytes between two picture-lines? Is there another way than LineA, to find the VDI-ESCape variables? Will the TT-VDI have new VDI-Funktions to solve this problem? How do i findout how much memory is needed for the physical Screen.

Stefan Hintz, Dortmund, West Germany

2227. Re: Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 17:06:33 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440107@hplsla.HP.COM>
Source record: 242921

```
|
| You need to get a program called PRTST24 written by Dan Wilga of
| Gribnif software. (These are the people that sell NEODESK).
|
```

Whoops, that program is really named SCRDMP24! The brain was a bit fogged
when I posted this. :-)

Gribnif address:

Gribnif Software
PO Box 350
Hadley, MA 01035

Phone: (415) 584-7887

The Utilities disk which contains SCRDMP24 is $10.00. Mass. residents add 5%
sales tax, foreign customers add $2.50 shipping and handling.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%/%/%/

2228. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 17:13:24 UTC
From: jeh@elmgate.UUCP
Message-ID: <1218@elmgate.UUCP>
Source record: 242922

It's interesting to note that at about the same time that an Atari employee was complaining about STE documentation being posted, an employee of a competing company was posting complete specs on how to design for one of their expansion ports.

There's plenty of information which should rightly be covered by non-disclosure agreements: future products, strategies, etc. But any effort to restrict the spread of the information necessary to use, program, or expand a current product is misguided.

(Of course, as bad as the Atari distribution network in the US is, perhaps the STE isn't a current product yet. But I hardly think that would be an acceptable excuse.)

With non-support such as this, I'm frankly surprised that there's any public domain or shareware software available for the ST. And unless the policy changes, I'd expect free software for the STE and TT to be even more rare.

Ed Hanway
Eastman Kodak Company ...!rochester!kodak!elmgate!jeh
#include <std_disclaimer.h>

2229. Re: Turbo C v1.0 bug?

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 17:48:14 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2300@rodan.acs.syr.edu>
Source record: 242923

```
In article <870@tnosoes.UUCP> joep@tnosoes.UUCP (Joep Mathijssen) writes:
>|| #include <stdio.h>
>|| long tab[9000];
>|| main()
>|| {
>|| int i;
>|| long j;
>|| i = 0x2000; /* 0x2000 = 8192 */
>|| j = 0x2000L;
>|| fprintf(stderr, "%lx, %lx\n", &(tab[i]), &(tab[j]));
>|| }
>RESULT:
>|| 561b2, 661b2
>Can anybody explain the difference in the result when using an 'int' or
>'long int' as array-index?
>Joep,
>PS: don't tell me this is a feature!

The first thing that comes to mind here is that the compiler is not
converting j to an int before placing i and j on the stack. If this is
the case, and assuming i and j get put on the stack first, the stack would
look like this:

0x2000 (lsw of j)
0x0000 (msw of j)
0x2000 (i)

Then, when it goes to pull two ints off the stack, it gets 0x2000 (which
gets substituted for j) and 0x0000 (which gets substituted for i. Now, we have:

fprintf(stderr,"%lx, %lx\n", &(tab[0x0000]), &(tab[0x2000]) );

Now we have two different addresses that are offset by 0x2000 x sizeof(long)
if sizeof(long) == 8, that would explain the difference you got, but I thought
a long was 4 bytes... But this is how you could get different results by
passing the wrong size object, anyway. If you want to use a long as an
array index, try this:

#define tab(X) (*(tab + sizeof(long)*X))

Then you can do things like:

tab(100000L)=4567L;
printf("ADDR=%lx, VALUE=%ld\n",&tab(10000L),tab(10000L));

---jb
```

P.S. - I highly recommend turning on every warning that the compiler supports, this will usually catch things like using longs as array indeces, and other nasty litte oversights.

2230. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 17:50:45 UTC
From: jimh@ultra.com
Message-ID: <1990Mar1.175045.3607@ultra.com>
Source record: 242924

bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:

>In article <11368@etana.tut.fi> av74381@korppi.tut.fi (Vesterinen Arto) writes:

>> Unfortunately have not been able to call gulam from a Turbo-C
>> program. I have tried out Michal Jaegermann's method for
>> MWC but it does not work out for TC. If anyone has figured out
>> how to call gulam from TC, please e-mail me how to do it.

> your example is correct. the reason it does'nt work from Turbo C
>is that Turbo C passed the arguements in registers by default, while
>gulam is expecting them to be on the stack (like the normal C stack
>frame conventions). (is there a option in TC to do this??)

> on a related note: .....

>--
>bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
>domain: bammi@dsrgsun.ces.CWRU.edu
>GEnie: J.Bammi

There are some gulam parameters that can be set in a startup file.
They are called, I believe: 'set env_style <style>' where
style can be three separate flavors. (Here my memory is faulty about
the types, but I use 'gulam' style).

I don't know quite what this means, I don't recall reading a description
in the docs. Anyone know more about this?
--
Jim Hurley --> jimh@ultra.com ...!ames!ultra!jimh (408) 922-0100
Ultra Network Technologies / 101 Daggett Drive / San Jose CA 95134

2231. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 18:38:09 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Mar1.183809.4264@bath.ac.uk>
Source record: 242925

In article <1990Feb27.230234.8875@murdoch.acc.Virginia.EDU>
gl8f@astsun8.astro.Virginia.EDU (Greg Lindahl) writes:
>
>So what's the complaint? I keep on asking what people don't like about
>current ST books. I haven't seen (yet) a single person who has
>actually read the 3rd edition Abacus GEM book, or one of the other
>good GEM books, and thought that it had lots of errors. Although some

Does this mean they've fixed them, then? My *own* problem (since I've moaned a bit about the lack of docs in past as well) is that I bought about half of the Abacus set when they first came out (first editions) and at that time they were riddled with errors. Not the sort of thing to encourage me to go buy another copy, even if it did say 'new edition' on it. On the other hand, if they are *really* better...

My present favorites are the 3-volume Compute! series (one book each on AES, VDI, and TOS) and Katherine Peel's 'The Concise Atari ST 68000 Programmer's Reference Guide' -- but not the first edition which was lacking any form of index.

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!smee - Tel +44 272 303132

2232. Re: Needs switch for Atari Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 19:40:33 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003011921.AA05002@fsucs.cs.fsu.edu>
Source record: 242926

In article <90Feb28.180837est.58129@ugw.utcs.utoronto.ca>, FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes:
>After years of obedient clicking, my left mouse button has become flaky.
>I bought an Atari replacement, but it would be nice to refurbish the old one.
>Anyone know of a source for the mouse switches?
>Thanks for the help.
>
> Peter
>
>
> There are no stupid questions.

I have seen a friend of mine do it. He bought the part over the counter at an electronics supply house. I believe Best Electronics has this part (and others for the ST). If anyone has the address for this company, please post it (I was told that they sell a cable kit for hooking a 5.25" drive to the ST).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2233. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 19:42:15 UTC
From: bammi@curie.ces.CWRU.Edu
Message-ID: <BAMMI.90Mar1144411@curie.ces.CWRU.Edu>
Source record: 242927

In article <1990Mar1.175045.3607@ultra.com> jimh@ultra.com (Jim Hurley) writes:
>>bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>>>In article <11368@etana.tut.fi> av74381@korppi.tut.fi (Vesterinen Arto) writes:

>>> Unfortunately have not been able to call gulam from a Turbo-C
>>> program. I have tried out Michal Jaegermann's method for

>> your example is correct. the reason it does'nt work from Turbo C
>>is that Turbo C passed the arguements in registers by default, while

>There are some gulam parameters that can be set in a startup file.
>They are called, I believe: 'set env_style <style>' where
>style can be three separate flavors. (Here my memory is faulty about
>the types, but I use 'gulam' style).

env_style has nothing to do with this. env_style determines
how the environment variables are setup, and how the
command lines/environment programs are setup before a program is lauched
via Pexec(). the possible value are
'bk' beckemeyer
'gu' gulam
'mw' mark williams
gulam.doc talks about what each of these means.
--
bang: {any internet host}!dsrgsun.ces.CWRU.edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2234. Re: Atari STE Sound chips

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 19:46:57 UTC
From: apratt@atari.UUCP
Message-ID: <2062@atari.UUCP>
Source record: 242928

topgun@chaos.cs.brandeis.edu (Chandra Bajpai) writes:
>What type of sound chip does the STE use? Is it different from the ST?
>Does the quality of the sound chip rival that of the Mac II/NeXT/Amiga?

The STe has two sound subsystems. One is like the ST's: it's a Yamaha PSG (Programmable Sound Generator), also available from General Instruments (I think), which is why you see it referred to as "The PSG" and "The GI Sound Chip."

The other sound subsystem in the STe is our own creation: it's a two-channel 8-bit digital-to-analog converter which is fed by DMA (direct memory access), which means the processor can set it up and then go do something else while it's playing. You will hear that referred to as "digital sound" or "DMA sound." Data goes to the DAC at 50KHz, 25KHz, 12.5KHz, or 6.25KHz, selected in software. There are two channels, one left and one right. You can play monaural sound out BOTH speakers and use only half the data.

The quality is very good. I don't know how to quantify that. Remember that digital sound is only as good as your sampler plus your playback (including amp and speakers), and the STe serves as part of the playback system: you provide the amp and speakers. The sound will come out the monitor's speaker, but that's not stereo and it's just not up to the task.

The NeXT box has a DSP (digital signal processor), which doesn't just play back sound, it GENERATES it from formulas or other data. That's a different beast altogether. Amiga's the same way. I guess those chips can simply play a sampled sound, and I don't know how to compare them against the STe's sound capability. The STe is certainly better than the Mac's digital-sound-output mode: the (highest) sampling rate is higher and we use better filters to smooth out the "jaggies."

For more technical specs you'll have to write to Atari; I don't know anything about audio electronics.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2235. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 19:47:47 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <2010@husc6.harvard.edu>
Source record: 242929

In article <1344@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>You can't buy gdos. A software product that uses it has to BUY it from
>ATARI, and put it on a disk for you. Once you buy one program with it

This is all very well and good, but then how does one go about using PD programs that require GDOS? Case in point: I have Opus, and would really like to use the charting functions, but that requires making metafiles. Actually, I have GDOS, as distributed with my Wordup disks, but I still lack the META.SYS file I need for Opus. So do I need to buy a commercial program that includes META.SYS? Or can I buy it separately? Or is it public domain? I've posted this question a couple times before, with no response, so perhaps I'll have better luck this time.

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

2236. Re: Folder hierarchy and pathname length

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 19:53:08 UTC
From: apratt@atari.UUCP
Message-ID: <2063@atari.UUCP>
Source record: 242930

bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
>In article <2056@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> GEMDOS never *constructs* pathnames, so it doesn't have any buffers or
>> anything (of limited size or otherwise). When you do a Dgetpath, *you*
>> supply the buffer, and it had better be big enough.

>huh? Dgetpath/gemdos whoever *does* monkey around in the buffer
>you supply.

That's what I said: Dgetpath writes the the current path into the
buffer you supply, and since you can't tell Dgetpath how long that
buffer is, it'd better be long enough. If your current path is shorter
than 32 chars, Dgetpath should certainly not clobber anything outside
your 32-char buffer.

> the developers gemdos documentation states that 125 is the max
>path length. i guess its either obsolete or incorrect.

That has always been specious: I think the original author must've used
that number because it's the longest filename you could pass as an
argument to a program via Pexec. There's no such limit on filename
lengths and never has been.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2237. Stealing print screen (was Re: programming)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 20:55:53 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar1.205553.2266@wam.umd.edu>
Source record: 242931

In article <178@raider.MFEE.TN.US> dlh@raider.MFEE.TN.US (Dana L. Holt) writes:
>
> I have a program that hooks into the print screen vector and works
>fine unless I try to format a disk etc.. I can select menu items ok but when
>I try to copy a file etc it locks up. Do I need to disable an interrupt or
>something? Do you think a program like this would be useful? It can copy,
>delete files folders, toggle system config (ex. Write verify, etc..),do
>disk functions! And much more.. Would you find it useful?
> dlh@raider.MFEE.TN.US

How exactly are you stealing the "print screen vector"? One possible way
to do this is to install a VBI that runs before the OS VBI and watches
for the print screen flag at $4EE (int). (When the flag is zero, you
do your stuff, then set the flag back to -1 and jump through the old
VBI vector.)

If this is what you're doing, your problems may be caused by the fact
that the Bios, Xbios, and GEMDOS are not reentrant. If the user presses
ALT-Help and your VBI routine interrupts the "foreground" process (i.e.,
the program currently running) while a Bios, Xbios, or GEMDOS call is in
progress, things will be royally screwed up when you do any OS traps in
your code.

One way to prevent this is to look at the information placed on
the stack when the VBI interrupt occurred. Check the PC on the stack
against the global system variables membot and memtop ($432 and $436 resp.)
to be sure that you're only interrupting non-OS code.

My experiments with this sort of thing have led me to believe that this
is NOT very reliable. In particular, with TOS 1.2 I occasionally got
strange behavior from the GEMDOS where I would get "Sorry your disk
is write protected" alert boxes until I rebooted. With rainbow TOS
this doesn't happen. Hmmm...

Dave Baggett
dmb@cscwam.umd.edu | dmb@TIS.COM

2238. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 20:58:28 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11218@stag.math.lsa.umich.edu>
Source record: 242932

In article <1990Mar1.175045.3607@ultra.com> jimh@ultra.com (Jim Hurley) writes:
>There are some gulam parameters that can be set in a startup file.
>They are called, I believe: 'set env_style <style>' where
>style can be three separate flavors. (Here my memory is faulty about
>the types, but I use 'gulam' style).
>
>I don't know quite what this means, I don't recall reading a description
>in the docs. Anyone know more about this?

The env_style controls the format of environment variables in memory. The
"gulam" or "mw" style is the format used by the Mark Williams C runtime support.
In this format, an extended command line is passed to called programs by
sticking a variable "ARGV=" in the environment, etc.

I've never used any of the other style(s?) and don't know what they represent...
--
-- Howard Chu @ University of Michigan

2239. Re: ST C programming

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 21:01:34 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11219@stag.math.lsa.umich.edu>
Source record: 242933

I'd be more interested in folks who've developed code using Dave Beckemeyer's Micro-RTX kernel. I've started playing with this a little, but haven't yet wrote anything major. (But I've got 3 big projects heating up fast now... GNU BASH, KA9Q/NOS, and Bellcore MGR.) [How to clone a workstation, eh? }-)]

--
-- Howard Chu @ University of Michigan

2240. Re: TT and STe info needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 21:19:50 UTC
From: 2fjmvery@kuhub.cc.ukans.edu
Message-ID: <22389.25ed3d96@kuhub.cc.ukans.edu>
Source record: 242934

In article <9002280803.AA14210@ucbvax.Berkeley.EDU>, UN030357@WVNVAXA.WVNET.EDU writes:
> I will try to be brief but I have some burning questions. I have been Atari
> fan since first computer...I have owned several 8-bit's...I have also been
> fan of ST for as long as there has been one. I regret that the computer has
> not been supported in America as it should. However, I am still planning on
> buying one. This brings me to my questions. SHOULD I WAIT FOR THE NEW
> ATARI STe AND TT? AND WHAT EXACTLY ARE THEY?. It is hard to get that kind
> of info here. I hate asking people if they sell Atari Computers and have the
> reply "Atari still makes computers?." Please do not send hostile replies
> I am truly an Atari fan (till death). And I hope sincerely that these new
> computers will sell in America. As for those of you who ask, I am a comp.
> sci. major at West Virginia University and want the computer for programming
> and telecommunicating. Please send replies directly to me as not to take
> up space on the list.
> Sincerely,
> James Keefover
> via UN030357@wvnvms.wvnet.edu
> --

The most objective and reliable source I have been able to find for information regarding the STe and TT are Current Notes and STart magazine.

The February 1990 issue of STart has an excellent in-depth look at the TT and its new operating system. STart has had the most BS-less, objective and accurate info in its last 3 or 4 issues on the STe and TT. Most of what I've seen on this newsgroup about the TT and STe has bordered on rumormongering (not to put any of you down, it's just hard to keep track of all the gossip we spread).

Current Notes magazine has had timely, official information on the TT and STe since their introduction at COMDEX. It seems as if CN's shorter publication lead time helps the recency of what they publish.

(By the way, I tried mailing directly to you, James, but our VAX didn't like the address)

Jim Sisul
The University of Kansas

2241. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 21:23:19 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4375@jhunix.HCF.JHU.EDU>
Source record: 242935

Apple also has a level of support for the "casual" programmer for something like $60 for Mac hobbiests. I believe that buys telephone support and a newsletter.

Eric

2242. Re: Fine scrollin'

Newsgroup: comp.sys.atari.st
Date: 1990-03-01 22:41:28 UTC
From: dac@ukc.ac.uk
Message-ID: <2843@gos.ukc.ac.uk>
Source record: 242936

In article <592@spcc386.UUCP> stefan@spcc386.UUCP (Stefan Posthuma) writes:
>
>Some ST's have an upper border of 16 scanlines and others have
>32 (give or take a few). I haven't tried the code yet but my bet is that
>it will work on some ST's and fail on some others.

Thanks for the tip. I wasn't aware of the different screen sizes. I wrote the scroll code over a couple of hours after getting the left and right border overscan working (finally!). I put in the top border bit to get over the loss of screen. I always assumed STs were all the same. All I know is that my code works on my ST so I'm happy :-) But no matter, I'm sure any hackers who've seen my code and understand the principles can sort out the technicalities.

>German software house Thalion that employs the guy that invented sync scrolling
>and some more VERY (EXTREMELY) talented people is busy working on some very
>technical games that use Sync scrolling. "Leavin' Teramis" which has been
>...

Great news!

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

2243. Q:Magic Shadow Archiver A:space ace Q:BattleTech

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 02:58:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9003020451.AA12476@jade.berkeley.edu>
Source record: 242937

Has anyone ever heard of Magic Shadow Achiver? It is a program copyrighted in 1987 that takes a disk and converts it into a file format so that it can be transmitted over the phone. I need to get the PD release text that placed it in the public domain. (At least I hope it is in the public domain since I have it and didn't pay for it. ;-) With this release we can get some nice demo programs uploaded to the binaries.atari.st archives. RSVP Mail!

On another line of thought:

I remember someone asking about Space Ace and if it was out yet. Nope, I checked with my dealer (Computer Gardens, i highly recomend them!) and he said it was not going to be out in the near future. He said maybe in a month! (GADS!) I did happen to come across a 18 second demo of Space Ace and have made it advalible (Mail me a request within the next week or two and i'll mail it to you) but it is about 400k and my De-archiver takes a 1 meg machine to de-STU it. I must say it is NEAT!

A request:
Does anyone have infomation on 'BattleTech'. How does it relate to the board game? Do you recomend it?

Stuart Carter | Remember when 'Hacker' was a term which
University Of Louisville | use to have a repectable glow to it?
Physics Dept. | -Thought to ponder

2244. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 04:57:49 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Mar2.045749.24902@murdoch.acc.Virginia.EDU>
Source record: 242938

In article <1990Mar1.183809.4264@bath.ac.uk> exspes@bath.ac.uk (P E Smee) writes:
[about the abacus gem books]
>
>Does this mean they've fixed them, then?

Well, my experience with the Abacus GEM book (which is better than
their others, I think) is that the errors in the 1st edition fall in 3
areas:

1) obvious typoes, easy to correct, some only after a little
experimentation :-(
2) errors which are copies of errors in DRI's documentation (which
Atari sells in its devkit)
3) failing to explain which calls are only useful when GDOS is
around. I've seen several people asking questions here who
obviously tried to read the manual and were very confused on this
score.

As such, I've had reasonable success using it for some small GEM
stuff, although I never tried anything with GDOS.

I haven't read the 3rd edition, but I believe a review was once posted
here? I also don't know if any of the GEM books have useful tricks
like the little routine that intercepts right-button events and turns
them into left-button events. I'd also love to see someone do a SANE
binding for GEM calls that passes pointers to structures instead of a
bunch of variables that everyone keeps in structs anyway. I managed to
cut the size of the GEM demo program source in half that way, and the
object code for the demo itself (sans bindings) shrank 35% or so. Less
bloody stack-pushing and popping for stuff that's going to get popped
and shoved into arrays anyway.

>My present favorites are the 3-volume Compute! series (one book each on
>AES, VDI, and TOS) and Katherine Peel's 'The Concise Atari ST 68000
>Programmer's Reference Guide' -- but not the first edition which was
>lacking any form of index.

Indexes do come in handy.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2245. ICD booter version 4.XX question.. HELP NEEDED!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 08:03:05 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25EE28B9.12434@paris.ics.uci.edu>
Source record: 242939

I have got my new ICDBOOT.PRG (ICDBOOT.SYS), it claim that will improve
read and write speed. Well, it's either I am setting it right, or it's
not working properly. Without it, I get a better performence. Can anyone
tell me how to set it up properly??

I have a Mega 2 w/ a 85 meg HD, about 10 meg each partition. The Hd I have is
Seagate 296n. Currently this is what I have set up.

DOS FAT 15
DOS DATA.. 15
BLOCK IN CACHE 15
SECTGOR in CACHE BLOCK 8

what would be best setup to speed up the write speed?? (have write verify off)

wnyne

2246. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 08:46:28 UTC
From: av74381@tut.fi
Message-ID: <3140@tutor.tut.fi>
Source record: 242940

In article <BAMMI.90Mar1044130@dsrgsun.ces.CWRU.Edu> bammi@dsrgsun.ces.CWRU.Edu (Jwahar R. Bammi) writes:
> your example is correct. the reason it does'nt work from Turbo C
>is that Turbo C passed the arguements in registers by default, while
>gulam is expecting them to be on the stack (like the normal C stack
>frame conventions). (is there a option in TC to do this??)
>

There is a TC compiler option Standard stack frames. I tried it out, but
I still get two bombs, oh well... :-(

2247. Bug in TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 09:29:08 UTC
From: euaanu@eua.ericsson.se
Message-ID: <2701@erix.ericsson.se>
Source record: 242941

I bought my 520 STE in december-89 and I'm very satisfied with it, except for one thing. If I try to access a disk and it isn't inserted I get the (CANCEL) (RETRY) dialog box. If I put in the disk and click on (RETRY) the machine BOMBS!!!!! (with bombs on half the screen). The same thing occurs if I try to write to a write protected disk, remove the write protection, and then click on RETRY.

Has anybody else experienced this??

/Arto

2248. Re: Call for opinions

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 10:16:54 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4554@brahma.cs.hw.ac.uk>
Source record: 242942

In article <2059@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Without going into the gory details, I want to know what you
>programmers out there think of adding the following constraint to
>programming on the ST line of machines:
>
> "You must leave Timer C in the MFP as it was originally programmed."
>...
>I don't want to make this decision in a vacuum. What do you all think?

Well the Timer C interrupt seems to be quite an important issue when trying to
achieve stable colour screen interrupts. Degas Elite subverts Timer C
completely during screen interrupts and Neochrome lowers the IPL level.
My own technique follows the Neochrome example and I believe is less traumatic
to the system but would welcome Atari's own thoughts on it.
None of our handlers change the timers characteristics though so I guess I'm
voting with Allan on this.

>==
>Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
>reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! and are to be regarded as pure nonsense in a court of law! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

2249. READING HD HYSICAL SECTORS

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 10:39:47 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000016@ux1.cso.uiuc.edu>
Source record: 242943

Someone from the Netherlands responded to my post about
reading physical sectors from a Hard Disk. His code was
accurate and worked... Setting bit 3 in the rwflag enabled
physical sectors to be read... but... Secno however,
is an int and can not be higher than 32767 or 65535 if
Rwabs can handle unsigned, so how do I read sectors
higher than those?

Thanks in advance.

-Greg

2250. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 10:39:54 UTC
From: mce@sdcc10.ucsd.edu
Message-ID: <8098@sdcc6.ucsd.edu>
Source record: 242944

In article <1990Feb21.204744.560@agate.berkeley.edu> ericco@stew.ssl.berkeley.edu (Eric C. Olson) writes:
#roland@cochise.pcs.com (Roland Rambau) writes:
#>hcj@lzsc.ATT.COM (HC Johnson) writes:
#>->> > #define MAX -32768
#>->> > main()
#>->> > {
#>->> > printf("1: %d\n", MAX);
#>->> > printf("2: %d\n", (int)MAX);
#>->> > }
#>->>
#>->> This is not a bug, its a feature. MAX is not a number, its an expression.
#>->> Thus, the evaluation of MAX is a long int. The first printf only prints
#>->K&R specify that constants are int's. Not a long int.
#
#Like I said "MAX is not a number, its an expression." There is an integer
#in the expression (the number 32768). But there is also an operator (the
#unary minus). This makes MAX an expression, not a number. Thus the real
#question is what does K&R say integer expression are evaluated to? I
#don't have K&R handy, but I believe it says long ints.
#
K&R, second edition, section A8.2 type specifiers offers these useful quotes:
1. If the type specifier is mission from a declaration, it is taken to be an int
2. The signed specifier is useful for forcing char objects to carry a sign; it
is permissible but redundant with other integral types.
3. At most one of the words long or short may be specified together with int;
the meaning is the same if int is not mentioned.

IMHO, MAX is a constant expression. Since its type is unspecified, it is an
int. Since it is not specified as unsigned, and is an integral type, it is
therefore a signed type. Together the conclusion that MAX is a
"const signed int MAX" when all the defaults are considered. K&R say nothing
about the issue of long or short. Neither does section A7.4.5 on the unary
minus operator. The issue of long or short is probably best resolved in the
traditional manner i.e. an integer is the size of the native machine word.
This is 32 bits on a 68K. A 8086 or 286 would be 16 bits by the same
tradition. The native int on the 68K is then a long int, and on the Intel
it is a short int. The expectation that short int means 16 bits and long
int means 32 bits is still meaningful. The answer to the question is
machine architecture dependent. For purposes of the discussion at hand, the
68K compiler should treat MAX as a signed 32 bit integer.

#Eric
#ericco@ssl.berkeley.edu
#

--
Mark C. Edwards voice: 619/586-2204
Associate Systems Analyst unix: mce@pbsdts.pacbell.com
Matt 3:16-17,Acts 7:55-56,*John 8:17-18,*John 14:28,*Mark 13:32,
*John 20:17,*Matt 12:31-32,*John 17:20-23 (* Red letters)

2251. Re: Cartridge Port Information Request

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 10:39:58 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300009@uicbert.eecs.uic.edu>
Source record: 242945

You probably have recieved a response, but just in case :

Douglas Electronics
718 Marina Blvd.
San Leandro, CA 94577

The price is about $10.00. I used my board to build a sound digitizer
and it works fine.

John Dillenburg
dillenbu@uicbert.eecs.uic.edu

2252. Re: Q:Magic Shadow Archiver A:space ace Q:BattleTech

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 13:19:32 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25EE72E4.8787@maccs.dcss.mcmaster.ca>
Source record: 242946

In article <9003020451.AA12476@jade.berkeley.edu> WSCART01@ULKYVX.BITNET writes:
>[...]
>I remember someone asking about Space Ace and if it was out yet.

I was at my favourite ST dealer here in Hamilton and they have
about 15 copies of Space Ace. It sells for about $57CDN.

I haven't bought it yet, if you're wondering. There is also
Space Harrier II, and I didn't even know that existed. Great
game!

>[...]
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2253. Supra's extended partitions and tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 14:08:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900302140852.561040@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242947

Jim Hurley wrote:

>I just upgraded to TOS 1.4 and was wondering if I can
>now have a partition size greater than 16Meg. My SUPRA
>utilities will let me make one, but complain that GEMDOS won't
>support it. Thanks in advance.

Ignore this message. It works without problems under *tos1.4*. I am using
Supra's software with 23 Meg partitions without having any problems. The
older tos-versions, however, cannot handle Supra's extended partitions.

Hope this helps

Michael Ritzert
mjr@dmzru71.bitnet

2254. Re: Cheapest way to hook a SyQuest to a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 14:18:44 UTC
From: Xorg@cup.portal.com
Message-ID: <27462@cup.portal.com>
Source record: 242948

My new Syquest drive should show up today so I'll be able to answer all
your questions. I paid $899 for the unit, considering that it comes with
a case, the great ICD Host Adaptor, and all the necessary cables, etc.
for the addition $200 over the cost of the mech alone, I think its well
worth it (the Host Adaptor alone runs $125) Reports from the field indicate
that the Syquest works fine with Mac and MS-DOS partitions, and thats why
I bought the unit, one platter for each OS. The three companies currently
marketing the removable for the ST is Toad of Maryland, Carter of Ohio, and
ABCO in Florida - Atari's units is due soon, but again, too late and for
to much money...
Pete

2255. Re: Mac emulators and Hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 14:24:15 UTC
From: Xorg@cup.portal.com
Message-ID: <27463@cup.portal.com>
Source record: 242949

Mac emulation - Spectre GCR is the *only* way to go. No messing with
funny disk formats, Mac disks work out of the box and
run at speeds faster than a real Mac Plus. Aladin is
pale by comparison.

Hard Drive - If you want a great price and future expandability I
suggest an ICD FaST 50meg drive with the Seagate 157N
28ms drive inside - this baby can be had for around $650
and comes complete - and upgrading is as easy as tossing
in a new mech and buying a double crimped cable - the
software is also outstanding.

2256. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 15:07:10 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <3083@sbsvax.cs.uni-sb.de>
Source record: 242950

In article <11368@etana.tut.fi>, av74381@korppi.tut.fi (Vesterinen Arto) writes:
> Unfortunately have not been able to call gulam from a Turbo-C
> program. I have tried out Michal Jaegermann's method for
> MWC but it does not work out for TC. If anyone has figured out
> how to call gulam from TC, please e-mail me how to do it.

Remember that Turbo-C passes function arguments in registers. Since gulam is
not written in Turbo-C it expects the parameter to the callgulam()-function on
the stack. If you compile your program with the option to pass parameters
on the stack, it should run. You can also declare the variable cgp as

```
cdecl int (*cgp)(const char *); /* pointer to callgulam() */
```

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

2257. Need Help with 5.25 floppy

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 16:16:01 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1808@cod.NOSC.MIL>
Source record: 242851

I have finished (?) installing a 5.25-in floppy drive on my 1040ST, but have run into what to my untrained eye appears to be a catch-22 situation on boot-up. I haven't seen this discussed before, so I think there must be a simple explanation/fix. Just for the record, this is an Epson drive.

If the floppy head isn't near track 0 at boot time, there is a vibrating sound from the drive, and it appears that the drive is trying to seek to track 0, but not succeeding, presumably because at that point the step rate hasn't yet been slowed down to 6 msec. Therefore the drive doesn't find track 0, the computer doesn't see the TRACK 0 signal asserted, and the computer comes to the conclusion that there is no drive B.

Even though the program to set the seek rate is now executed from the AUTO directory, it doesn't matter, as the computer has given up. So I can't run a program that parks the heads on drive B. And on re-booting the whole problem repeats itself.

What do you do about this situation? At this point my drive is in the open, so I manually reset the head before powering up the drive, but once it is in its case that won't be an option. Is there a program available to park the head before turning off the drive? (I know I'll forget to run it half the time.) How about a program to tell the computer that there really *is* a drive B after all, stuffing some information into a magic memory location? I don't have any documentation that would tell me about such locations.

Do other types of drives manage to find track 0 even without the step rate change?

Any help this would be appreciated.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

2258. Re: Telefax by modem use

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 16:30:37 UTC
From: covertr@force.UUCP
Message-ID: <48f4a8da.14a1f@force.UUCP>
Source record: 242852

In article <D0E6AF5D367F207B2F@KVI.nl>, HANTKE@KVI.NL writes:
> Dear netters,
> I would like to use my Mega 2 (60 Mb harddisk) for sending and receiving
> telefaxes via the telephone modem. Does anybody have experience in this topic
> or/and knows any programs for that purpose?
> Ciao, Thomas.

Yep, Michtron now sells a fax machine for the ST. I think that there is an
ad in the March issue of STart, here in the USA. It accepts files from your
ST and send them. It receives faxes and saves them as files on your ST.

Ask Michtron for more info.

--
Richard E. Covert, Lead Engineer of Software Tools Group
AG Communications Systems, Phoenix AZ (602) - 581-4652
TCP/IP: covertr@gtephx
UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

2259. GDOS, BITIMAGES & .IMG

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 16:54:54 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9003021654.AA11643@nimsn41.>
Source record: 242853

Hi there all,
A short while ago I was asking about printing with GDOS, thanks to all
who replied. I can now print text and vdi graphic commands, but I am confused
about printing bit images. By the way I'm using GFA Basic 3. The only way I
haveachieved anything is to load the pic a byte at a time and plot its colour.
I am working in monochrome. This results in a postage stamp print out of my
pic.
I then proceeded to think about scaling the pic and ended up in total
confusion. Hence anymore help would be gratfully appreciated.

My second query is about IMG files. I know they contain a header which has the
x,y info etc. However, how do you set memory up so that pixel values off the
screen do not wrap round to the next line ie how do you increase the page
width in memory.

Many thanks,

Nick.

2260. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 16:58:30 UTC
From: petey@fox.acslab.umbc.edu
Message-ID: <2891@umbc3.UMBC.EDU>
Source record: 242854

Moue crashes:

Your st will definitley crash if you hold down any of the mouse buttons
or click a button at the wrong time during booting.

just a note...

2261. Re: Q:Magic Shadow Archiver A:space ace Q:BattleTech

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 17:26:47 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003021727.AA15124@fsucs.cs.fsu.edu>
Source record: 242855

In article <9003020451.AA12476@jade.berkeley.edu>, WSCART01@ULKYVX.BITNET writes:
>
>Has anyone ever heard of Magic Shadow Achiver? It is a program
>copyrighted in 1987 that takes a disk and converts it into a file
>format so that it can be transmitted over the phone. I need to get
>the PD release text that placed it in the public domain. (At least
>I hope it is in the public domain since I have it and didn't pay
>for it. ;-) With this release we can get some nice demo programs
>uploaded to the binaries.atari.st archives. RSVP Mail!

The latest version of this program is 1.3, which I have. I believe it is
shareware (I have not yet really looked at it). I can check when I get home.
It would be nice for comp.binaries.atari.st, as it saves formatting info about
the disk it is crunching. Fairly good compacting algorithm too (from what I
hear).

>
>A request:
>Does anyone have infomation on 'BattleTech'. How does it relate to the
>board game? Do you recomend it?
>

I have no experience with the board game, but I can say that Battletech is
a very good game. I recomend it.

>
>Stuart Carter | Remember when 'Hacker' was a term which
>University Of Louisville | use to have a repectable glow to it?
>Physics Dept. | -Thought to ponder

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2262. Re: Atari STE Sound chips

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 18:21:07 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11231@stag.math.lsa.umich.edu>
Source record: 242856

In article <2062@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The NeXT box has a DSP (digital signal processor), which doesn't just
>play back sound, it GENERATES it from formulas or other data. That's a
>different beast altogether. Amiga's the same way. I guess those chips
>can simply play a sampled sound, and I don't know how to compare them
>against the STe's sound capability. The STe is certainly better than
>the Mac's digital-sound-output mode: the (highest) sampling rate is
>higher and we use better filters to smooth out the "jaggies."

Well, the DSP in a NeXT can do some pretty amazing things, but it's a silly use for that hardware. I like setting up sound routines in the background and then going my merry way hacking/etc. on the ST. On the NeXT, you don't get any sound of any kind when the DSP is used for any computational purposes. That is, unlike a disk drive, there's no way to share access to the DSP between multiple tasks. Also, for most of the stuff I've played with, the sound is cut-off whenever other tasks are driving up CPU and disk use. This makes no sense to me, since the DSP should be executing its program independently of the 68030. But the end result is that sound on the NeXT gets chopped up horribly if you try to do anything else along with it. (Like open a new window.)

Cute, isn't it? Steve Jobs turned a wonderful processor (68000) into a toaster (Thin Mac). Now he's turned Unix on a 68030 into a single-user single-tasking non-operating system. Will wonders never cease. I wish they would...
--
-- Howard Chu @ University of Michigan

2263. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 18:29:31 UTC
From: ULAMMERS@DOSUNI1.BITNET
Message-ID: <9003030804.AA24624@ucbvax.Berkeley.EDU>
Source record: 242857

```
Date: 02 March 1990, 18:25:30 GMT
From: ULAMMERS at DOSUNI1
To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
Subject: Re: Turbo C v1.0 bug? -- NO!

In article <870@tnosoes.UUCP> mcsun!hp4nl!tnosoes!joep@uunet.uu.net
(Joep Mathijssen) writes:

>|| #include <stdio.h>
>||
>|| long tab[9000];
>||
>|| main()
>|| {
>|| int i;
>|| long j;
>||
>|| i = 0x2000; /* 0x2000 = 8192 */
>|| j = 0x2000L;
>|| fprintf(stderr, "%lx, %lx\n", &(tab[i]), &(tab[j]));
>|| }
>||
>||
>
>RESULT:
>
>|| 561b2, 661b2
>
>Can anybody explain the difference in the result when using an 'int' or
>'long int' as array-index?
>
>Joep,
>
>PS: don't tell me this is a feature!

Ok, I'm not going to tell you this is a feature but it isn't neither
a bug. The keypoint is, that in order to access an element of a vector
larger than 32K (this is true for tab) you m u s t always use
a long index. For the program above Turbo-C generates something like this:
...
lea tab,a2 ; a2 contains vector base address
move.w #$2000,d3 ; i=0x2000;
move.l #$2000,d4 ; j=0x2000L;
move.l a2,a0
move.l d4,d0
```

```
lsl.l #2,d0 ; muliply d0 by 4 == sizeof(long)
add.l d0,a0 ; a0=&tab[j]
move.l a0,-(sp) ; push a0 for printf
move.l a2,a0
move.w d3,d0
lsl.w #2,d0 ; some as above, but now: bits 14 and 15 are lost
; this means d0.w will be 0 now.
add.w a0,d0 ; a0=&tab[0] !!!!!
move.l a0,-(sp) ; push a0 for printf
...
So, the calculation of &tab[i] failed because 0x2000*4 > 32K and this is
too large for an int.
BTW, the information to use long indices in conjunction with large vectors
is already included in the README-file that comes along with the compiler.
++++++++++++++++++++++++++++++++++++++++++++++++++
+ Uwe Lammers +
+ Univerity of Osnabrueck, Departement of Physics +
+ Email: ULAMMERS@DOSUNI1.BITNET +
+ Send flames to /dev/null +
++++++++++++++++++++++++++++++++++++++++++++++++++
```

2264. Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 18:54:33 UTC
From: nickw@syma.sussex.ac.uk
Message-ID: <2309@syma.sussex.ac.uk>
Source record: 242858

We have a 1040 ST here in the lab at Sussex, and will shortly have a few more. We are interested in buying a Mac emulator, and we gather that those which use Mac roms are better than "pure" software emulations.

1) Is this correct?

2) Where do we buy said emulators (UK or USA preferred)?. (Names of the product etc. also needed).

Email please, as I'm sure this is an FAQ and I can't read the ST group regularly (too big).

Nick
--
Dr. Nick Watkins, Space & Plasma Physics Group, School of Mathematical & Physical Sciences, Univ. of Sussex, Brighton, E.Sussex, BN1 9QH, ENGLAND
JANET: nickw@syma.sussex.ac.uk BITNET: nickw%syma.sussex.ac.uk@uk.ac

2265. Re: READING HD HYSICAL SECTORS

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 19:03:34 UTC
From: apratt@atari.UUCP
Message-ID: <2066@atari.UUCP>
Source record: 242859

cs325ec@ux1.cso.uiuc.edu writes:
> but... Secno however,
> is an int and can not be higher than 32767 or 65535 if
> Rwabs can handle unsigned, so how do I read sectors
> higher than those?

With the old hard disk driver, you can't. With the new one, you can: I believe you use a secno of -1 as a signal, and add an extra argument at the end: the LONG sector number you want. I could be wrong. By "new" and "old" I mean 3.x is "new" and 2.x, 1.x or no version number at all is "old." Get the developer's documentation for the AHDI 3.00 Release Notes: it has the straight scoop on this and much more.

I hope you are not assuming that a logical sector is 512 bytes; that's no longer always the case, and people will not be able to use your tool if you make that assumption. Physical sectors, though, *are* always 512 bytes (as far as I know), which adds a level of complication when you do physical-sector reads and writes. In other words, get the docs on this or you will probably get it wrong.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2266. Re: Bug in TURBO-C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 19:49:28 UTC
From: mroberts@oracle.oracle.com
Message-ID: <1990Mar2.194928.6523@oracle.com>
Source record: 242860

In article <8098@sdcc6.ucsd.edu> mce@sdcc10.ucsd.edu (Mark Edwards) writes:
> [...example and much discussion deleted...]
>#Like I said "MAX is not a number, its an expression." There is an integer
>#in the expression (the number 32768). But there is also an operator (the
>#unary minus). This makes MAX an expression, not a number. Thus the real
>#question is what does K&R say integer expression are evaluated to? I
>#don't have K&R handy, but I believe it says long ints.
>#
> [...more discussion deleted...]
>IMHO, MAX is a constant expression. Since its type is unspecified, it is an
>int. Since it is not specified as unsigned, and is an integral type, it is
>therefore a signed type. Together the conclusion that MAX is a
>"const signed int MAX" when all the defaults are considered.
> [...yet more deleted...]

The ANSI C draft, section 3.1.3.2 "Integer constants," says that type of an unsuffixed integer constant (i.e., no "L" or "U" suffix) is the first type from the following list big enough to hold the constant: int, long int, unsigned long int. I don't know how Turbo implements int on a 68k; the "natural" word size of a 68k is somewhat ambiguous, since the processor handles 16- and 32-bit computations equally well. If Turbo uses 16-bit int's, 32768 is promoted to long because it does not fit in an int; the "-" operator is then applied to the long, which results in a long. If Turbo uses 32-bit int's, 32768 fits in an int and no promotion takes place; applying the "-" operator does not result in any promotion, either, since, when it is applied to an int, and int results (see the draft, section 3.2 and 3.3).

2267. Re: READING HD HYSICAL SECTORS

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 19:56:18 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1355@lzsc.ATT.COM>
Source record: 242861

In article <16000016@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
>
> Someone from the Netherlands responded to my post about
> reading physical sectors from a Hard Disk. His code was
> accurate and worked... Setting bit 3 in the rwflag enabled
> physical sectors to be read... but... Secno however,
> is an int and can not be higher than 32767 or 65535 if
> Rwabs can handle unsigned, so how do I read sectors
> higher than those?

The real answer is you dont. And this is why.
The use of bit 3 is/was really to get to sector 0 and maybe 1 and 2.
(1 and 2 might contain a list of bad blocks). After this, very limited
area, it is expected that partitions will cover the physical disk.

TOS partitions can then be accessed by drive and offset.

What about Spectre and Minix partitions? Then you need your OWN driver
that will access sectors as a long absolute value. Thats what Spectre
and Minix do.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2268. Sozobon C HCC 1.2 problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 19:59:34 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003050807.AA15943@ucbvax.Berkeley.EDU>
Source record: 242862

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

Does anyone know if there is a problem with the binary of HCC in the Sozobon 1.2 upgrade?

I'm using it from within Gulam and am getting three bombs, it then returns to the shell and allows me to continue. It creates an empty .S file /w len=0.

My setup is a 520STFM /w 1Meg, DCSHOWIT in auto and the QMI DeskCart! booted, using Gulam (beta test version, is there a newer one kicking around??).

I would appreciate any thoughts on this situation.

Also, if I call CC whilst in the root directory, using the PATH environment variable in Gulam, CC then comes back and says that it can't find hcc!! This is perplexing, because hcc is in the same directory and is callable from the shell.

Again, thoughts on this problem welcome.

TMRF (An enthusiastic but _very_ novice C hacker!)

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

2269. 68000 assembly code

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 20:31:34 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90Mar2153134@ghiggins.hpl.hp.com>
Source record: 242863

DEC recently announced the availability of Scheme->C, a Scheme to C translator. I downloaded a copy of the code and would like to try and get it running on the ST. There's a snag, however (isn't there always?) --- there is a .s file which deals with saving and restoring registers, counters, etc. (to facilitate call-with-current-continuation) and some integer arithmetic overflow handling. The code is in VAX assembler and needs translating to 68000 assembler. It *looks* like a fairly straightforward translation, but I could use some help in ensuring that I get it right --- any offers?

--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

2270. Re: Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-03-02 22:39:52 UTC
From: rlee@weaver.ads.com
Message-ID: <RLEE.90Mar2143952@weaver.ads.com>
Source record: 242864

Andy wrote:

Gribnif address:

Gribnif Software
PO Box 350
Hadley, MA 01035

Phone: (415) 584-7887

Andy, I'm afraid your brain was _still_ a bit fogged. 415 is the area
code for the San Francisco area. Perhaps you meant 413 (western MA)?

--
RICHARD LEE rlee@ads.com or ...!{sri-spam | ames}!zodiac!rlee
415-960-7300 ADS, 1500 Plymouth St., Mtn. View CA 94043-1230

2271. Uh oh... missed something!

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 03:36:18 UTC
From: bradr@uwovax.uwo.ca
Message-ID: <5164.25eef562@uwovax.uwo.ca>
Source record: 242865

Did anybody get parts 1 and 2 of vault, or part 1 of George Woodside's vkiller? For some reason our site didn't receive them. If someone could email them to me it would be greatly appreciated.

regards, brad

2272. GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 10:39:25 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000017@ux1.cso.uiuc.edu>
Source record: 242866

Anyone try out Gemini yet? I run Gemini.prg after booting
with either AMCGDOS or GPLUS and get two bombs...???

Anyone got it to work want to comment? I tried removing
every auto prg and acc save amcgdos and shell0... No luck.

Went through the configs... set it for drive C: still
no luck.

Damn, I really wanted it to work... Is it any good in
a 1040 anyway? (Memory usage?)

Thanks for any tips

-- Greg

2273. Re: Bug in TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 12:57:37 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3046@water.waterloo.edu>
Source record: 242867

In article <2701@erix.ericsson.se> euaanu@euas20.ericsson.se (Arto Nummelin) writes:
>I bought my 520 STE in december-89 and I'm very satisfied with it, except
>for one thing. If I try to access a disk and it isn't inserted I get
>the (CANCEL) (RETRY) dialog box. If I put in the disk and click on
>(RETRY) the machine BOMBS!!!!! (with bombs on half the screen). The same
>thing occurs if I try to write to a write protected disk, remove the
>write protection, and then click on RETRY.
>
>Has anybody else experienced this??

I have seen things like this, but don't remember where. I have used
a 1040 ST and now use Mega ST2. I just tried an experiment...

remove floppy from drive A:.
drag icon for a file from drive A: to drive D:.
get the CANCEL-REPLY dialog box.
put the disk back in.
copy proceeds just fine.

Does this sequence this give you bombs too?
It seems to me that the times I have had trouble have been while
running application programs and I have had both bombs and program aborts.
I try to keep my drive a: loaded most of the time.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2274. Re: Call for opinions

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 14:45:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90030820221481@masnet.uucp>
Source record: 242868

"You must leave Timer C in the MFP as it was originally programmed"

Sounds good to me. The TOS is already such a mess trying to be compatible with a whole market of hacked, sloppy programs that we all know the idea of a multi-tasking GEM is almost hopeless. I'd support much more drastic rules and changes for the ST. That way, developers can start easing their programs towards compatibility now, so that if the great multi-tasking TOS 2.0 ever appears, every program will not suddenly die.

-- David Megginson
BITNET: meggin@vm.epas.utoronto.ca

~ Via ProDoor 3.2aR

2275. Re: ICD booter version 4.XX question.. HELP NEEDED!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 15:00:29 UTC
From: matthews@umd5.umd.edu
Message-ID: <6200@umd5.umd.edu>
Source record: 242869

In article <25EE28B9.12434@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) writes:
[stuff deleted]
>I have a Mega 2 w/ a 85 meg HD, about 10 meg each partition. The Hd I have is
>Seagate 296n. Currently this is what I have set up.
>
>DOS FAT 15
>DOS DATA.. 15
>BLOCK IN CACHE 15
>SECTGOR in CACHE BLOCK 8
>
>what would be best setup to speed up the write speed?? (have write verify off)
>
>wnyne

Cache sizes that small won't do anything. Expect to give up at least 200K for an 80 meg hard drive. I'm unfamiliar with how the numbering works using ICD's latest and greatest, so you'll have to interpret 200K to whatever those categories mean (they seem redundant to me).

Also, your Newsgroups: line is set to your Email address; please try 'n fix that, as it can make replying a pain.

Mike

2276. Re: Atari STE Sound chips

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 15:13:58 UTC
From: blee@plains.UUCP
Message-ID: <3702@plains.UUCP>
Source record: 242870

In article <11231@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <2062@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>The NeXT box has a DSP (digital signal processor), which doesn't just
>>play back sound, it GENERATES it from formulas or other data. That's a
>
>share access to the DSP between multiple tasks. Also, for most of the
>stuff I've played with, the sound is cut-off whenever other tasks are
>driving up CPU and disk use. This makes no sense to me, since the DSP
>should be executing its program independently of the 68030. But the
>end result is that sound on the NeXT gets chopped up horribly if you
>try to do anything else along with it. (Like open a new window.)
>
>Cute, isn't it? Steve Jobs turned a wonderful processor (68000) into a
>toaster (Thin Mac). Now he's turned Unix on a 68030 into a single-user
>single-tasking non-operating system. Will wonders never cease. I wish
>they would...
>--
> -- Howard Chu @ University of Michigan

Not that I can claim that I know what I am talking about...but...
From a early article in Byte on the NeXT I seem to remeber the memory
that the DSP has is quite limited. I would guess that the 68030 has
to swap in new data all the time.

Isn't the *only* reason it was installed was for 'CD' quality sound... wasn't
the 030 supposed to handle the tasks?

Working on release 0.9, I am amazed every time I log onto it... just wait
until it gets to 1.4...(isn't that the magic number??)

Another thought: How many songs do you want to hear concurently?

PS: see you on comp.sys.next

Since I don't think Mr Jobs will be able to reply I felt someone should
offer a little reality.

Blaine Lee

blee @ plains.nodak.edu

2277. Re: Saving the menu bar

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 17:09:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1496192099@thelake.mn.org>
Source record: 242871

[In article <1886@clyde.concordia.ca>,
agostino@sherlock.cs.concordia.ca (DELIGIA agostino) writes ...]

> Hi everyone! Could anyone explain to me how I can save the menu bar of some
> program from within an accessory which is to use the whole screen? It goes
> like this: I started writing an accessory prg and after coding the part which
> clears the screen, tried it. Everything went fine until I left the acc--the
> menu bar was gone. Then I remembered: I have to save the menu bar, but how?

A long time ago, Moshe Braner posted a skeleton program for converting a
TOS application to a desk accessory. In it, he saved the menu bar manually
by copying the first 1520 bytes of the physical screen to a safe place, then
copying it back when the ill-behaved desk accessory was ready to go back
to sleep. You find the physical screen by calling Physbase().

The DA also calls form_dial with the desktop's dimensions to cause the
screen manager to send redraw messages to any affected programs.

I've tried it and it works fine on my system. I believe it's the technique
he uses in the DA version of GNOME (GNOME's Not Ordinary Micro EMACS).

The 1520-byte figure is fine for low, medium and high resolution, but it's
not going to work on a Moniterm or Image Systems display. Anybody want to
take a crack at a function that returns the proper size for the cheater's
menubar buffer, based on GEM's notion of the screen size?

--
Steve Yelvington at the lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

2278. Problems with Files using HD Backups and GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 19:59:54 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1322@watserv1.waterloo.edu>
Source record: 242872

I really need some help with a problem I am having. First, I'll
describe my system: original 520St with a 2.5M upgrade, TOS 1.4 in EPROM,
20M Supra, mono monitor and double sided 3.5" drive. The problem: when I
use a hard disk backup program the files wirtten to floppy are randomly
corrupted, that is some of the files get corrupted some don't, its about
50/50. Most of the text files are fine but the .PRG .TOS and .TTP programs
get munged. This happens with Oscar and dliII or what ever that *GREAT*
back-up program recently posted was called.
Now, when I run GEMINI I get the same probelm when I transfer
files around ont he HD (painful when using TeX because I have to go and
find all the nasty characters in the corrupted file), and when I transfer
files from the HD to floppy (the floppy files get corrupted). *This problem
doesn't happen when I use the standard desktop!* I have to back-up my HD
manually which is a pain and I can't use GGemini which is a *GREAT*
desktop! In my \AUTO I have MACCEL the mouse accelerator, AMCDOS (the GEMINI
gdos substitute), POOLFIX, and FOLDER250. My .ACC are: KRoget, Mdisk,
QuickST, and ZTime.
If somebody can tell me what is happening I'd appreciate it. I'd
also like to solve the problem. Oh, one other important thing: the problem
still exists regardless of whether the 2M memory expander is connected and/or
the .ACC and \AUTO progroams are installed; ann empty virgin 520ST with TOS1.4
still causes the problem (with HD backup programs- I have't tried this with
GEMINI). Please help.

brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2279. C compilers

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 20:16:18 UTC
From: ehood@ics.uci.edu
Message-ID: <25F02612.3980@paris.ics.uci.edu>
Source record: 242873

Hello,
I want to get a C compiler for my Mega. But I do not know which
compilers are good ones. Can anybody recommend any good compilers at
reasonable costs.

Thanks,

--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu
==
When in doubt Reboot!
==

2280. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 20:26:32 UTC
From: dac@ukc.ac.uk
Message-ID: <2856@gos.ukc.ac.uk>
Source record: 242874

In article <16000017@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
> Anyone got it to work want to comment? I tried removing
> every auto prg and acc save amcgdos and shell0... No luck.
>

I also got a bus error (2 bombs) on running Gemini. I ran it with the MonST 68000 debugger and found out it was accessing priviledged memory. I set it to supervisor mode and let it continue. It then announced that it doesn't work with TOS releases below 1.2 :-(

I've had my STFM quite a while and, depending on what program I ask, I either have 1.08 or 1.00 (I think it's the former).

Oh well... better go out and buy Rainbow TOS :-) (I wish I could afford it!)

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

2281. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 20:47:26 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1080.25efe70e@miavx1.acs.muohio.edu>
Source record: 242875

In article <16000017@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
> Anyone try out Gemini yet? I run Gemini.prg after booting
> with either AMCGDOS or GPLUS and get two bombs...???
>
> Anyone got it to work want to comment? I tried removing
> every auto prg and acc save amcgdos and shell0... No luck.
>
> Went through the configs... set it for drive C: still
> no luck.
>
> Damn, I really wanted it to work... Is it any good in
> a 1040 anyway? (Memory usage?)
>
> Thanks for any tips
>
> -- Greg
--
Well, I was looking foward to using it too. I de-zoo'ed it, and started
picking throught the DOC files, which are in German, of course. Well, the
first paragraph answered the problem I had. It requires TOS 1.2, 1.4, or
1.6. So if you have 1.0, thats probably your problem, like mine.

Ryan

~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

2282. MULTISYNCS

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 21:39:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Mar3.164756est.57806@ugw.utcs.utoronto.ca>
Source record: 242876

I have both the Omnimon Rainbow and Omnimon GS (grayscale) monitors and both have very good hi-res definition for use with GCR or the ST in mono mode. In colour mode on the Rainbow the colours are crisp and definition is sharp. I recommend these highly (and have no affiliation with WUZTEK who distributes them).

WUZTEK is at 714-544-7888 (fax=714-838-5531) Tustin California)

Does anyone have experience with FAST-FAX from Michtron?

2283. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 21:58:16 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <37824@iuvax.cs.indiana.edu>
Source record: 242877

In article <48ef7017.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
>In article <37193@iuvax.cs.indiana.edu>, kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>>
[my sane, sensible comment deleted]
>
>Horse pukey!!!
>
>
>Apple gives much better support and much of it is free!!
>
[Richard's unfounded comments deleted]
>--
> Richard E. Covert, Lead Engineer of Software Tools Group
> AG Communications Systems, Phoenix AZ (602) - 581-4652
> TCP/IP: covertr@gtephx
> UUCP: {ncar!noao!asuvax | uunet!zardoz!hrc | att}!gtephx!covertr

FREE????? I think not Mr. Covert. Why do you think that Apple computers with similar options to Atari computers cost about twice as much? One reason is because Apple is committed to providing information about those computers. Of course they have to pay someone to do that, so they just charge more up front to cover the cost later. The information you're getting is not free, but only appears to be free. Why do you own Atari equipment? Probably because you were able to pay less for it up front. Now you are finding out what you gave up. For a lot of people this alternative makes sense. I know it does for me. If you would consistently use a calm, gentle tone when asking questions, instead of the impatient, whinning tone that you have demonstrated time and time again, you would probably get more answers. For free, even...

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

2284. Re: Saving the menu bar

Newsgroup: comp.sys.atari.st
Date: 1990-03-03 23:08:18 UTC
From: agostino@sherlock.cs.concordia.ca
Message-ID: <1890@clyde.concordia.ca>
Source record: 242878

Well, thanx to Samuel Streeper and Greg Lindahl for providing me with the info on how to save the menu bar. I tried it and it works!

I have another question about our almighty GEM.

How exactly does GEM know when you intend to close a desk accessory? That is, how does GEM know when to send the message AC_CLOSE to evnt_multi? The few books I have on GEM do not go into much detail and I am confused.

Again, I'd appreciate any help I can get! :-)

Agostino Deligia

agostino@sunkisd.cs.concordia.ca
agostino@concour.cs.concordia.ca

2285. GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 04:11:00 UTC
From: STJLHI33@wooster.BITNET
Message-ID: <9003040803.AA06754@ucbvax.Berkeley.EDU>
Source record: 242879

in INFO-ATARI16 Digest V90 #279 swrinde!zaphod.mps.ohio-state.edu!uwm.edu!
ux1.cso.uiuc.edu!ux1.cso.uiuc.edu!cs325ec@ucsd.edu writes:

> Anyone try out Gemini yet? I run Gemini.prg after booting
> with either AMCGDOS or GPLUS and get two bombs...???

> Anyone got it to work want to comment? I tried removing
> every auto prg and acc save amcgdos and shell0... No luck.

> Went through the configs... set it for drive C: still
> no luck.

> Damn, I really wanted it to work... Is it any good in
> a 1040 anyway? (Memory usage?)

> Thanks for any tips

> -- Greg

GEMINI crashed on me the first time I tried to run it (two bombs). After
running shell0 it worked fine. Since then it has worked whether I run shell0
or not. Would someone explain just what shell0 does?

Overall, GEMINI has just about everything I've been wishing for in a graphic
shell. Kudos by the ton. I have encountered three problems that are slightly
irritating.

1. If the mouse cursor is on the menu bar when exiting from the
shell the mouse starts leaving crud all over the place
2. I think I don't have it configured quite right, since I get a "this
application could not find file" when I quit back to the (standard, boring)
desktop.
3. Timeworks DTP quit back to GEMINI suddenly after printing a file.
GEMINI then quit back to the desktop, which locked up. This has only happened
once, and I haven't had time to try to duplicate it. (I've only had GEMINI for
about, what is it? 23 hours now.) I hope this is not caused by AMCDOS. Not
only does it speed up GDOS text, but bitmap drawing is _much_ faster and
smoother.

These aren't really GEMINI problems

4. Whenever I try to load GEMINI or UNITERM fonts into the FONTZ!
program they always end up chopped horizontally, with offset character
boundaries. What is causing this? Is there a better font editor that doesn't
do this?

5. Is it possible to create your own custom icons for GEMINI? This is
probably in the dox, but I don't know German.

Thanx

Jason Steiner STJLHI33@WOOSTER.BITNET Kyrie eleison

2286. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 04:17:44 UTC
From: buggs@cup.portal.com
Message-ID: <27528@cup.portal.com>
Source record: 242880

I'm sure I've asked this before, but can't remember, so here goes......

Since there's no English docs to Turbo C for the ST, can one buy a book
<of there's many to choose from> on Turbo C for the PC and still you it?
What would be the best book(s) to this with.
I'd really like to get a reply on this 'n'. I wish there was an English versio

Ed June

2287. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 04:49:40 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003040450.AA28595@fsucs.cs.fsu.edu>
Source record: 242881

In article <900223.22031795.042770@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Hello all,
>
> My monochrome SM124 died (flyback) and my dealer told me that no
>monochrome monitors are available. Upon calling just about every dealer
>and mail order firm for the ST that I could think of, I heard the same
>story. My dealer suggested that I sell him my Atari SC1224 (a very sharp
>and crisp 1985 version) and he would sell me a multisync and adaptor.
> Ok, first question.... does anyone have a monochrome monitor that they
>are not using?
> Second question.... how clear is the image in monochrome mode for a
>multisync monitor? I use Spectre GCR daily and don't want that product to
>be hurt.
> Many thanks for any comments...
>
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I have seen an Omnimon setup (comes with monitor and interface bundled), and
it is very impressive. The colors for the color display look much better,
the mono display looks just slighly grainy (from the color mask). It is
certainly usable, just not quite as super-crisp as an Atari mono. I am
seriously considering getting a multisync, with the hopes of getting a real
mono in the future (the color display is that much better, completely blows
away the Atari color monitors that I have seen). That way, if one monitor
dies, I do not have to suffer a work loss (although no Populous would really
suck).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2288. Re: C compilers

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 04:56:39 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003040457.AA28637@fsucs.cs.fsu.edu>
Source record: 242882

In article <25F02612.3980@paris.ics.uci.edu>, ehood@ics.uci.edu (Earl Hood) writes:
>Hello,
> I want to get a C compiler for my Mega. But I do not know which
>compilers are good ones. Can anybody recommend any good compilers at
>reasonable costs.
>
>Thanks,
>
>--
>Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu
>==
> When in doubt Reboot!
>==

I am getting ready to do this myself. All indications point to Prospero C
as the best choice in my book (ANSI standard, real support, good docs, complete
language family to work with). I suggest both to myself and you, however, to
try the two PD C compilers, Sorbon and GNU. I have seen much net buzz on them,
but I do not know if they are complete (ie GEM library, ability to use from
GEM instead of a command line interpreter, etc). When I say complete, I mean
the ability to create stand alone GEM, TOS, and TTP applications easily.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2289. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 05:01:43 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003040502.AA28710@fsucs.cs.fsu.edu>
Source record: 242883

In article <2309@syma.sussex.ac.uk>, nickw@syma.sussex.ac.uk (Nick Watkins) writes:
>We have a 1040 ST here in the lab at Sussex, and will shortly have a few more.
>We are interested in buying a Mac emulator, and we gather that those which
>use Mac roms are better than "pure" software emulations.
>
>1) Is this correct?
>

I think the real dope on that is that one cannot copy the Mac roms onto a
disk without risking an immediate (they have shown the willingness) lawsuit.

>2) Where do we buy said emulators (UK or USA preferred)?. (Names of the
>product etc. also needed).
>

Dave Small's GCR is probably the way to go, since it is the only one I know
of that reads Mac disks directly. For that matter, I think Aladin has gone
out of business, which only leaves the Magic Sac (old Dave Small hack),
Spectre 128 (much better Dave Small hack, everything the GCR is without the
disk compatabiliy), and the GCR. Also, Magic Sac is no longer supported
by Dave (a company change).

>
>Nick
>--
>Dr. Nick Watkins, Space & Plasma Physics Group, School of Mathematical
>& Physical Sciences, Univ. of Sussex, Brighton, E.Sussex, BN1 9QH, ENGLAND
>JANET: nickw@syma.sussex.ac.uk BITNET: nickw%syma.sussex.ac.uk@uk.ac

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2290. More on the Gemini desktop

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 05:20:35 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <3458@caesar.cs.montana.edu>
Source record: 242884

After reading the info I included with the Gemini posting, I realized I forgot to mention a couple of things:

- Gemini does NOT run with versions of TOS previous to 1.2. I'm starting to take 1.4 for granted, seems Stefan Eissing (the author) took it for granted as well in his posting. Gemini is another good reason to get TOS 1.4, believe me.

- I accidently included *my* desktop configuration in the distribution. It is not very exciting and does not illustrate everything that can be done on the desktop. If there is a demand, I will try and dig up the original gemini.inf file. Sorry 'bout that!

- I forgot to mention that Gemini seems to support a limited naming of volumes. For instance, if you name a certain disk and drag it onto the desktop then remove the disk from the drive, the next time you attempt to open that disk, it will tell you to insert volume whatever into to the drive. This may work for files as well. I'm not sure on exactly how to do it right now 'cause I'm not at home. Experiment. At worst, you might only reformat your hard disk. (only a joke |^))

Boy, if I'm not careful, I may learn everything about this program before I get the English documentation; I doubt it though. Please post or email ANYTHING you learn about this program! I am willing to help answer questions about Gemini and I'm sure there are a few. I don't know the memory require-ments of Gemini but it *should* run in 512K. The key is having the right version of TOS. Hope this helps somewhat!

Craig

/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~

2291. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 06:00:34 UTC
From: forbes@aries.scs.uiuc.edu
Message-ID: <1990Mar4.060034.28571@ux1.cso.uiuc.edu>
Source record: 242885

In article <37824@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>
>FREE????? I think not Mr. Covert. Why do you think that Apple
>computers with similar options to Atari computers cost about
>twice as much? One reason is because Apple is committed to
>providing information about those computers. Of course they
>have to pay someone to do that, so they just charge more
>up front to cover the cost later. The information you're
>getting is not free, but only appears to be free.
>--
>kclenden@silver.bacs.indiana.edu Kevin Clendenien
>BLoomington Atari ST users group BLAST, President
>BLAST BBS - (812) 332-0573 FNET node #141

Apple advertises a great deal more than Atari. I saw one report that 40% of Apple's income goes to advertising. Not a trivial amount.

Jeff

2292. Yet another memory upgrade 520ST -- 2.5 Meg

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 06:23:29 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar4.062329.5408@ns.network.com>
Source record: 242886

Yet another memory upgrade procedure (old style 520 ST to 2.5 meg)

I was running out of room with my EZRAM 1 meg upgrade, and it was starting to act flaky (it would wiggle loose from the MMU socket.)

So I sent away for some 1Mbit DRAMS from Microprocessors Unlimited Inc.; 24000 S. Peoria Ave; Beggs Oklahoma 74421 (918) 267-4961 for $8.75 each (February 24, 1990 prices.) They sent me 16 Samsung KM41C1000AP-8 DRAMS. Total price $140.00 plus $7.40 for Federal Express delivery = $147.40 -- the fastest delivery of any mail order parts I've ever sent for and received! (Of course, I gave them a credit card number.)

I removed the old EZRAM upgrade -- no need for it anymore.

Then I bent up pins 1,2,3,4,5,15,16,17,18 of each new DRAM so that they pointed out sideways and clipped off all but about 1/16 inch of the pins.

Next I soldered short wires on each of the on-board old DRAM pins 2 and 16. The old DRAM pin 2 wire would later be connected to the bent up pins on the new DRAM, pins 1 and 17 (data I/O) while the wire to old pin 16 would be connected to new pin 18 (ground.) I did these wires first because they would be hard to get at after you piggy back the new DRAMS on top of the old DRAMS.

Now I piggybacked all the new DRAMS on top of the old 520 ST DRAMS. The new DRAMS have an extra set of pins, so you line them up such that pin 9 of the new DRAM is on top of pin 8 of the old DRAM -- as shown below.

```
[=== 1] [18===]
[=== 2] ( 1) (16) [17===]
[=== 3] ( 2) (15) [16===]
[=== 4] ( 3) (14) [15===]
[=== 5] ( 4) (13)-[14] Piggybacked view.
[ 6]-( 5) (12)-[13]
[ 7]-( 6) (11)-[12]
[ 8]-( 7) (10)-[11]
[ 9]-( 8) ( 9)-[10]
```

As you can see 6,5 7,6 8,7 9,8 10,9 11,10 12,11 13,12 and 14,13 pins are soldered together.

```
[=== 1] Din GND [18===]
[=== 2] WRT Dout [17===]
[=== 3] RAS CAS [16===]
```

[=== 4] N.C. A9 [15===]
[=== 5] A8 A6 [14] 1Mbit DRAM Pinout
[6] A0 A3 [13]
[7] A2 A4 [12]
[8] A1 A5 [11]
[9] PWR A7 [10]

(1) A8 GND (16)
(2) Din CAS (15)
(3) WRT Dout (14)
(4) RAS A6 (13) 256K DRAM Pinout
(5) A0 A3 (12)
(6) A2 A4 (11)
(7) A1 A5 (10)
(8) PWR A7 (9)

Now for the tedious wiring job.

Connect each of the wires on old DRAM pin 2 to new DRAM pins 1 and 17.

Connect each of the wires on old DRAM pin 16 to new DRAM pin 18.

From any old-DRAM pin 3, daisy chain a wire to each new DRAM pin 2.

From any old-DRAM pin 1, daisy chain a wire to each new DRAM pin 5.

Now find the MMU socket. Pin numbering (top view) goes like this:

9 8 7 6 5 4 3 2 1 68 67 66 65 64 63 62 61
10 / < > M 60
11 A 59
12 D 58
13 9 57
14 56
15 55
16 MMU CHIP 54
17 (top view) 53
18 RAS1 C025912-38 52
19 U15? 51
20 50
21 CAS1L 49
22 CAS1H 48
23 47
24 46
25 45
26 44
27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43

You need to connect pin 18 of the MMU to each of the new DRAM pins 3.

You need to connect pin 64 of the MMU to a 33 ohm resistor.
Connect the other side of the resistor to each of the new DRAM
pins 15.

You need to connect pin 21 of the MMU to ONLY eight of the new DRAM pins 16 (the low order byte, chips U16, U17, U18, U24, U25, U28, U29, U30 -- on the old style 520 ST.)

You need to connect pin 22 of the MMU to the OTHER eight new DRAM pins 16 (the high order byte, chips U32, U33, U34, U38, U42, U43, U44, U45 -- on the old style 520 ST.)

That should do it. TOS 1.4 figures out the size of the RAM space available and automagically configures the MMU to supply the correct RAS and CAS signals etc for 2.5 meg that you now have.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2293. Debugger

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 06:39:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9003040804.AA06769@ucbvax.Berkeley.EDU>
Source record: 242887

Is there any debuggers available for the St (Pd, Shareware, or commercial)
that can be used with personal pascal?

I writing my pascal final project on the St instead of the VAX, so
I need a debugger like the VAX debugger.

Frank Rachel

2294. Re: INFO-ATARI16 Digest V90 #278

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 08:03:12 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9003040802.AA06697@ucbvax.Berkeley.EDU>
Source record: 242888

RE: Cheap way to hook SyQuest to 1040ST

I am using SyQuest HD now with my TUBO16/MEGA4 but the haed disk I have is not TOAD File but an ATARI MEGAFILE 44. Yes It is available in Singapore and not that expensive too. Comparing to the bare SyQuest 44 drive which selling at S$1450 with 1 cartridge I bought my Megafile 44 and 1 44 Cartridge for S$1800 (US$1.00 = to S$1.85). It comes with extra LCD, Power supply plug and 50 pin-SCSI as well as bracket for installing another 3.5" hard disk inside the case. I will put my CONNER 100MB drive (I paid S$1200 for this one)into it. Drive is very well made (I open up the drive to have a close look at the heads and voice coil which make funny noise during startup but not as loud as the Seagate 277R -1 in my Megafile 60. It look durable enough and the head is park into a plas-tic prong to prevent any movement during transporting the drive. The top cover of the drive is fixed with only 2 small screws. ICD HDRATEd is 28ms similar to MEGAFILE 60. Drive is much cooler than Seagate therefore I deciced to put 15OHM 3W resistor to lower the fan speed/noise down. Unhook it from Atari SCSI>DMA card and connect it direct to my Mac Plus with home made cable(per instruction in Spectre GCR Manual) then format a cartridge with CMS HD utility version 5.3 or 5.5.3 The cartridge will be recognized by Spectre and even boot up with the System/Finder written with Mac Plus. Macintosh will not read the cartridge if it is formatted under Spectre. With PC-Ditto (Disk version) I can not boot the PC-DOS from partition C:. PC-DITTO normally doesnot boot DOS if the HD is set to AUTOBOOT with ICD HD Util or Atari AHDI. Although I could get my MegaFile 60 to boot PC-DOS from C: partition with Supra HD Autoboot, Supra Autoboot does not help in the case of Syquest 44 Drive. I will experiment further with MS-DOS 4.01 when I receive my SuperCharger from Beta System Computers AG. hopefully by next week. (Beta System supply MS-DOS 4.01 with their Supercharger and insisted that I should use it to get the full performance). I am now using PC-DOS 3.2 as I found it to be more stable under PC-DITTO than PC-DOS 3.3 or MS-DOS 3.30B.

I will report my finding to the net in due course. BTW SyQuest 44 MB Cartridge is selling at S$190 here. S. Sujarittanonta, School of Architecture,
National University of Singapore.

2295. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 09:45:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27537@cup.portal.com>
Source record: 242889

Frank@umiami asks:
> Where can I get G-Dos? I have never seen it anywhere.
>
> Simple question, someone MUST know the answer.

You can spend big bucks licensing GDOS from Atari, you can buy something like Degas Elite that comes with some version or other of GDOS (there have been several), or you can forget GDOS altogether and buy G+Plus from Codehead Software...

Atari Corp spend years and years fumbling around trying to get GDOS to work right, and never did manage to fix it. Charles F. Johnson and John Eidsvoog (who ARE Codehead) spent a few WEEKS reverse-engineering GDOS, figuring out how it worked, and more importantly, how it was SUPPOSED to work. They then wrote a replacement for GDOS which not only worked the way GDOS was supposed to work, but ran FASTER to boot.

The documentation for G+Plus even comes with a nice tutorial about the way GDOS works... FAR more than you'd normally get from Atari Corp.

Once again, forget about the Atari product, and get the third-party product..

BobR

2296. Re: The Vault and The Key

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 09:54:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27538@cup.portal.com>
Source record: 242890

Regarding the "Vault and Key" hard drive backup system..

I just used the Vault to back up my 20Meg hard drive, and later restore it..

No problems at all... I particularly liked the fact that it ran well with only 512K, and that it does "incremental" backups between Full backups.

The only problem with the "Key" was that I had to remember to specify the main folder that all the other files and folders were in on the backup disks, or I'd get one large folder called "FEBC" (Feburary backup of C:) on the hard drive... not a problem with the "Key" program really, just my having to remember how to run it...

BobR

2297. Re: TT and STe info needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 10:04:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27539@cup.portal.com>
Source record: 242891

Jim Sisul writes, about the STart coverage of the TT:

>The February 1990 issue of STart has an excellent in-depth look at the TT an
>its new operating system. STart has had the most BS-less, objective and
>accurate info in its last 3 or 4 issues on the STe and TT. Most of what I'v
>seen on this newsgroup about the TT and STe has bordered on rumormongering
>(not to put any of you down, it's just hard to keep track of all the gossip
>spread).

Actually, according to Bob Brodie of Atari Corp, much of the STart article on the TT was inaccurate, based on obsolete information. Apparently no one at STart bothered to contact Atari prior to publication to verify the content of the article.

The TT is STILL not finalized, so *anything* you read about its specification or capabilities is "rumor"...

Maybe *someday* our children will be able to tell us what a TT is really like...

BobR

2298. problems with receiving Digests

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 13:38:49 UTC
From: DOWRY@HSEPM1.HSE.NL
Message-ID: <9003060800.AA06888@ucbvax.Berkeley.EDU>
Source record: 242892

I have no Digests received since last 24 feb 90 from the Atari16 list
What is the matter!!!!!

Piet van Wanroij
Hogeschool Eindhoven (The Netherlands)
Thanks.

2299. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 16:51:45 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar4.165145.22702@cunixf.cc.columbia.edu>
Source record: 242893

In article <37824@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>
>FREE????? I think not Mr. Covert. Why do you think that Apple
>computers with similar options to Atari computers cost about
>twice as much? One reason is because Apple is committed to
>providing information about those computers. Of course they
>have to pay someone to do that, so they just charge more
>up front to cover the cost later. The information you're
>getting is not free, but only appears to be free. Why do
>you own Atari equipment? Probably because you were able to
>pay less for it up front. Now you are finding out what you
>gave up. For a lot of people this alternative makes sense. I
>know it does for me. If you would consistently use a calm,
>gentle tone when asking questions, instead of the impatient,
>whinning tone that you have demonstrated time and time again,
>you would probably get more answers. For free, even...

Well, I used to think like this too. I figured, "Great, I save few bucks now and I figure out all the little problems on my own and put up with a lot of ragged software." This was all well and good until I actually got a Mac IIcx. Now I have speed, support from the manufacturer, oodles of support from third party software companies and hardware companies, easy RAM upgrades, easy hardware add-ons, etc. Now that I have one, I think it was worth the up-front cost to avoid all the later exasperation and disappointment. Anyway, I guess the old addage holds true: You get what you pay for.

p.s. Richard, lighten up. :-)

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2300. Re: How do I set up MINIX on my Supra drive?

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 17:35:06 UTC
From: buggs@cup.portal.com
Message-ID: <27541@cup.portal.com>
Source record: 242894
Cross-posted to: comp.sys.atari.st,comp.os.minix

>MINIX is a stand-alone OS.
>Phil Miller
>pcm@iwarp.intel.com

Otay, thanks. I've still got my on the book at the mall. It has a section on the 8086! Gee, I don't need that. Also NO where does even mention the Atari ST.
Is there a newer release? One that even mentions the ST?

Ed June

2301. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 17:58:42 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22548@uflorida.cis.ufl.EDU>
Source record: 242895

In article <9003040803.AA06754@ucbvax.Berkeley.EDU> STJLHI33@wooster.BITNET writes:
>
>GEMINI crashed on me the first time I tried to run it (two bombs). After
>running shell0 it worked fine. Since then it has worked whether I run shell0
>or not. Would someone explain just what shell0 does?
>

GEMINI works fine on my system, with Tos 1.4. When I Exit out of
GEMINI, however, it looks for something called MULFEL.PRG. Can anyone
tell me what this is, and what it does, and if it is suppose to be in
the ZOO which I obtained from wuarchive.wustl.edu? I have a file
called MULFEL.MUP...what is the relation? Also, I recall a message
about the original GEMINI.INF file (or whatever it is named). Does
anyone have it...can they post it? GEMINI seems to work real nice,
bravo, looks great in mono.

And now for a really dumb question: What is INFO-ATARI Digest ?

Also, since I haven't gotten replies for some old questions, I will
ask them here to save room:

Is there a program to control drive speed on a 5.25 inch drive that
works with TOS 1.4?

Where can SPECTRE GCR be obtained? My local distributor is having a
problem getting it.

Thanks...

--
=-=-=-

2302. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 19:15:33 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Mar4.191533.329@murdoch.acc.Virginia.EDU>
Source record: 242896

In article <48ef7e01.14a1f@force.UUCP> covertr@force.UUCP (Richard E. Covert) writes:
[discussing the books that you can get about programming the ST...]

>Where's the beef??
>
>Well, for one there is the still the fact that no NEW ST book has
>been published in the USA for 2 years.

And GEM and GEMDOS haven't changed much in the past 2 years, either. Let's see, TOS 1.4 added one new GEM call, and changed the file selector? Yes, it's nice to see more comprehensive documentation come out, but it isn't *necessary*. Your ability to write GEM programs hasn't disappeared because there aren't any new books describing the old calls.

>And the fact, that even Greg admits, that you can't buy *ANY* ST book
>in the major bookstores.

Right. But the complaint I've seen here so far is, "Atari should bring out docs because the ones we have are shit!" Atari bringing out docs won't put ST books into Waldenbooks. Only bigger sales of ST books will put ST books into Waldenbooks. The problem you have with ST books is the same one you have with ST software and ST peripherals.

>Greg, are you on a paid retainer by Atari Corp??

No. Someday you might learn that people can disagree with you without being paid by the evil opposition. I criticize Atari Corp about a lot of things, but at least I make sure I'm not spewing hot air when I make a criticism.

>But where do you go for info on programming for GDOS?? GDOS is one big
>black hole as far as Atari Corp is concerned. It isn't covered in any
>C book that I have. And programmers are all having problems writing
>GDOS printer drivers.

GDOS calls are documented in my version 1 Abacus book. The major problem with them is that they aren't labeled as such. However, it seems other programmers haven't been unable to write GDOS applications. GDOS printer drivers I have not seen documented, but allegedly Atari sells such documentation. I'd love to see 3rd party documentation about this. Definately a small hole that needs filling.

>So, where's the beef?? I would answer "In Sunnyvale!!"

Amazing how we can take the same facts and come to a different conclusion. Maybe now you understand why I like ZNet a lot better than

I like ST Report. And why I read the Washington Post instead of the
World Weekly News.

Have a nice day.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2303. Re: More on the Gemini desktop

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 19:19:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1083.25f12408@miavx1.acs.muohio.edu>
Source record: 242897

In article <3458@caesar.cs.montana.edu>, icsu8053@caesar.cs.montana.edu (Craig Pratt) writes:
> [stuff deleted]
> I get the English documentation; I doubt it though. Please post or email
> ANYTHING you learn about this program! I am willing to help answer questions
> about Gemini and I'm sure there are a few. I don't know the memory require-
> ments of Gemini but it *should* run in 512K. The key is having the right
^^^^^
> version of TOS. Hope this helps somewhat!
>
> Craig
>
> / Craig Pratt / Montana State University, Bozeman MT /
> / Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
> /~~~~~~/
> / " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /
--

Well, looking at the doc's (I'm a second semester German student, and it helps with stuff from Germany), anyway, the docs also said that it requires a meg of memory. I only have TOS 1.0, so i haven't dug to far into the docs.

Ryan

~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~~

2304. SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 19:24:30 UTC
From: euaanu@eua.ericsson.se
Message-ID: <2703@erix.ericsson.se>
Source record: 242898

I've just tested 1M x 8 SIMMs from a Mac IIcx in my 520 STE. IT WORKED!!!
I took out the 256k x 8 SIMM (150 ns) and replaced them with two
1M x 8 (80 ns) made by Samsung. Then I booted up and checked with a DA
the amount of memory installed. 2048k it said!!!
Then I tried to add my own SIMMs to the two free sockets. When
I booted, it rebooted, rebooted ..... So it seems that you can't
mix the 1M and 256k SIMMs.

Here's the pinout for the SIMM if anybody is interested:

1 +5V
2 CAS
3 D0
4 A0
5 A1

6 D1
7 A2
8 A3
9 GND
10 D2

11 A4
12 A5
13 D3
14 A6
15 A7

16 D4
17 A8
18 A9
19 -
20 D5

21 WE
22 GND
23 D6
24 -
25 D7

26 -
27 RAS
28 -
29 -
30 +5V

I found an article in BYTE Jan 88 (Ciarcia's circuit cellar, BCC180 computer)
with a SIMM in the schematic. The article number for that SIMM (a 256k x 8)
was HB 561009A. I checked that my SIMM had the same pinout (except for
pin 18 which is only on 1M SIMMs).

So now you know.

/Arto Nummelin

Arto.Nummelin@euas20.ericsson.se

2305. Re: PC DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 21:18:30 UTC
From: ignac@electro.UUCP
Message-ID: <1448@electro.UUCP>
Source record: 242899

hey guys. i thought the world was a great place friday when i finally!!!
received pc ditto II. well, i finally got around to installing it today, and
hey, what do you know, it don't work worth a damn. my major concerns are:

the installation manual refers to a user's manual, which was not in the
box, and there is no user manual info in the installation manual. sheesh.

the installation manual refers to a program called PCD2DIAG.PRG which is
supposed to be on the master disk, but again, no such luck. just the
same sort of files from pc ditto I (ie: pcdmenu (which hasn't even been
updated since pcdI, or at least it looks that way). this is disturbing since
i wouldn't mind knowing what is wrong with the installation (i am assuming
that it is the pal problem since it gets as far as reading the ibm boot
sector, and then it dies)

other observations:

my god, what a big bloody board they're using!!!!! it might as well be a
complete ibm for its size! i originally heard that it was supposed to be
the size of the clip to the 68000. of course the manual doesn't say how or
where it's supposed to mount inside the ST since i can't seem to find
a natural place for this monstrosity.

the cables are skewed and twisted over one another. sheesh. double sheesh.

well, until i get them updated pals, i guess the old st will have to be in
this opened, dishevelled state. unfortunately for avante garde, the whole
deal looks quite unprofessional, and the problems with leaving out entire
manuals/programs mentionned in the installation guide leaves a lot to be
desired!

just a few disgruntled thoughts ...

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

2306. Re: Obtaining UW

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 21:30:18 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Mar4163018@offa.cs.odu.edu>
Source record: 242900

> >I have gotten both the ST and the UNIX end running also on BSD 4.2 I
> >just typed make all and ran uw on the UNIX-end, than went to my ST and
> >opened a fresh window, followed by more windows, and more windows..
> Does anyone have a version of this that runs on system V machines or
> HP's version of UNIX. Would anyone like to do that? :-)

Yes, a SysV version would be amusing... but what about a newer version
of the one we already have? I would sincerely love to see some sort
of file transfer besides simple capture. Also, I hate adm3a
emulation! Editing files is really awful because the terminal type
lacks certain commands.

Also, in my version... to get rid of the title bars.. and the scroll bars...
I have to switch them to ON, not off... that seems backwards.

--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

2307. Quick ST II Press Release (LONG!)

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 21:57:41 UTC
From: ignac@electro.UUCP
Message-ID: <1449@electro.UUCP>
Source record: 242951

The following (long) article is the press release posted on GEnie and Compuserve last Friday describing Quick ST II and further upcoming products from Branch Always Software. If you feel that this article is inappropriate here in comp.sys.atari.st, then feel free to hit 'n' NOW and yell at me using email. If you feel interested, please read on!!! The Quick ST II demo will appear in comp.sys.atari.binaries within a week (i hope!)

Press release for immediate distribution to all Atari ST users.
By Darek Mihocka and Ignac Kolenko of Branch Always Software.
March 2, 1990. (C) 1990 Branch Always Software.

****

Branch Always Software presents...

Quick ST II Quick Tools
Quick ST II Demo

****

Hello from Canada! For a few weeks now we've been hinting that today would be the day that we would announce some new products, and we certainly don't want to disappoint anyone. We have information about our new products, Quick ST II and Quick Tools, as well as a look back at the good and the bad of 1989. This announcement is about 7 pages long, so pour yourself a cold one, grab a chair, sit down, and start reading.

The first Quick ST was just voted the best shareware program of 1989 by the readers of ST WORLD (U.K.) magazine. We hope these new products will rank high in the commercial categories for the 1990 vote.

Quick ST II - Software Screen Accelerator and Desktop Customizer
---

Price: $19.95 U.S., $22.95 Canada, 19.95 U.K. Now shipping.

Quick ST II is a major enhancement of the Quick ST software accelerator, and includes 5 new screen utilities. Quick ST II is a must have package for anyone concerned with the performance of their ST. It includes:

- version 2.0 of the Quick ST software screen accelerator,
- the Quick ST II Desktop Customizer,
- the Art-ST graphics editor,
- version 1.8 of the Quick View fast file viewer, and,
- version 1.8 of the Quick Index speed benchmarker.

Quick ST 2.0 speeds up text and GEM screen output, which makes most GEM or text based programs redraw faster, respond faster, and thus run

faster. Compared to earlier versions of Quick ST, version 2.0 is up to 100% faster, and is now compatible with almost all ST software.

Quick ST 2.0 is a software accelerator. That means that it requires no hardware modifications, replacement of ICs, or voiding of warranties. Quick ST 2.0 does its job by making TOS more efficient at outputting text and graphics to the screen. It runs on all STs, from TOS 1.0 to TOS 1.6, color or monochrome, blitter or no blitter.

In most cases, there is a 200% to 300% increase in the speed of screen output. This was verified by not one, but three different screen benchmarking utilities (including our own Quick Index). This is even faster than the performance of hardware accelerators. How is this possible? A good hardware accelerator (such as the T16 board) can only provide about a 50%-100% speed increase, and those cheaper boards are only good for about a 10%-30% speed increase. But instead of using this brute force approach, Quick ST 2.0 replaces slow screen drawing code in TOS (which contains a lot of compiled C) with small and fast assembly language code. In one case (printing strings of text to a color monitor) our code is over 15 times faster that that originally found in TOS.

Quick ST 2.0 now makes even better use of the blitter chip (if present), so that even machines that do have blitter chips will execute GEM faster.

If a hardware accelerator is present, Quick ST 2.0 still provides almost the same level of speed increases as without the board. In fact, the combined performance of a Mega ST containing a T16 accelerator and Quick ST 2.0 almost equals the performance of the Atari TT! (Based on benchmark figures of TOS 3.0, the version of TOS found in the TT).

Quick ST 2.0 has many other features. It supports the 19 inch Moniterm monitor, making the large screen faster than ever. It is compatible with the Atari Monitor Driver and ZZ Driver, and also works with other high resolution screen drivers.

Quick ST 2.0 uses only 20K of RAM, which is a lot less than most other utilities, which makes it ideal for use on 512K or 1 meg systems. Even the Control Panel uses more memory!

Quick ST 2.0 runs from the AUTO folder. Simply copy Quick ST 2.0 to the AUTO folder of your boot disk and reboot. It is not copy protected, for easy installation on a hard disk. Once installed, Quick ST 2.0 is invisible and worry free.

Quick ST 2.0 supports the installation of custom desktop backgrounds and fonts, to make your ST feel more friendly. Any DEGAS compatible medium resolution or monochrome picture can be installed.

Like other software accelerators and the blitter chip, Quick ST 2.0 can only speed up well behaved applications (programs that do not bypass TOS). This excludes most video games, 8-bit, Mac, and PC emulators. Quick ST 2.0 does not significantly speed up low resolution (320x200 mode) since most well behaved applications do not run in low resolution.

The only other product that comes close to Quick ST 2.0's abilities costs more than twice as much as Quick ST 2.0, uses twice as much memory as Quick ST 2.0, doesn't support the Moniterm, has trouble supporting custom backgrounds and fonts, and most of the time isn't even faster than Quick ST 2.0. There has never been a better time to get Quick ST!

The Quick ST II Desktop Customizer is a companion program for Quick ST 2.0, which allows for the installation of custom background patterns and desktop images. Although there are other public domain and commercial utilities that install custom desktop images, none of them are as fast, as easy to use, or support the installation of background patterns (which saves memory).

Here's how it works. When you first turn on your computer, Quick ST 2.0 checks its configuration. It will be in one of three modes:

- normal green or gray desktop background
- custom pattern
- custom background image (requires an extra 32K of RAM).

A custom pattern allows you to replace the solid green (in color) or gray (in monochrome) desktop background with your own custom designed pattern. No extra RAM is required. We liked the way this feature looked on the Mac, so we just had to give the ST this ability too.

The third option loads a DEGAS compatible picture into memory, and uses it as the desktop background. Most GEM based programs will also use this background image. There are plenty of images that can be on the desktop. Calendars, reminder messages, digitized pictures, or just plain bizarre drawings.

The Desktop Customizer, which runs as either a desk accessory or as a regular program, allows the user to instantly change modes, from normal background to custom fill to custom image, to load, edit, and save patterns, and to load desktop images. The desktop background can be changed as often as one wants, without rebooting the computer. And all configuration information is written directly into the Quick ST 2.0 files. There is no renaming of files required, and the desktop image files (.PI2 or .PI3 DEGAS pictures) can be located anywhere on the disk.

The Desktop Customizer contains a built-in pattern editor, and as the pattern is edited, it is displayed on the whole desktop. On a color monitor, the pattern can include up to 4 colors.

To help users create that desktop image that is just right, Quick ST II includes the Art-ST shareware graphics editor, by Robert Birmingham. Users of Quick ST II are encouraged to use this program and send a small shareware contribution to the author, who will then provide an update. Art-ST has all the features needed, including circles, boxes, text, cut and paste, and is compatible with DEGAS files.

The fourth program in the Quick ST II package is Quick View 1.8. This latest version of our text file reader runs as both a desk accessory or as a regular program, and can also be installed to replace the desktop's

"Show Print Cancel" function. Simply double click on any text file and it will quickly be display in 80 columns, and in 25 or 50 rows (in mono). No other text file viewer can flip back and forth through a text file as fast as Quick View.

Use Quick View to read README files, online magazines, source code, or any other text, or near text file. Quick View supports standard ASCII, UNIX text files, and Atari 8-bit text files. Because it can run as a desk accessory, it is possible to do things like read documentation files while running a GEM program.

Readers of ST Report online magazine will especially like the built-in table of contents generator. Just load in an issue of ST Report, press the Tab key, and instantly get a table of contents of the entire issue. Then just press a letter to choose a topic, and Quick View instantly jumps to that article. Nothing could be simpler!

The fifth program in the package is Quick Index 1.8, an upgrade to our famous benchmarking utility that is used the world over to benchmark hardware and software upgrades for the Atari ST. Quick Index 1.8 has been expanded with reference benchmarks for the new Atari STe.

Quick Index benchmarks your computer in various categories: CPU performance, disk drive performance, and screen output performance. Quick Index will show you just how much slower your ST is without Quick ST. It can also be used to test various hardware accelerators.

Quick Tools Volume 1 - Useful Utilities And The Quick Manager
---

Price: $19.95 U.S., $22.95 Canada, 19.95 U.K. Available in April.

Quick Tools Volume 1 is the second commercial offering by Branch Always Software. It is a collection of 9 different multi-configurable utilities (that term will be explained below!) plus the Quick Manager. The package includes the following programs (most are version 2.0):

- Quick View (smart file viewer)
- Quick Find (fast file finder, catalogs disks)
- Quick Label (label printing utility /w mail merge)
- Quick Inf (DESKTOP.INF file editor)
- Quick Env (system environment editor)
- Quick Index (the de-facto Atari ST benchmarking software)
- Quick CLI (simple but powerful command line interface)
- Quick Control (our own easy-to-use control panel)
- Quick Lock (drive & partition read/write protector)
- Quick Manager (manages Quick Tools, calls file selector, displays time, date, TOS version, free RAM)

As stated above, each Quick Tool is multi-configurable. This is a term we use to describe a program's ability to work as either a desktop application (which can be double clicked from the desktop), a desk accessory (loadable at boot time) or as a Quick Manager Overlay, by

simply renaming the filename extension.

But you may be wondering, "what is a Quick Manager Overlay???" This question is most easily answered by explaining the function of the Quick Manager itself. When we started creating more and more Quick Tools, we realized that sooner or later, somebody would try to install them all as desk accessories and run out of room. GEM only provides support for 6 desk accessories at a time on the desktop's menu bar. What was required was a program to manage the Quick Tools, and so Quick Manager was created.

The Quick Manager is desk accessory which enables the user to load and run any of the Quick Tools as if they were desk accessories, but without using any desk accessory slots. The secret lies in the fact that Quick Manager has its own drop down menu for installing up to 16 overlays.

A Quick Manager Overlay is simply a Quick Tool installed for use with Quick Manager. It can be considered to be both a desk accessory and an application, and has the benefits of both. It can be called up any time the Quick Manager accessory is visible (such as from the desktop or from within another GEM program), and unlike regular desk accessories, overlays are not permanently memory resident.

In fact, Quick Manager itself uses only 15K of memory, and with all of the Quick Tools installed, less than 60K of memory is used!

Every one of the other Quick Tools is multi-configurable. So the user can run each Tool in one of three ways: as a standard desk accessory, as a standard application, or as an overlay. Remember that there is a substantial savings of memory when using overlays.

Almost any desk accessory can be converted into a Quick Manager Overlay. Any developers interested in converting their desk accessories over to Quick Manager Overlays can contact us for more information.

But Quick Manager does use a desk accessory slot itself. So to make up for this, Quick Manager has other features which themself replace several commonly used desk accessories. Quick Manager can call up the file selector at any time by simply clicking on the "FSel" button on Quick Manager's window. Users of custom file selector programs can thus call up their favorite file selector with a single mouse click.

Quick Manager also displays the current time and date, version of TOS, and free RAM. The time/date display is user configurable, and all configuration information (including the position of Quick Manager's window) can be saved.

Hopefully, this gives you a flavor for the functionality of the Quick Manager and the concept of overlays and multi-configurable utilities. As Branch Always Software develops further releases of Quick Tools they will easily become a part of your desktop configuration.

Now, a few words about the individual Quick Tools themselves.

Quick View 2.0 is the latest generation viewing program for the Atari ST. It will automatically determine what type of file is being viewed, and display that file appropriately. This means that a text file will be displayed as a text file, and a picture will be displayed as a picture, and so on. Even ARCed files are displayed as a verbose listing of the contents. Quick View 2.0 can be thought of as a "smart file viewer".

Quick View 2.0 can be installed to replace the desktop's "Show Print Cancel" function (using another Quick Tool, Quick Inf). Simply by double clicking on any non-program file on the desktop, Quick View 2.0 will load it in and display it appropriately. No more screens of Hebrew characters!

If Quick View 2.0 can't recognize the file type, the file can be viewed in hex mode, raw ascii, or as raw graphics. This is ideal for examining files at the byte level.

Quick Find 2.0 is a fast file searching utility. If you have ever wondered, "where is that .DOC file", you can find it using Quick Find 2.0. It has the ability to search any combination of drives and partitions simultaneously, with informative directory style output going to the screen, printer or any filename you wish. Searches can be done on any drive, or even subdirectory within a drive. As well, a "non-recursive" search may be done if you do not wish to search into subdirectories. Quick Find 2.0 can completely scan all the the directories on a 20 meg hard disk in only 5 seconds!

But wait, that's not all. Quick Find 2.0 also allows group file modifications as well. This means that you can write protect, hide, touch, delete or even set the TOS 1.4/1.6 fast file load bit on any group of files you search for. And that's just a short list of possible operations available.

Quick Label 2.0 is a multi-purpose label generation system. It has 10 buffers to handle even the biggest of multi-label jobs you can dream of. It has provision to create and load any printer driver, plus has a full suite of text editing commands to make that label look as slick as can be. It also contains a very simple to use mail merge facility, so the generation of mailing labels is a snap with Quick Label 2.0. It too can be configured as an installed application which acts on *.LAB files (the label files generated).

Quick Inf 2.0 is the Atari ST DESKTOP.INF file editor. It allows you to edit the normally uneditable features of the desktop, such as drive search masks (have you ever wanted a window to display only *.DOC files when looking for the document you want to edit?), or the default installed text file reader. (An ST fact: when you click on a text file, any program you wish can be given that file rather than the standard "Show Print Cancel" utility built into the desktop! It's just that up until now, you couldn't change it unless you knew exactly what line in the DESKTOP.INF file to change!)

Thus, with Quick Inf 2.0, you can customize your desktop with simple button clicks, and even save and load multiple versions of your favourite

desktop configuration! This is a real boon to multi-user STs: each user can have their own .INF file and by configuring Quick Inf as an installed application, you can simply double click on any *.INF file to change the desktop configuration. It's that easy!

Quick Env 2.0 is another handy utility since it allows the user to alter and edit, load or save the current system environment strings. This is especially useful for program development since all compiler information can be placed into the environment strings, negating the need to use a bulky command line interpreter to run your favourite compiler. More down to earth users will appreciate the ability to take all your program's resource files (*.RSC files) and place them in a subdirectory, and edit the system environment string which tells the ST where to find these files. Never again worry about remembering where those pesky resource files reside!

Quick Index 2.0 is of course, the de-facto benchmarking utility for the Atari ST, as described under Quick ST II. Quick Index 2.0 has Quick Manager support.

Quick CLI 2.0 is a small but useful command line interpreter which has the advantage of being able to run as an accessory. It contains a complete suite of commands including DIR, COPY, RENAME, DELETE and a host of other commands which make life easier in those moments when the desktop just won't do. Also, Quick CLI 2.0 supports changes to the system environment strings, as well as supporting the new Atari ST Extended Commandline Specification released a few months ago. Since Quick CLI 2.0 is multi-configurable, you can even run it as a desk accessory, for those emergency file operations (such as having to clear out space on a disk before saving an important file).

Quick Control is, as the name suggests, our own Control Panel. It allows complete customization of the standard system parameters, but, since it's a Quick Tool, you can run it in any of the three ways described earlier. Use it to change the time and date, edit screen colors, change the baud rate, reconfigure the printer, and many more things.

And finally, Quick Lock 2.0 is the drive/partition protection program. It allows the user to select drives or partitions available to the system and either write protect them, read/write protect them (which makes that drive basically locked to the outside world) or leave them alone. It also has password protection so that you can lock your system, and leave your ST unattended until you come back and enter your passoword to unlock the system. This is especially useful for protecting a multi-user system from prying eyes.

Hopefully the above information allows you to get a feel for the power and versatility that the Quick Tools package offers.

Look for the Quick Tools Demo, soon to be uploaded to online information services and bulletin boards everywhere.

Quick ST II Demo

A lot of Quick ST users have commented that they didn't fully appreciate what Quick ST did for them until they had to use a computer without it. It's like trading in 10 speed bike for a 3 speed bike. They thought something was wrong, because everything became a lot slower, but then they realized that Quick ST was not installed.

We would like all Atari ST users to experience this, so we have released a demo of Quick ST II. The demo package includes demo versions of Quick ST 2.0 and the Desktop Customizer, and several sample desktop patterns and pictures.

This demo is now available for download from the Atari ST libraries of the online services Compuserve, GEnie, Delphi, BIX, and Usenet. We expect that it will soon be available from most Atari ST bulletin boards as it gets copied around by other users.

A disk containing the demo can also be ordered from us.

The demo has certain limitations, otherwise it wouldn't be a demo. For one thing, the demo runs slower than the real thing, but still considerably faster than just plain old TOS. The demo of the Desktop Customizer has all Save options disabled. The demo displays a prompt to remind you that it is a demo, and also uses more than 20K of RAM. To get the full speed 20K no limitations version, simply buy Quick ST II.

Speaking of demos, be sure to drop by the Branch Always Software booth at the Second Canadian Atari Users Convention, being held on April 1 in Toronto, Canada, at the Airport Hilton. The show is being put on by the Toronto Atari Federation user group, and promises to be a blast. Later in April, catch us at the Atari show in Pittsburg.

Our products will also be on sale at the World Of Atari show in April.

Ordering and Upgrading

We are expanding our dealer network, so that the new software will be available through more dealers in Canada, the United States, and the United Kingdom. We should have dealers in other European countries soon.

Quick ST II is now shipping and should be available at all dealers within a few weeks. Then we will begin shipping Quick Tools, and also release the Quick Tools Demo to the public. As we found out the hard way, it is impossible to ship two products simultaneously when both members of Branch Always Software are also trying to write exams and graduate from college. So bear with us. Two more months and we're free!

If for some reason your Atari dealer does not stock our products, or you just wish to order direct, send a check or money order to our address:

Branch Always Software
PO Box 2624, Station B

Kitchener, Ontario
Canada N2H 6N2

In Canada or the U.S., add $3 for postage and handling. In the U.K., add 2. All other countries, add $5. We accept payment in Canadian dollars, U.S. dollars, and pound sterling. For fastest service, please enclose the correct amount. Residents of Ontario, please add 8% tax.

A disk containing the Quick ST II Demo and the Quick Tools Demo is available for $2, plus postage and handling as above.

We are also setting up a VISA card order line, and we will ship just about anywhere in the world. If calling from outside of North America, remember to dial the appropriate codes for Canada.

Order line: 519-570-4340
Inquiries: 519-747-0386

Registered users of Quick ST can upgrade to Quick ST II for the usual $3 upgrade fee and by sending back their original disk. This only applies to users who have already sent in their registration cards. If you haven't, we don't know about you yet.

Registered users of the Quick Utilities can receive an upgrade disk containing the Quick Tools. The cost is $3 and the original disk.

All previous discount offers and upgrade offers have expired. Any shareware contributions received will be treated as orders, provided that the correct amount is sent.

Please call our inquiries line for more information.

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

2308. Re: Problems with Files using HD Backups and GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 23:01:45 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <17903@cs.yale.edu>
Source record: 242952

In article <1322@watserv1.waterloo.edu> bmaraldo@watserv1.waterloo.edu (Commander Brett Maraldo) writes:
>
> I really need some help with a problem I am having. First, I'll
>describe my system: original 520St with a 2.5M upgrade, TOS 1.4 in EPROM,
>20M Supra, mono monitor and double sided 3.5" drive. The problem: when I
>use a hard disk backup program the files wirtten to floppy are randomly
>corrupted, that is some of the files get corrupted some don't, its about
>50/50. Most of the text files are fine but the .PRG .TOS and .TTP programs
>get munged. This happens with Oscar and dliII or what ever that *GREAT*
>back-up program recently posted was called.
> Now, when I run GEMINI I get the same probelm when I transfer
>files around ont he HD (painful when using TeX because I have to go and
>find all the nasty characters in the corrupted file), and when I transfer
>files from the HD to floppy (the floppy files get corrupted). *This problem
>doesn't happen when I use the standard desktop!*

When you first reported problems with The Vault and The Key, I was trying my hardest to figure out what might be wrong with the software. Now that you are experiencing the same problems with GEMINI, I think it's pretty clear that the problem is not with software but with your hardware. I would suspect your memory upgrade. There is probably some bad memory somewhere. The Vault makes use of all available memory to copy files, so if any memory was bad, corrupted files would be likely. GEMINI uses memory not used by the normal desktop, so it's not surprising that GEMINI might run into the bad portion of memory whereas the standard desktop does not.

I suggest you run a careful memory test. Then, if you do determine that your problems were due to hardware that you report this fact back on the net so that the thousands of people who read your original postings about problems with The Vault and with Gemini can relax and benefit from those programs.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |

| UUCP: <fischer-michael@yale.UUCP> |
==

2309. GDOS question

Newsgroup: comp.sys.atari.st
Date: 1990-03-04 23:12:10 UTC
From: foster@cbnewse.ATT.COM
Message-ID: <13366@cbnewse.ATT.COM>
Source record: 242953

I need a question about GDOS answered. I have a program that I wrote some time ago which copies a graphic image into a window as part of it's operation. This has worked out just fine for a long time but since I have added GDOS to my system, the blit call doesn't cause anything to happen. If I take out GDOS(or G+PLUS), everything works fine again.

The call in question is a
vro_cpyfm(handle,3,xyarray,&sourcemfdb,&destmfdb);

Is there some sort of initialization that needs to be done with GDOS-G+PLUS in addition to the appl_init(), v_opnwrk(..),vs_clip(..) stuff? The program doesn't use GDOS but something about GDOS being loaded is messing things up. Any GDOS tips appreciated.

Thanks,
Bob Foster

2310. Dead On Boot Up

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 00:02:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9003050806.AA15910@ucbvax.Berkeley.EDU>
Source record: 242954

The ST will crash if you hold down mouse buttons while booting because the mode of the IKBD chip is read from the same port that the buttons are attached to at reset. With both buttons released, this mode is zero, as it should be. The ROM in the IKBD can't cope with any other status, so when the buttons are down, it's goodbye keyboard controller...

Regards,
Mat.

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

2311. STE display hardware

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 00:14:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9003050806.AA15885@ucbvax.Berkeley.EDU>
Source record: 242955

OK folks, it's STE programming time again...

Data from "Atari STE Developer Information Addendum", addresses in hex, sizes
in bits (in table)

Video Harware Modifications
==========

Addr Access Size Use
====== ====== ==== ==========
FF8204 R/W 6 Video address counter (high)
FF8206 R/W 8 Video address counter (middle)
FF8208 R/W 8 Video address counter (low)
The change here is that these registers are now
read and write, allowing the programmer to
update the video refresh address to any word
boundary _at any time_.

FF820C R/W 8 Video base address (low) (VBASELO) This register
didn't exist on the ST, but on the STE it allows
the positioning of the screen base address on
any _WORD_ boundary

FF820E ?? 8 Line offset (LINEWID) - the number of extra words
added to the address counter at the end of each
line, _MINUS ONE DATA FETCH_. This allows for
virtual screens that are wider than the actual
screen display. Clearing this register means the
STE acts like an ordinary ST.

FF8240 to FF825E Colour palette
There are now four bits for each of the red,
green and blue components. To give backward
compatibility with the ST, the least significant
bit is above the most significant bit. Thus the
register layout is as follows:

xxxx 0321 0321 0321; x=don't care
RED GRN BLUE

FF8264 ?? 4 Horizontal bit-wise scroll (HSCROLL). Allows the
start of each line to be delayed by 0-15 bits,
thus giving instant horizontal scrolling.

Horizontal fine scrolling isn't quite as trivial as it looks. The pixel offset
is loaded into HSCROLL, and the documentation then says the following about
the LINEWID register :

"If you are actively scrolling (HSCROLL<>0), this register should contain the additional width of the display line _minus one data fetch_ (in low resolution one data fetch would be four words, one word for monchrome etc.)"

The reason for the extra data fetch becomes clearer if you think about what is actually happening. If you fine scroll by n bits, then n bits are effectively missed off the left hand edge of the screen. But to get a complete line of pixels, n bits must be added to the right hand side of the screen. This constitues one extra data fetch for the display processor beyond the usual requirement.

For example, if you had three low resolution pictures side by side in memory, and you wanted to scroll across them, you would set LINEWID to 160 when HSCROLL=0 (no extra data fetch). When HSCROLL<>0, LINEWID would be set to 156 (four less due to the extra data fetch done automatically by the display processor).

Vertical scrolling is trivial - simply set the video address base to the required address at horizontal blanking time.

That's all folks - for now - more info on the new controller ports soon.
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

2312. Monochrome Monitors WANTED!! (READ this one, not last one)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 00:30:26 UTC
From: wngai@ics.uci.edu
Message-ID: <25F1B322.27613@paris.ics.uci.edu>
Source record: 242956
Cross-posted to: comp.sys.atari.st,misc.forsale

Is anyone selling their Monochrome Monitor for the Atari St?? If not,
where can I find the best price for mail order??

in desperate need of a mono monitor.

Please reply through e-mail or post if you want.

e-mail address: wngai@paris.ics.uci.edu

2313. Questions On Graphics/One Month?

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 01:07:07 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9003050822.AA16796@ucbvax.Berkeley.EDU>
Source record: 242957

Hi all,

got a few questions about graphics on the ST.
First of all, I have a file which is broken up into several
UUE files. I need to know how to get them all together and uudecode
I have no trouble uuding single files, but I can't figure out how
to get these together.

Next, can GIF files be converted to DEGAS instead of SPC?
If so , does anyone have the prg to do this?
Can SPC be converted to DEGAS and if so, does any have this prg?

Which GIF's should be converted (in your opinion, I guess) to SPC and
which to DEGAS?

Are there any MACPaint files (.MAC) or Amiga low/med res pictures (.IFF)
available in the bitnet world? (FTP?)
Is there anyway to un-HQX Mac files w/o a Spectre or other emulator?
Are there any .SND files for REPLAY available through FTP?

I called a few places that advertised the TT, STE, STACY (START mag is
great on all this!) and most have told me about a month. Can anyone
support or deny this? Could these machines really be available to
mail order within the month?

Finally, can anyone give me an ~ price on the STACY (1,2, or 4, whatever)
and STE computers?

```
**************************************************************************
| | | _________________________________________
| | | / / ROBERT GAMBS
| | | /______ / S54394GR@ETSUACAD.BITNET
/ | \ / / EAST TEXAS STATE UNIVERSITY
/ | \ ________/ /
**************************************************************************
```

2314. Poolfix 2

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 01:18:13 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22552@uflorida.cis.ufl.EDU>
Source record: 242958

Question about Poolfix2.prg. I have Tos 1.4 and put this patch in my
auto folder, the first program. I get the statement 'This GEMDOS needs
this patch, but this program does not recognize this TOS.' What does
this mean?

--
=-=-=-

2315. Re: SPECTRE GCR AVAILABILITY, 5 1/4 drive speed

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 01:32:22 UTC
From: la062594@zach.fit.edu
Message-ID: <811@winnie.fit.edu>
Source record: 242959

>Where can SPECTRE GCR be obtained? My local distributor is having a
>problem getting it.
>Thanks...

purchased my Spectre GCR from 1st Stop Computer Systems in Dayton. Ohio.
I ordered it last Monday, and received it on Thursday.... since UPS takes
that long just to ship from Ohio to Florida, it must have gone out the same
day.... If anyone is interested, their number is 1-800-252-2787. I don't know
whether or not they handle overseas orders, but anyone interested could try
writing them at 1st Stop Computer Systems Ltd
7085 Corporate Way
Dayton, OH 45459
USA

Their prices are very reasonable ....

Also , someone was looking for a program to change the step rate of a drive
under TOS 1.4 ... DCFORMAT will allow you to write an executable boot sector
which will change the drive speed on either drive. Just write this boot sector
to a disk and boot from it to set ur drive speed. I tried this along with my
hard drive boot program (ICD 4.5.1) and a program called CAUTO.PRG which allows
one to boot from a floppy, and then run auto folder programs and/
or accessories from the hard drive.... E-mail me for more info..

John Karp

Ian Gillan --> The man, the myth, the VOICE !!!

2316. FIXED HD, NOW GBPB()?

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 02:01:38 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000018@ux1.cso.uiuc.edu>
Source record: 242960

OK... Hard drive figured out... I needed a Getpbp(drive) in front of my Rwabs() call. Now a new question: I saw a while back that there was a limit to the number of Getbpb() calls allowed... is this true?

Thanks...

Oh, maybe I should only do a Getbpb if mediach() is true?

-- Greg

2317. Re: Poolfix 2

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 02:32:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar5.023251.8954@wam.umd.edu>
Source record: 242961

In article <22552@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>
>Question about Poolfix2.prg. I have Tos 1.4 and put this patch in my
>auto folder, the first program. I get the statement 'This GEMDOS needs
>this patch, but this program does not recognize this TOS.' What does
>this mean?
>

It means you have an outdated version of poolfix. Use poolfix3.prg.
It's been posted here a couple times in the past month. If you don't
find it, mail me a message and I'll send it to you.

Dave Baggett
dmb@cscwam.umd.edu

2318. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 02:57:12 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <185@raider.MFEE.TN.US>
Source record: 242962

In article <2891@umbc3.UMBC.EDU>, petey@fox.acslab.umbc.edu (Jack P. Axaopoulos; (C)) writes:
>

>
> Your st will definitley crash if you hold down any of the mouse buttons
> or click a button at the wrong time during booting.

Well, I would like to add that holding down BOTH mouse buttons
during boot will make the keyboard processor (6301) enter external ROM mode.
It looks for ROM chips which the ST doesn't provide so of course it crashes.
So, if anyone says their ST crashes at boot when they hold both mouse buttons
down, say: "It's supposed to do that!".. just another note...
dlh@raider.MFEE.TN.US

Any questions? (You can buy a piggyback RAM upgrade to about 8K for the 6301)

2319. Re: Call for opinions

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 04:11:59 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1183@oucsace.cs.OHIOU.EDU>
Source record: 242963

In article <2059@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> Without going into the gory details, I want to know what you
> programmers out there think of adding the following constraint to
> programming on the ST line of machines:
>
> "You must leave Timer C in the MFP as it was originally programmed."
>
> This does not mean you have to leave its interrupt enabled, or its
> interrupt vector pointing at the 200Hz handler: it just means you can't
> reprogram that timer's control or data registers.
>
(stuff deleted)
> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

I'm currently working on a math analysis / display program (read:
infinitely complex fractal program with delusions of grandeur) and might
end up using timer C for internal purposes. However, the only reason I
can see for this causing a problem (ie peripheral access) is precisely
what I'll be avoiding.

As I see it, most of the programs that would break (you suggested
games, demos, and such) are unlikely to rely too heavily on Bconout and/or
disk access. Besides, application writers have three other timers to use
as they see fit. A 200hz timer isn't likely to be of much use in a game
anyhow, would it? Wouldn't that be a bit slow?
Of course I could be wrong. But I can't see any problems with the
change; to me, any program which changes timer C already risks messing up
GEMDOS, so it a little extra chaos won't matter that much.

Bill White
bwhite@oucsace.cs.ohiou.edu

2320. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 04:49:35 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <37898@iuvax.cs.indiana.edu>
Source record: 242964

In article <1990Mar4.165145.22702@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
]In article <37824@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
]]
]]FREE????? I think not Mr. Covert. Why do you think that Apple
]]computers with similar options to Atari computers cost about
]]twice as much? One reason is because Apple is committed to
] [story about getting Mac IIcx deleted]
]exasperation and disappointment. Anyway, I guess the old addage holds
]true: You get what you pay for.

Chris,
If you have some extra money lying around, or even an extra
Mac IIcx lying around, feel free to send them to me, and I will
independently confirm or refute your finding :-)

---

kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

2321. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 05:00:36 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <37899@iuvax.cs.indiana.edu>
Source record: 242965

In article <1990Mar4.060034.28571@ux1.cso.uiuc.edu> forbes@aries.scs.uiuc.edu (Jeff Forbes) writes:
->In article <37824@iuvax.cs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
->>
->>FREE????? I think not Mr. Covert. Why do you think that Apple
->>computers with similar options to Atari computers cost about
->>twice as much? One reason is because Apple is committed to
->>providing information about those computers. Of course they
->>have to pay someone to do that, so they just charge more
->>up front to cover the cost later. The information you're
->>getting is not free, but only appears to be free.
->
->Apple advertises a great deal more than Atari. I saw one report that 40% of
->Apple's income goes to advertising. Not a trivial amount.
->
-> Jeff
That's true. Of course the bottom line goal of advertising is to sell
more systems. Selling more systems results in a larger user base.
A larger user base means that there are more people that want to
buy information. More people wanting to buy information means that
Apple can charge less, per person, for that information. It's all
a vicious circle.

---

kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLoomington Atari ST users group BLAST, President
BLAST BBS - (812) 332-0573 FNET node #141

2322. Running the MIDI ACIA at 500KHz

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 05:51:10 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar5.055110.10206@wam.umd.edu>
Source record: 242966

I notice that it's possible to change the clock divider value for the ACIAs, meaning that, in theory, one could run the MIDI port at 500K baud. Normally, the divider is 16: 500KHz / 16 = 31250 baud. Setting the divider to 1 would give a 500KHz clock = 500K baud.

Has anyone experimented with this? My initial attempt at this causes the machine to hang, but that might be because the OS code to handle the interrupts is not fast enough to handle that data rate (e.g., the buffer may be too small).

Am I re-inventing the wheel, or attempting the impossible?

Thanks all,

Dave Baggett
dmb@cscwam.umd.edu

2323. Another umoria teaser

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 06:35:55 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar5.063555.28414@chinet.chi.il.us>
Source record: 242967

I've been spending time on the port of umoria 5.x
to the ST under Mark Williams
C instead of doing things I should have done. As of Sunday night, it's
beginning to be playable. Expect the binary to be posted in about 2 weeks.
And this time it WILL fit on a 520 ST (I think).
Steve J.

2324. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 07:22:05 UTC
From: mccann@rbdc
Message-ID: <1990Mar5.072205.18591@rbdc>
Source record: 242968

I have an SM124 I'd part with for $100, if you'll pay shipping (it's a

seller's market now, looks like, to me). The multisync option is a good one (I use one now) but it isn't cheap. Anyway, here's my address:

Mike McCann

1101-4 Barbara Ann Circle

Winston-Salem, NC 27103

phone at 919-760-3438

EOFZZ

2325. Re: SM124 mono monitor adjust query

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 08:02:01 UTC
From: mccann@rbdc
Message-ID: <1990Mar5.080201.18716@rbdc>
Source record: 242969

s is stupid (pardon my honesty), I work on monitors for a living, and there is ABSOLUTELY NOTHING a degaussing coil can do to help a monochrome monitor! If the man has a color monitor or tv nearby, or external speakers, they should be moved first; if that ain't it THEN we mess with the things magnets. But don't degauss, you will probably only erase your disks!

EOF

2326. Re: MIDI Sequence Standard (Query)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 09:42:56 UTC
From: jmrosset@hpgnd.HP.COM
Message-ID: <4280010@hpgnd.HP.COM>
Source record: 242970

I am also interested by this information and I could not reach Stephen by e-mail. If anybody has this information electronically available, I think it is interesting enough to post it.

Thanks,

Jean-Michel Rosset.
jm@hpgnd.hp.com

2327. RWABS TRAPPING ERRORS...

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 10:39:42 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000019@ux1.cso.uiuc.edu>
Source record: 242971

Yet another Rwabs question:

Can anyone tell me how to trap the call to the dialog
box which says something to the effect of Data in
Drive X: is damages... ?

Thanks in advance

-- Greg

2328. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 10:40:25 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Mar5.104025.1994@newcastle.ac.uk>
Source record: 242972

This has most likely been on the net before so replies to this query
should be Emailed if possible.

Query.. I have just got a copy of Sozobon C and began to right of
couple of programs for it. One of these programs was a simple screen load
program to swap between screens stored in memory. This program required the
use of the Gemdos function Malloc, however the complier refused to complie.
Thinking that this was a fault in the program I just entered I entered this
very small program:

```
#include <stdio.h>
#include <osbind.h>

main()
{
long address;
address=Malloc(-1);
printf(address);
}
```

The complier returned with Malloc failure.

I am doing something wrong or is there a bug in the complier? If it is
a bug is there a way round it.

Thanks in advance

Dave


```
+-----------------------------------+----------------------------------------+
| David M. Johnson | Janet : D.M.Johnson@uk.ac.newcastle |
| c/o Electrical and Electronic Eng. | ARPA : D.M.Johnson@newcastle.ac.uk |
| Merz Court | UUCP : ...ukc!newcastle!D.M.Johnson |
| Newcastle University | |
| Newcastle upon Tyne | |
| NE1 7RU | |
+-----------------------------------+----------------------------------------+
| I DON'T KNOW ABOUT YOU BUT I COULD MURDER A CURRY said death |
+-----------------------------------+----------------------------------------+
```

2329. Cable for Connecting Magnavox RGB monitor 80

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 11:15:47 UTC
From: MXB126@psuvm.psu.edu
Message-ID: <90064.061547MXB126@psuvm.psu.edu>
Source record: 242973

I am looking for a cheap cable for my ST which runs from the monitor output on the back of my ST to my RGB Magnavox monitor. I have been told that they can be made up, I am currently looking for a good price on one.

Mike Barthelemy
VM REXX Systems Programmer

2330. no shareware mac emulator (long)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 11:46:40 UTC
From: capitain.pad@nixpbe.uucp
Message-ID: <1345@nixpbe.UUCP>
Source record: 242974

To anyone who's been interested in the shareware mac emulator...

Apologies that you didn't hear anything from me for months, but
I've been too busy with my `real' work. Here's the state of the
project:

I decided NOT to release the 64K version, mainly because there
was almost no interest in the emulator (at least on usenet). I
got something around 40 answers :(
I also realized that most of the software on MacWorld's top ten
list requires the Plus Roms to run without patches, so I think of
Aladin as a good piece of work, but to be realistic, with only
64K Roms it's an out-of-date piece of work.

I'm still planning to re-design the emulator and to support Plus
Roms, mainly for my own usage. I don't know if I'll have time to
do it and when it will be finished, but if it is, I think I will
release it as shareware, maybe together with source code, but -
again - I don't know when I'll do it...

In an old message Dave Small wrote:

> If I may ask -- can the story of the development of Aladin be told?
> I remember the name Mathias Greve, and something about two brothers who
> did the original product; I'm not familiar with the shareware offerer's
> name. I'd like to hear it if you'd care to tell it.

Here it is:
since the first day I heard of Apple's Lisa, I was fascinated of its
user interface. But as a student, I never have been able to buy one,
even after the release of the Mac. (In Germany, Apple's prices are much
higher than in the US.) Some guys near my home town (two brothers,
Matthias and Michael Greve) had kind of rich parents and bought a mac
in '84. At first, I wasn't able to look `into' the Mac - with only
MacPaint and MacWrite at hand, but then came Microsoft Basic! Now I
could write a program like the Apple]['s monitor rom, and I was able
to get a disassembled listing of the 64K roms and of the system files.
I started to comment this listing, which has been hard in the beginning,
but Apple released more and more information about the Mac's internals,
finally `Inside Macintosh'. By the time, I got a very thorough knowledge
of the Mac's OS.
The Greve brothers (the Mac owners) had a small software company named
`ProficomP', trying to sell some Apple][games, without much success.
They got the idea of a 2MB battery powered memory board for the first
512K Macs. I wrote the software for this board, that allowed to use part
of it as a ramdisk, from which you could boot the system - this saved

hours(!) of time, because back then there was no harddisk... Soon before
we were ready to ship the board, Apple release the Mac Plus, with 1MB
of memory and hard disk support.
:(
In the meantime, Atari released the ST, claiming it to be a `Jackintosh'
but I didn't like it's OS. However, the hardware and the price was great!
I told the Greve brothers of my idea to port the Mac's OS to the ST.
After some arguing on the pro's and con's, I could convince them that
this could be a promising idea. To reward me for the unsuccessful memory
board project they bought me an Atari ST, so I could realize my ideas,
and they wanted to market the final product.
Three months before we wanted to ship, we heard of Magic Sac. After the
first shock we thought of it as a good test for the reactions of Apple.
(We were convinced, that our product would be better. Sorry, Dave :)
Apple showed no interest in the Magic Sac, so we started shipping, too.
Well, the rest should be known.
After 3 months with very, very rapidly growing sales, Apple took us to
court for the first time, with the result that we had to stopp selling
Aladin in Germany. We still could sell it in the rest of Europe, and
there were enough companies out there, who sold Aladin back to Germany
again. After the second lawsuit with Apple in '89 though, the Greve
brothers decided to stop selling Aladin.

I hope not to waste bandwidth, but I'd like to add some personal remarks
on the Aladin history:
since the beginning of the product, the Greve brothers thought of Aladin
as their product. Everybody (like Dave) knew them and the name of their
company, but not me. I simply was the `programmer'. Yes, it has been my
fault to tolerate this, but I hoped for the future to change this.
I always had trouble with the Greve brothers to get my part of the
company's income. That was the reason why I decided to quit the development
of Aladin in '88. I never could tell at the end of a month whether I could
pay the rent for my appartment or not, and my wife and I didn't want to
live like that. I went to Nixdorf, a German computer manufacturer and
started working on UNIX, what I'm doing still. Until mid '89, however, I
also worked on Aladin at home, just because the Greve brothers had no one
else who really was able to make major imrovements to Aladin.

Now I'm really out of the Aladin business. A couple of weeks ago I had to
go to an attorney, because the Greve brothers don't want to pay me my part
of Aladin's income in '89. There's a German proverb, meaning "friendship
ends, when it comes to money", and that's just a description of the
development of our relationship.

Sounds a bit like resignation? That's true. I really never thought,
that it could come that far, but it seems to happen more often than I
thought, if you remember Dave's trouble with Data Pacific.

> If any of the makers of Aladin ever make it to Denver, please
> give me a call, okay? Let's go get a beer.

Dave, you should be careful offering (US-)beer to a German, many of them
don't like something else than German beer :) but you can be sure, that
I'll give you a call. I will be in Boston and San Francisco by the end of
the year, but I don't know if we make a stop in Denver. We'll see...

Pit

+----------------------+---+
! Pit Capitain, DX-PC ! US: ...uunet!philabs!linus!nixbur!capitain.pad !
! Nixdorf Computer AG ! not US: ...{mcvax!}unido!nixpbe!capitain.pad !
+----------------------+---+

2331. Re: Subject: Sooner or later it _will_ happen to you.

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 13:23:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900305132338.807867@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242975

<Over the weekend I managed to completely blow away my hard drive. It wouldn't
<boot, it wouldn't talk to my ST at all, even when I ran AHDI from floppy.
<
<Wouldn't do _nuthin'_.
<
<c60 meg, gone, all gone.
<
<Would you beleive that this has a happy ending? I had just made

Well, it looks like the drive "felt formatted". This happens sometimes;
I know several people who have had these problems. It also happened to
me with the sh205 a few weeks ago. After I had reformatted the drive (of
course!), someone who has faced this problem several times told me of a
way to restore the drive, at least the partitions above c:\. He told me
that usually only the first 8-10 kB were zeroed. So it was possible to
reconstruct the later partitions with a hd-sector-editor like Supra's
supedit.prg. Of course You have to know about the physical structure on
the disk. So it is recommendable to use such a tool to extract the
formatting and partitioning information, write it onto a sheet of paper
and attach that to the case of You drive.

Does anyone (eventually Atari engineers?) know about the reason for this
problem? Even the people mentioned above --- all very experienced, doing
hardware development for the ST and other computers --- had no idea.

Michael Ritzert
mjr@dmzrzu71.bitnet

2332. atari color monitor

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 13:45:02 UTC
From: frech@MWRAAA.ARMY.MIL
Message-ID: <9003060801.AA07018@ucbvax.Berkeley.EDU>
Source record: 242976

Greetings,

Is there a way to hook an atari color monitor to a PC clone?
If so, what resolution will it run i.e. CGA, EGA, etc.

Please reply to me directly, I do not receive this digest.

Thanks,

Norm Frech (frech@MWRAAA.ARMY.MIL)

==========
"Verbatum regurgitation is against my principles". Neal - The Young Ones
==========

2333. 68000 Assembler/disassembler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 14:10:29 UTC
From: cosc10hv@elroy.uh.edu
Message-ID: <5717.25f21ef5@elroy.uh.edu>
Source record: 242977

Does anyone know of a good PD 68000 Disassembler? and an assembler for that matter????

I am prgramming MACRO (assembly) on the VAX and I would like to learn assembly on the ST. I would also like to see about portings some of my stuff back and forth between the two. Just for practice... and a great way to learn 68000 assembly....

Thanks in advance....


```
-----------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" ---------------------- |
| node COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_________________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2334. New magazine -FREE!

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 15:02:29 UTC
From: wilk@cinnet.COM
Message-ID: <4745@cniysc.cinnet.COM>
Source record: 242978
Cross-posted to: comp.sys.amiga,comp.sys.apollo,comp.sys.apple,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.cbm,comp.sys.celerity,comp.sys.dec,comp.sys.dec.micro

Howdy folks!

Interested in buy or selling used computers?

A new magazine is now available as a "shareware" subscription
for the buyer or seller of used/surplus computer and electronics
equipment. The free subscription is offered on a trial basis
for promotional purposes.

The Used Computer Locator is a nationally distributed magazine
for the used computer market. We are reaching users, distributers
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For a short time I will offer some free ads.

To readers of the "comp.sys..." groups I will offer 5 classified
ads for each ".sys" group to the first five respondants to this posting.

Please note that if you are a business we will with proper qualifications,
offer some free ads for you also. Call me for further information.

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Remember to include an address to mail your copy, and include in
the ad your name and number to be reached.

The ad size is restricted to one (1) column inch, about 35-40 words.

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Surplus Electronics
Software Market
Networks, Systems and Mainframes
Wanted Ads
$500 Marketplace

==========

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and I will put you on the subsription list for the April issue.
Include your telephone number if you wish to be called

for advertizing information.

For any other help I can be reached at the following:

Thanks!

Kenneth Wilkinson toll free 1-800-359-7160
Editor-in-Chief Fax 1-513-751-6463
Used Computer Locator BBS 1-513-751-0659
2314 Iowa Ave Local 1-513-751-6415
Cincinnati, Ohio 45206

2335. stmain.c RE: C Source

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 15:02:54 UTC
From: UPSYF173@DBIUNI11.BITNET
Message-ID: <9003060802.AA07098@ucbvax.Berkeley.EDU>
Source record: 242979

```
/*
This is an example for simple ARGV parsing without complicated
(and complicating) getarg/getopt stuff:
It can handle :
- no options
- single and/or multiple options: -xyz or -x -y -z
- options with directly following specification: -b100
- options with specification after a blank: -f name
- all mixed together.
and it prints use() after -?, -h, or ?.
Wolfgang Thiel (UPSYF173@DBIUNI11.BITNET)
*/

#define _V 0x0001
#define _W 0x0002

#define NULL ((char *)0)

extern long strtol();

int flag;
long blksiz;
char file[80];

use()
{
printf("use: -vw] [-b#[k]] [-f name] [arg ...]\r\n");
exit(0);
}

int main(argc, argv)
int argc;
char **argv;
{
char *cp;
int c;
char *next;

flag = 0;
blksiz = 0l;
file[0] = 0;

while((cp = *++argv) != NULL && *cp++ == '-')
{
while((c = (int) *cp++) != 0)
{
switch(c)
```

```
{
case 'v':
flag |= _V;
break;
case 'w':
flag |= _W;
break;
case 'b':
blksiz = strtol(cp, &next, 10);
if (next == cp)
{
printf("no number found after -b\r\n");
use();
}
if (*next == 'k')
{
blksiz *= 1024l;
++next;
}
cp = next;
break;
case 'f':
if (*cp)
{
printf("blank expected after -f\r\n");
use();
}
if ( *++argv == NULL)
{
--argv;
printf("file name expected after -f\r\n");
use();
}
if (**argv == '-')
{
printf("file name expected after -f\r\n");
use();
}
strcpy(file, *argv);
break;
default:
printf("unknown option: -%c\r\n", c); /* thru */
case '?':
case 'h':
use();
break;
}
}
}
printf("Flag:x%04x Blk:%ld File:'%s'\r\n", flag, blksiz, file);
```

```
if (*argv != NULL && **argv == '?')
use();
while((cp = *argv++) != NULL)
printf("Arg: %s\r\n", cp);
return 0;
}
```

2336. Advice on a RAM upgrade requested

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 15:10:10 UTC
From: rjd@cs.brown.edu
Message-ID: <31530@brunix.UUCP>
Source record: 242980

OK, here's the deal...

I plan on purchasing a TT when/if they ever materialize, but in the meantime, I would like to upgrade my existing ST system without having to buy a new Mega.

I have a 4 year old Atari 520 ST (not one of the old trouble-making originals with the bad power supply and first-off-the-assembly-line revision on the motherboard...this was purchesed during the last half of 1986, and has the second revision motherboard -- revision B, I think? - it's been a few years since I opened it up.)

Anyhow, I piggybacked another half a meg worth of chips on top of the originals shortly after purchase...and there she sits: a 1 Meg ST...chugging along happily for nearly half a decade with no problems, no woes, no mishaps of any kind...now here comes Daddy, and he's gonna open 'er up again like so much oysters...

I would like to bump the memory up to 2.5 Megs. Now, I know what has to be done....that's not the perpose of this inquiry...the question I put forth to y'all is: *should* it be done?

Given the history and age of my machine, will it survive? Will its power supply be able to handle the additional RAM? Has anyone had any problems with older machines and power supply problems to greater thann 1 Meg worth of chips?

Any response is welcome. e-mail it to me below, or, if you think its benificial information for the community in general, just post it...but a quick response is required, I have an itchy soldering finger...

Thanks in advance...

-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2337. Re: Calling callgulam from TC

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 15:49:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90030820221503@masnet.uucp>
Source record: 242981

```
> your example is correct. the reason it does'nt work from
>Turbo C is that Turbo C passed the arguements in registers by
>default, while gulam is expecting them to be on the stack (like the
>normal C stack frame conventions). (is there a option in TC to do
>this??)

The cdecl keyword in Turbo C forces arguments to be passed on the stack
rather than in the registers. ie:

int cdecl (*_shell_p)( char * cmd );

If you could pass this on to the net, I'd appreciate it.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R
```

2338. MIDI Data files

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 17:30:00 UTC
From: ZDAC810@elm.cc.kcl.ac.UK
Message-ID: <9003060804.AA07211@ucbvax.Berkeley.EDU>
Source record: 242982

Does anybody have the slightest idea of the actual format of MIDI data files?? I am completely stuck on this- all the MIDI books are concerned only with the stuff that gets sent down the cable, not what resides on disk!
Thanks in advance,

Marcus Bointon, King's College London.

2339. MIDI Data files

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 17:30:00 UTC
From: ZDAC810@elm.cc.kcl.ac.UK
Message-ID: <9003060804.AA07201@ucbvax.Berkeley.EDU>
Source record: 242983

Does anybody have the slightest idea of the actual format of MIDI data files?? I am completely stuck on this- all the MIDI books are concerned only with the stuff that gets sent down the cable, not what resides on disk!
Thanks in advance,

Marcus Bointon, King's College London.

2340. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 17:37:06 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <90064.123706PHB100@psuvm.psu.edu>
Source record: 242984

In article <2309@syma.sussex.ac.uk>, nickw@syma.sussex.ac.uk (Nick Watkins)
says:
>
>We have a 1040 ST here in the lab at Sussex, and will shortly have a few more.
>We are interested in buying a Mac emulator, and we gather that those which
>use Mac roms are better than "pure" software emulations.
>
Are there any "PURE" software emulators? And if so, how are they? Inquiring
minds want to know...:)

In the dark, no one can hear the color of your eyes...

Paul Baughman | Senior Student Consultant
AKA Unka Paul | Student Support Initiative
AKA The Man From UNKA |
AKA The Cloned OP | 227C Computer Building
AKA The Consultant's OP | University Park PA 16801
AKA The OP's Consultant | (814) 865-2160

2341. Re: RWABS TRAPPING ERRORS...

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 18:25:52 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1358@lzsc.ATT.COM>
Source record: 242985

In article <16000019@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
>
> Yet another Rwabs question:
>
> Can anyone tell me how to trap the call to the dialog
> box which says something to the effect of Data in
> Drive X: is damages... ?
>
The reason the call is there is that you are DEAD if the disk fails.

I suspect that you are trying to scan the disk for bad sectors, and don't
want the message. If so, try OR-ing 0x8 to the command word. Supra
and or ICD use this to turn off retries, and I would suspect it will also
stop the dialog box call as well.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2342. Floating Point Wierdness with Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 18:29:00 UTC
From: latornell@mech.ubc.ca
Message-ID: <301*latornell@mech.ubc.ca>
Source record: 242986

Consider the following piece of code:

```
#include <stdio.h>
#include <fplib.h>
main()
{
float a;
FILE *fopen(), *infile, *outfile;

infile = fopen("test2.dat", "rt");
outfile = fopen("test2.out", "wt");
fscanf(infile, "%f", &a);
fprintf(outfile, "a = %f\n", a);
fclose(infile);
fclose(outfile);
exit(0);
}
```

I use the command line "cc -vf test2.c" to compile this with
Sozobon C version 1.1 and the libm.a library from fplib2.0.
If test2.dat contains:
0.01000000000
(that's 9 0s after the 1) the result in test2.out is:
a = 0.010000
and everything is fine. But, if I add a 0 to the contents of test2.dat:
0.010000000000
the result in test2.out is:
a = 0.001410

The value that stored in "a" seems to change with the value in test2.dat but I can't correlate the changes. I'm pretty sure the problem is with fscanf() because this problem arise initially in a program that reads data from a file into a struct and uses v_pline() to display the data (after minor manipulation). That program worked fine when compiled with Megamax C.

Can anyone a) reproduce the results described above and b) suggest an explanation?

Although I haven't tested this theory exhaustively, I think that fscanf() freaks out when the field it is reading contains more than 13 characters. Why this should be is beyond me. I haven't yet delved into any of the compiler or library source code and am definitely *not* looking forward to doing so.

BTW, my system configuration is:
1040STF (built in DS floppy) ca late 1986

TOS 1.0 in ROM
ST296N disk connected via ICD host adapter
using Gulam shell to drive Sozobon C
AUTO folder contains: copyfix.prg
icdtime.prg
idle12.prg
multivec.prg
uis_ii.prg

Doug Latornell (latornell@mech.ubc.ca)
CAM/Robotics Lab
Mech. Eng. Dept.
University of British Columbia
Vancouver, British Columbia, Canada

2343. Re: Need help with Kermit/Xmodem

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 19:26:26 UTC
From: cosc10hv@elroy.uh.edu
Message-ID: <5727.25f26903@elroy.uh.edu>
Source record: 242987

In article <9217.25ea918c@ecs.umass.edu>, beroll@ecs.umass.edu writes:
> Hi All,
> I'm having trouble with transfer from the VAX (running VMS 5.2) and my
> 1040 ST (using Uniterm V2.0e 002). I've tried both xmodem (I don't know the
> version number on the VAX) and VMS Kermit-32 version 3.3.118.
>
> I am able to send files from my ST to vax, But I can do the reverse. With
> both methods I get disk write error just before it is complete. According to
> the transfer screen, it transferes, but the file doesn't get written to the
> disk.
>
> I was able to do this with the school's AT&T computers, but not my own. If
> anyone has any ideas, please either post them, or e-mail me direct.
>
> Thanks (in advance).
> David Beroll
>
> Bitnet: BEROLL@UMAECS.bitnet
> Internet: BEROLL@Ecs.umass.edu

I use Kermit all the time when transfering from VAX to the ST. I use Uniterm
2.0e and I use the KERMIT utility on the VAX and not FTP or someother way. I
also always use a ramdisk and I never encountered the problem - maybe the disk
you are using is full? or is the protect tab opened? When I use KERMIT on the
vax I tell it to go into server mode then I do all the stuff through Uniterm.
It seems that may be a hardware problem, maybe a cable is loose or something.
Try to use a ram disk and then copy the files to the disk manually...

| Paul Sears University of Houston |
| "ThunderCat" ---------------------- |
| node COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_____________________________________|

'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2344. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 20:02:33 UTC
From: apratt@atari.UUCP
Message-ID: <2069@atari.UUCP>
Source record: 242988

euaanu@eua.ericsson.se (Arto Nummelin) writes:

>I've just tested 1M x 8 SIMMs from a Mac IIcx in my 520 STE.

Here we go again: Standard SIMM Reply #1:

The SIMMs are there mainly for the cost and space savings on the PC
board, not so you can add memory to your machine. Sometimes we use
SIPs, not SIMMs, and they're soldered right into the board! Don't rush
out and buy a 520STe expecting to be able to upgrade it.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2345. GEM programming, STE memory

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 20:37:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9003060804.AA07262@ucbvax.Berkeley.EDU>
Source record: 242989

Re : Preventing "Data is damages in drive..." dialogue.

I believe that you have to nobble the critical error handler vector (evt_critic, I think) which is in the $4xx region, and documented in the Abacus book. I haven't tried this, but I think that if you make it point to an RTS you won't get the dialogue. Sorry this is so vague, but I'm quoting from memory here.

Re : Mixing 256 and 1M SIMMs in the STE

In the lastest edition of ST World (English version) there is an ad. from a company offering cheap SIMM upgrades for STE owners. The mention that the 520 STE has two 256K SIMMs fitted, while the 1040 STE has one 1M SIMM, and that you can't mix the two. They offer to "upgrade" your 520 STE to 1Mb by selling you a 1Mb SIMM, and buying back your 256K SIMMs for (wait for it) 10 pounds each!

They also offer 520 STEs upgraded to 1Mb for less than the price of a 1040 STE!

Re : Bitblt failure with GDOS

What device handle are you using when you do your v_opnvwk call? You must use the one returned by graf_handle if you're opening a screen workstation, or you'll get no end of GDOS problems.

Re : AC_CLOSE messages

GEM sends all accessories AC_CLOSE messages when an application ends. This means you get one when a program is launched from the Desktop (because the Desktop program has now finished), or when you quit any other program. By writing a little program that popped up an alert when it received AC_CLOSE, I found that the AC_CLOSE message usually gets sent well after the program has actually finished. For example, after quitting any program and returning to the Desktop the "AC_CLOSE received" alert didn't appear until just before the Desktop opened its first window.

This effect could be due to the fact that GEM won't let the accessory display its alert until the main application makes some GEM calls (this is cooperative multitasking remember). Any comments?

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *

```
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
************************************************************************
```

2346. ATTN Mickey Boyd

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 20:42:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9003060804.AA07269@ucbvax.Berkeley.EDU>
Source record: 242990

ATTN Mickey Boyd (boyd@fsucs.cs.fsu.edu)

I tried to mail you a copy of ST Blank as requested, but the the EARN gateway has given up after failing to deliver the message (it's been trying for eight days).

How can I contact you?

Apologies for using net bandwidth in this way, but I can't see another method.

Mathew Lodge (JANET : SOCS18@uk.ac.york.vaxa)

2347. ATTN Mickey Boyd

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 20:42:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9003060805.AA07346@ucbvax.Berkeley.EDU>
Source record: 242991

ATTN Mickey Boyd (boyd@fsucs.cs.fsu.edu)

I tried to mail you a copy of ST Blank as requested, but the the EARN gateway has given up after failing to deliver the message (it's been trying for eight days).

How can I contact you?

Apologies for using net bandwidth in this way, but I can't see another method.

Mathew Lodge (JANET : SOCS18@uk.ac.york.vaxa)

2348. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 20:57:04 UTC
From: bds@lzaz.ATT.COM
Message-ID: <940@lzaz.ATT.COM>
Source record: 242992

My main beef with the multisync in hi-rez mode is what I term "shadowing".
I see characters and lines "echoed" in a fashion like that seen on TVs.
The problem is not too bad in reverse video mode. I suspect the cause is
the ganging of a 9 pin gender changer and 9 to 15 pin adapter to get
the NEC 3D to talk to the video box I have. Even without that problem the
Multisync is not as sharp as a true monochrome monitor.

2349. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 21:08:53 UTC
From: bds@lzaz.ATT.COM
Message-ID: <941@lzaz.ATT.COM>
Source record: 242993

In article <1990Mar4.191533.329@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>Right. But the complaint I've seen here so far is, "Atari should bring
>out docs because the ones we have are shit!"

Hmmm, from what I been reading, the main complaint is how Atari is trying to restrict technical info on the ST to those who have forked over the developers fee. Perhaps this is the REAL reason the publicly available docs are "shit!"

2350. Multisync

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 21:39:31 UTC
From: gibson@trwrb.UUCP
Message-ID: <298@trwrb.UUCP>
Source record: 242994

>> My monochrome SM124 died
Same thing happened to me.

>> Second question.... how clear is the image in monochrome mode for a
>>multisync monitor? I use Spectre GCR daily and don't want that product to
>>be hurt.

>>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I use the Nec multisync GS. The GS is a monochrome , black & white
monitor. The picture is as good as the Atari monochrome. I think
it cost me about $270 last year. I like it. It does not have a
speaker. The Nec color multisync in monochrome mode on the Atari
is good but not as nearly as good as the GS.

Monochrome picture grading:
Nec GS multisync A
Atari monochrome monitor A
Nec color multisync B
Atari color monitor c+

Gregory Gibson

2351. Computer Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 22:08:49 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1092.25f29d21@miavx1.acs.muohio.edu>
Source record: 242995

Help!!!

I'm in dire need of an Atari 8-bit computer, anything but the 400. (This is
for my girlfriend, and she doesn't like the membrane keyboard at all) I
also need a disk drive too. Orginal boxes or manuals are not needed though.
(Just in case you can't find them!!!)

Goz
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

2352. Re: Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 22:50:38 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440109@hplsla.HP.COM>
Source record: 242996

rlee@weaver.ads.com (Richard Lee) writes:
|
|Andy, I'm afraid your brain was _still_ a bit fogged. 415 is the area
|code for the San Francisco area. Perhaps you meant 413 (western MA)?
|

Yeah, that was it. Dang, is Mavis Beacon working on TOS 1.4 yet? :-)

2353. Mono-Monitor Alternative - An Idea - Suggestions???

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 23:11:49 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25F2F235.8613@paris.ics.uci.edu>
Source record: 242997

Is it possible to connect IBM type monochrme monitor via special cable to Atari (ones without RF module)?? If not, is there any other computer's mono-monitor could be use a substitue???

Wayne.

2354. LZH program wanted... Please Help

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 23:21:09 UTC
From: wngai@ics.uci.edu
Message-ID: <25F2F465.10206@paris.ics.uci.edu>
Source record: 242998
Cross-posted to: comp.sys.atari.st,comp.unix.questions

Is there LZH program exist for Unix systems??? Or even source codes??
If so, could someone please mail me a copy of source if possible??

We are using DYNIX V3.0.12 (a deviation of Berkeley unix)

wayne

2355. PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 23:27:20 UTC
From: wngai@ics.uci.edu
Message-ID: <25F2F5D8.10902@paris.ics.uci.edu>
Source record: 242999

Is there any existing PD/Shareware Fortran compiler for Atari St in existence?

Is so, could someone please mail me a copy?? Thanks!!!

wayne

2356. Re: GDOS question

Newsgroup: comp.sys.atari.st
Date: 1990-03-05 23:47:49 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Mar5.234749.9088@murdoch.acc.Virginia.EDU>
Source record: 243000

In article <13366@cbnewse.ATT.COM> foster@cbnewse.ATT.COM (r.w.foster) writes:
>
>I need a question about GDOS answered. I have a program that I
>wrote some time ago which copies a graphic image into a window as
>part of it's operation. This has worked out just fine for a long time
>but since I have added GDOS to my system, the blit call doesn't cause
>anything to happen. If I take out GDOS(or G+PLUS), everything works
>fine again.
>
>The call in question is a
>vro_cpyfm(handle,3,xyarray,&sourcemfdb,&destmfdb);

Are you sure that you are using the right handle? You get a physical
handle from calling gr_handle, and the you pass that handle into
v_opnvwk to get the virtual handle, and you use that virtual handle
for further VDI operations. I believe I saw a posting once which said
that the physical and virtual handles are the same without GDOS and
different with GDOS, but I can't seem to find my copy. In any case, a
a little experimentation ought to get your answer.

Good luck!

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2357. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 00:15:34 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1187@oucsace.cs.OHIOU.EDU>
Source record: 242801

After days and days of using FW+ in an attempt to get the
Phantom to appear, I finally did it. Unfortunately, I didn't have my
logic probe with me right there, but I did manage to get it after the
machine had bombed (four bombs; don't remember whether that's bus error
or what).
Anyhow, counting from the top end of the connector, the values
I got were:
L
H
H
P
H
(gap in connector)
P
H

"L" and "H" are Low and High. P indicates a pulse. Let me explain:
at first, there was no data on P (I think it was high). Then I pressed
the spacebar, and I got a "make" pulse and a "break" pluse. After
doing this twice more, the pulses all of a sudden didn't stop -- they just
kept on coming.
I have no idea whether this is an accurate representation of what
was actually going on, because I think I might have had the probe set in
CMOS rather than TTL. I'm connecting a buffer and a set of LED's for
further verification so I don't have to type with my ST's case off.
Anyone out there have a logic analyzer they'd be willing to send
me for further testing???

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| BILDO'S TWELFTH LAW: |
| The purpose of love is to distract people from |
| killing each other. |

2358. Re: PD Font Editor & Loader

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 00:22:40 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3050@water.waterloo.edu>
Source record: 242802

In article <1892@clyde.concordia.ca> agostino@sherlock.CS.Concordia.CA (DELIGIA agostino) writes:
>
>Does anybody out in net territory know of a PD font editor capable of editing
>all 256 ASCII characters with a desk accessory font loader?

I think that there is some form of font editor called "FED" (Font EDitor?).
But possibly it did only 94 or 128 characters. Maybe someone who knows
more about this can answer.

--
L. J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2359. Gulam Source

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 01:19:46 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2099@onion.reading.ac.uk>
Source record: 242803

This is mainly for 'L.J.Dickey', who tried to contact me regarding the source code for gulam, but I would be grateful to anyone else who could help by telling me where I could get it.

I don't know whether all the gumf at the top of the screen actually does allow anyone to reach me (I suspect not), but the address below (in the box) is one that arrived on a message from ljdickey@edu.waterloo.water, so I know that one works.

(I tried to mail you but it bounced - thanks for trying :-))

Cheers,
David.

-=-=-=

2360. CRITICAL ERROR ROUTINE ARGS

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 01:41:56 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000020@ux1.cso.uiuc.edu>
Source record: 242804

```
OK, now I can trap errors by setting 0x404 to point to one
of my own subroutines... But... What sort of arguments
should my routine accept?

I tried

int criterr(void)
{
}

and long criterr(void)
{
}

but I am just guessing... and they don't work. Can someone
tell me what to expect from the 0x404 jump?

Thanks.
-- Greg
```

2361. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 03:05:10 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1188@oucsace.cs.OHIOU.EDU>
Source record: 242805

In article <9003040502.AA28710@fsucs.cs.fsu.edu>, boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>
> Dave Small's GCR is probably the way to go, since it is the only one I know
> of that reads Mac disks directly. For that matter, I think Aladin has gone
> out of business, which only leaves the Magic Sac (old Dave Small hack),
> Spectre 128 (much better Dave Small hack, everything the GCR is without the
> disk compatabiliy), and the GCR. Also, Magic Sac is no longer supported
> by Dave (a company change).
>

I've got an Adaptec controller / 65meg RLL setup which I'd like to
use for Spectre GCR if/when I buy it. The ICD host adaptor tells me that
because the Adaptec uses FAT bad-sector mapping rather than SCSI, I shouldn't
use it with Spectre. But I do have a few error-free partitions. Can I use
Spectre with these partitions?
A more broad question is, what goes wrong when you have a bad sector
on your hard disk? Surely there's a Macintosh equivalent of mapping out bad
sectors to a FAT table that can be done.

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| BILDO'S .SIGNATURE QUERY: |
| Why are you reading this? |

2362. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 03:17:07 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1189@oucsace.cs.OHIOU.EDU>
Source record: 242806

In article <900223.22031795.042770@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Hello all,
>
> Second question.... how clear is the image in monochrome mode for a
> multisync monitor? I use Spectre GCR daily and don't want that product to
> be hurt.
>
> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I use a NEC Multisync 3D, which has resolution up to about 1024 by
800 or so. It's beautiful in color, even better than the Atari in my opinion,
and the monochrome also looks better (IMHO) though I don't use it all that
often yet because I rigged the cable and it gets a lot of noise.
The reason I suggest NEC is becuase NEC monitors are pretty much
the standard; they also have a good user base, and I've had few problems.
One thing to make sure -- especially if you're using the monitor for photo-
graphic use -- is to test it out in the store before you buy it (yes, I know
it's cheaper mail-order). The reason is (actually this applies to ANY
monitor) that in transport, the magnets on the CRT might have been knocked
a wee bit out of convergence, leading to one corner being skewed. Or you
might have a bit of color misconvergence. In my case the first monitor I
got suffered from this (also a NEC 3D) but that was because the guy at the
store dropped the box.
One good thing about the NEC 3D is that it'll work with whatever you
give it: 60Hz color, 50Hz color (including overscan), monochrome, extended
resolutions in the (somewhat vaporous?) STE, and even interlaced if you want
to rig that up (it can be done, tho I'm still working on it!). Also, the
vertical resolution is so high that I can step the screen down one scanline
at a time, and with time-exposure photography, get 640 x 600 in color! (The
scanlines step about three times before ending up overlapping).
The only disadvantage I can think of for the 3D is that it's not a
flatscreen monitor, if this matters to you. It's about the same curvature
of the Atari I think.
BTW, there are oodles and oodles of different ways to hook up the
cable for this monitor. I think there's an article in terminator.cc.umich.edu
about making the proper cable; if not, just play around with it. The monitor
chooses its sync based on the incoming signals, although certain options
control how monochrome is handled (as a "color" signal or as an IBM-like
monochrome signal. Choose the former; the latter tends to be fuzzy).
Oh yes -- one bonus -- you can even use it for a high-quality TV,
if you have an NTSC-to-RGB decoder, because it takes composite sync inputs
as well as split horizontal and vertical. In fact, I think it'd work
directly off a black-and-white signal, because it has a "green-composite-sync"
input. Of course, your TV screen would be green, but maybe you like it

that way.
Just think about HDTV!

Disclaimer: I have no affiliation with NEC other than as a satisfied customer.

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| CANADA BILL JONES'S MOTTO: |
| It's morally wrong to allow suckers to keep |
| their money. |

2363. Re: Computer Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 04:30:22 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1095.25f2f68f@miavx1.acs.muohio.edu>
Source record: 242807

In article <1092.25f29d21@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu writes:
> Help!!!
>
> I'm in dire need of an Atari 8-bit computer, anything but the 400. (This is
> for my girlfriend, and she doesn't like the membrane keyboard at all) I
> also need a disk drive too. Orginal boxes or manuals are not needed though.
> (Just in case you can't find them!!!)
>
> Goz

I'll sell you a rana disk drive for $50!

> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> "When you have Super Powers, rlcollins@miavx1.BITNET
> hard work is easy" rc1dsanu@miamiu.BITNET
> -Dufus from Ducktails
> ~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

2364. Screen Resolution

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 05:32:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9003060807.AA07463@ucbvax.Berkeley.EDU>
Source record: 242808

I am writing a program in personal pascal v2.0, and i need to know the screen sizes (in pixels) for each resolution.

Thanks,

Frank Rachel

2365. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 07:37:54 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003060739.AA07307@fsucs.cs.fsu.edu>
Source record: 242809

```
In article <90064.123706PHB100@psuvm.psu.edu>, PHB100@psuvm.psu.edu writes:
>In article <2309@syma.sussex.ac.uk>, nickw@syma.sussex.ac.uk (Nick Watkins)
>says:
>>
>>We have a 1040 ST here in the lab at Sussex, and will shortly have a few more.
>>We are interested in buying a Mac emulator, and we gather that those which
>>use Mac roms are better than "pure" software emulations.
>>
>Are there any "PURE" software emulators? And if so, how are they? Inquiring
>minds want to know...:)
>
>-------
>In the dark, no one can hear the color of your eyes...
>
>Paul Baughman | Senior Student Consultant
> AKA Unka Paul | Student Support Initiative
> AKA The Man From UNKA |
> AKA The Cloned OP | 227C Computer Building
> AKA The Consultant's OP | University Park PA 16801
> AKA The OP's Consultant | (814) 865-2160

There are two that I know of, both pirated. One is called MacBongo, from
germany. It is an old 64k rom hack (roms saved to disk). The other is
a pirated version of Spectre 128, with v 1.85 software. It bombs quite
frequently, to my understanding. Both are quite illegal.
--

--------------------------------------------------------------------------
---------------------------------+----------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+----------------------------------------
--------------------------------------------------------------------------
```

2366. test

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 07:48:50 UTC
From: domen@cartan.crin.fr
Message-ID: <1534@loria.crin.fr>
Source record: 242810

```
This is a test
```

2367. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 08:01:31 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003051048.AA02991@freya.math.dmswwu>
Source record: 242811

In article <17476@boulder.Colorado.EDU> MILLER TODD C writes:
> You can get AMCGDOS.ARC from terminator.cc.umich.edu (35.1.33.8).
> This seems to be a PD version of GDOS. I believe there is also a file called
> GDOS.ARC, but it just has a text file explaining GDOS, not the binary. There
> are a couple of GDOS fonts also on terminator. I believe that the _real_
> Atari GDOS is not public domain, but AMCGDOS is.
> Hope this helps.
> -Todd
How can You say that AMCGDOS is PD, if there is clearly a copyright
in the program startup? AMCGDOS is free ONLY for NON-COMMERCIAL usage!
If You want to buy a licence, You have to contact Atari Germany or
the author Arnd Beissner!
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2368. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 08:08:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27607@cup.portal.com>
Source record: 242812

Greg Lindahl says:

> ... Atari bringing out docs
>won't put ST books into Waldenbooks. Only bigger sales of ST books
>will put ST books into Waldenbooks.

Er, umm... actually, when Atari asks little third-party developers,
"What can WE do to help you", the most overwhelming answer is:
"SELL MORE STs!"

Thus the REAL solution to the above situation is:

"Atari bringing out docs won't put ST books into Waldenbooks. Only bigger
sales of *ST COMPUTERS* will put ST books into Waldenbooks."

BobR

2369. Atari and the Everyday Person

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 10:18:51 UTC
From: portuesi@tweezers.esd.sgi.com
Message-ID: <PORTUESI.90Mar6101851@tweezers.esd.sgi.com>
Source record: 242813
Cross-posted to: rec.games.video,comp.sys.atari.st

I was riding home from work last night on the subway in San Francisco.
My commute home is pretty long, and so I play video games on my Lynx
to pass the time.

On the subway, a couple across the aisle from me noticed that I was
playing with some sort of game they'd never seen before. When they
leaned over to look at it, I offered to show it to them. The male
member of the couple asked me how much the Lynx cost versus the
GameBoy, and remarked about the color and better graphics.

The woman said to me, "Does Atari make that? I thought they went out
of businesss!" To which I replied, "No, they're still around."

Sounds like Atari could stand to do a bit of advertising for itself,
let alone its products.

--M
--

__
\/ Michael Portuesi / Silicon Graphics, Inc. / portuesi@sgi.com

2370. Geneology Programs -- a summary of responses

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 14:35:37 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1360@lzsc.ATT.COM>
Source record: 242814
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc,comp.sys.mac

I recently requested from the net information on Geneology Programs.
I have and Atari, but also emulate MAC and PC. So I was interested with
all three as sources. This started when My Uncle sent me a data base on
FHS (Family History System, IBM). It worked, but seemed clutzy. (see
other comments below). I downloaded both GEN_PLUS and RELTREE (both ST)
from Genie. GEN_PLUS is build on a data base program and kept crashing.
RELTREE also screwed up quickly on my entries. It seemed very confused
about establishing families.

All three were much more interested in index numbers rather than names
as keys to the system. I did not like this.

The Major responses were that The Mormon Church underwrites a program
Personal Ancestral File (PAF). This is availiable for IBM and MAC.
($35 and THEY pay the shipping). I bought the MAC version. Its very
nice.

Below are comments from the many responders. I thank you all for writing.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

=======COMMENTS from WRITERS ====
The best genealogy program on the market is

FAMILY ROOTS
Quinsept, Inc.
P.O. Box 216
Lexington, MA 02173
1-800-637-ROOT or (617) 641-2930

I have it and it's a pleasure to use and it'll do anything you'd
ever want to do in terms of genealogy. The support is also
great and there is even a Quinsept User Group to help out. Give'em
a call and they'll send you information on their line of genealogy
software (which runs on everything from IBM PC, Macintosh, Apple][,
Commodore 64/128, TRS-80, etc. all optimized to their platform, but
with exchangable databases)

I recently downloaded (from CompuServe; GO ROOTS), a shareware program called
"Brother's Keeper." I have tried several "free" genealogy packages, and until
now, have found them cumbersome to use and unable to handle "special"
situations (e.g. multiple spouses).

There are many genealogy packages available. There are several tolerable PD packages out there, but for $35 you can buy a first-rate package called Personal Ancestral File (PAF) that the Mormon Church publishes. You can order by phone - call the Latter Day Saints' Family History Library in Salt Lake City and they can probably direct you to the right people.

(The Mormons are heavy into genealogy for religious reasons, but they are remarkably nice about helping all us J. Random family historians, too...)

COMMSOFT up in the Bay Area somewhere publishes Roots III, which is arguably the cadillac of genealogy packages. If you buy it from them it will cost around $300 (depending on what utilities you order), but you can save $50 by ordering from one of the mail order catalogues.

I used PAF until I had about 2500 people on file, then switched to Roots because I wanted the fancy footnoting and book-generating features it has. (That's right - Roots III will turn your data into a formatted, publishable family history...)

MAC & IBM PC:
There are two good ones. One is Personal Ancestral File from
The Church of Jesus Christ of Latter Day Saints (The Mormons)
GEnealogical Cept
Ancestral File Operations Unit
50 East North Temple St
Salt Lake City, UT 87150

Costs $35 for which you get a reasonable manual, 3 or 4 program disks and extra disks and labels for your data and backups. It's a great bargain for the money. Quite a competent program, easy to use, well developed with no tremendous bugs in it.

The other one that's really excellent--much more flexible and adaptable is Roots III. However, it costs $300.

MAC:
I have written a genealogy stack for people who do much research. It will keep track of family, individual, and pedigree records, as well as having templates for raw data, such as marriage, birth, census, etc. It is called Genealogy 1.1 and is available on any of the main online services. For keeping record of formal data in family record and pedigree form, as well as some research notes, I recommend the Personal Ancestral File program put out by the Church of Jesus Christ of Latter-day Saints.

I haven't used the stack, but there is a geneology hypercard stack in the info-mac/hypercard directory at sumex-aim.stanford.edu. If you don't already know, you can do anonymous ftp to that site. Hope this helps. You may want to seek out someone who has used it, though.

I recently posted this same query to the net and was inundated with replies. 99% said use "PAF- Personal Ancestor File" from the Church of the Latter Day Saints (the mormons).

It is only 35 dollars (plus shipping) and is really great. Though it
is a port of a PC program it is very well done. Very Mac'ish. Entry
and editing are extremely good. There are lots of output options.
It is oriented towards printing Pedigree charts (ie show me a tree
of my ancestors). It can print descendant charts (more like
traditional family trees) but thse are printed as nested text, not as
a tree.

On the PC there is a shareware program called Brothers Keeper that
will take the files generated by PAF (these files have aparently become
the standard genealogy interchange format) and print a traditional
family tree.

THe only drwaback is that the database entries are weighted towards Mormons.
Their are entries for baptism, bonding-to-spouse, and other christian/mormon
rituals. THere is a commercial product (name escapes me at the moment but it
is advertised in the back of all the usual Mac Magazines) that is supposedly
a liscenced version of PAF that has been extended to better support non-mormons.
The problem is they want more than $150 for it, which seems a bit out of line
given the price of PAF.

IBM PC PROGRAM:
I am using a shareware program called Family History. The entry is
simple.
Editing is no problem, just reference the record number assigned by
the program which corresponds to the individual. To make your own
life easier, print out a list of names and record numbers so you do
not have to constantly refer back to the screen which provides that

The software package I have is PAF 2.2 from the LDS church. It doesn't have
any fancy pull-down menus and stuff like that but it sure does the job.

2371. Re: MIDI Sequence Standard (Query)

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 14:40:51 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1361@lzsc.ATT.COM>
Source record: 242815

In article <4280010@hpgnd.HP.COM>, jmrosset@hpgnd.HP.COM (Jean-Michel ROSSET) writes:
>
> I am also interested by this information and I could not reach Stephen
> by e-mail. If anybody has this information electronically available, I
> think it is interesting enough to post it.
>

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

###############
The following is the 'midifileformat' you requested from the midi-archive
###############

Subject: Standard MIDI Files

From: czei@accelerator.eng.ohio-state.edu (Michael S. Czeiszperger)

Standard MIDI Files 0.06 March 1, 1988

0 Introduction

This describes a proposed standard MIDI file format. MIDI files contain
one or more MIDI streams, with time information for each event. Song,
sequence, and track structures, tempo and time signature information,
are all supported. Track names and other descriptive information may be
stored with the MIDI data. This format supports multiple tracks and
multiple sequences so that if the user of a program which supports
multiple tracks intends to move a file to another one, this format can
allow that to happen.

This spec defines the 8-bit binary data stream used in the file. The
data can be stored in a binary file, nibbleized, 7-bit-ized for
efficient MIDI transmission, converted to Hex ASCII, or translated
symbolically to a printable text file. This spec addresses what's in
the 8-bit stream.

We'd like to make MIDI Files 1.0 happen as soon as possible, so please
respond soon with any comments or proposals you have about MIDI File
transmission, the MIDI meta-event event or any other comments or
questions you have about anything in this specification.

Please direct comments to:

Dave Oppenheim
Opcode Systems

1024 Hamilton Court
Menlo Park, California 94025
(415) 321-8977

1 Sequences, Tracks, Chunks: File Block Structure

Sequence files are made up of chunks. Each chunk has a 4-character type and a 32-bit length, which is the number of bytes in the chunk. On the Macintosh, data is passed either in the data fork of a file, or on the Clipboard. (The file type on the Macintosh for a file in this format will be "Midi".) On any other computer, the data is simply the contents of the file. This structure allows future chunk types to be designed which may easily be ignored if encountered by a program written before the chunk type is introduced. Your programs should expect alien chunks and treat them as if they weren't there.

This proposal defines two types of chunks: a header chunk and a track chunk. A header chunk provides a minimal amount of information pertaining to the entire MIDI file. A track chunk contains a sequential stream of MIDI data which may contain information for up to 16 MIDI channels. The concepts of multiple tracks, multiple MIDI outputs, patterns, sequences, and songs may all be implemented using several track chunks.

A MIDI file always starts with a header chunk, and is followed by one or more track chunks.

MThd <length of header data>
<header data>
MTrk <length of track data>
<track data>
MTrk <length of track data>
<track data>
...

Track Data Format (MTrk chunk type)

The MTrk chunk type is where actual song data is stored. It is simply a stream of MIDI events (and non-MIDI events), preceded by delta-time values.

Some numbers in MTrk chunks are represented in a form called a variable-length quantity. These numbers are represented 7 bits per byte, most significant bits first. All bytes except the last have bit 7 set, and the last byte has bit 7 clear. If the number is between 0 and 127, it is thus represented exactly as one byte.

Here are some examples of numbers represented as variable-length quantities:

Number (hex) Representation (hex)
00000000 00
00000040 40

```
0000007F 7F
00000080 81 00
00002000 C0 00
00003FFF FF 7F
00004000 81 80 00
00100000 C0 80 00
001FFFFF FF FF 7F
00200000 81 80 80 00
08000000 C0 80 80 00
0FFFFFFF FF FF FF 7F
```

The largest number which is allowed is 0FFFFFFF so that the variable-length representation must fit in 32 bits in a routine to write variable-length numbers. Theoretically, larger numbers are possible, but 2 x 108 96ths of a beat at a fast tempo of 500 beats per minute is four days, long enough for any delta-time!

Here is the syntax of an MTrk chunk:

<track data> = <MTrk event>+

<MTrk event> = <delta-time> <event>

<delta-time> is stored as a variable-length quantity. It represents the amount of time before the following event. If the first event in a track occurs at the very beginning of a track, or if two events occur simultaneously, a delta-time of zero is used. Delta-times are always present. (Not storing delta-times of 0 requires at least two bytes for any other value, and most delta-times aren't zero.) Delta-time is in some fraction of a beat (or a second, for recording a track with SMPTE times), as specified in the header chunk.

<event> = <MIDI event> | <sysex event> | <meta-event>

<MIDI event> is any MIDI channel message. Running status is used: status bytes may be omitted after the first byte. The first event in a file must specify status. Delta-time is not considered an event itself: it is an integral part of the specification. Notice that running status occurs across delta-times.

<meta-event> specifies non-MIDI information useful to this format or to sequencers, with this syntax:

FF <type> <length> <bytes>

All meta-events begin with FF, then have an event type byte (which is always less than 128), and then have the length of the data stored as a variable-length quantity, and then the data itself. If there is no data, the length is 0. As with sysex events, running status is not allowed. As with chunks, future meta-events may be designed which may not be known to existing programs, so programs must properly ignore meta-events which they do not recognize, and indeed, should expect to see them. New for 0.06: programs must never ignore the length of a

meta-event which they do recognize, and they shouldn't be surprised if it's bigger than they expected. If so, they must ignore everything past what they know about. However, they must not add anything of their own to the end of a meta-event.

<sysex event> is used to specify a MIDI system exclusive message, or as an "escape" to specify any arbitrary bytes to be transmitted. Unfortunately, some synthesizer manufacturers specify that their system exclusive messages are to be transmitted as little packets. Each packet is only part of an entire syntactical system exclusive message, but the times they are transmitted at are important. Examples of this are the bytes sent in a CZ patch dump, or the FB-01's "system exclusive mode" in which microtonal data can be transmitted. To be able to handle situations like these, two forms of <sysex event> are provided:

F0 <length> <bytes to be transmitted after F0>
F7 <length> <all bytes to be transmitted>

In both cases, <length> is stored as a variable-length quantity. It is equal to the number of bytes following it, not including itself or the message type (F0 or F7), but all the bytes which follow, including any F7 at the end which is intended to be transmitted. The first form, with the F0 code, is used for syntactically complete system exclusive messages, or the first packet an a series Q that is, messages in which the F0 should be transmitted. The second form is used for the remainder of the packets within a syntactic sysex message, which do not begin with F0. Of course, the F7 is not considered part of the system exclusive message. Of course, just as in MIDI, running status is not allowed, in this case because the length is stored as a variable-length quantity which may or may not start with bit 7 set.

(New to 0.06) A syntactic system exclusive message must always end with an F7, even if the real-life device didn't send one, so that you know when you've reached the end of an entire sysex message without looking ahead to the next event in the MIDI file. This principle is repeated and illustrated in the paragraphs below.

The vast majority of system exclusive messages will just use the F0 format. For instance, the transmitted message F0 43 12 00 07 F7 would be stored in a MIDI file as F0 05 43 12 00 07 F7. As mentioned above, it is required to include the F7 at the end so that the reader of the MIDI file knows that it has read the entire message.

For special situations when a single system exclusive message is split up, with parts of it being transmitted at different times, such as in a Casio CZ patch transfer, or the FB-01's "system exclusive mode", the F7 form of sysex event is used for each packet except the first. None of the packets would end with an F7 except the last one, which must end with an F7. There also must not be any transmittable MIDI events in-between the packets of a multi-packet system exclusive message. Here is an example: suppose the bytes F0 43 12 00 were to be sent, followed by a 200-tick delay, followed by the bytes 43 12 00 43 12 00, followed by

a 100-tick delay, followed by the bytes 43 12 00 F7, this would be in the MIDI File:

F0 03 43 12 00
81 48 200-tick delta-time
F7 06 43 12 00 43 12 00
64 100-tick delta-time
F7 04 43 12 00 F7

The F7 event may also be used as an "escape" to transmit any bytes whatsoever, including real-time bytes, song pointer, or MIDI Time Code, which are not permitted normally in this specification. No effort should be made to interpret the bytes used in this way. Since a system exclusive message is not being transmitted, it is not necessary or appropriate to end the F7 event with an F7 in this case.

2 Header Chunk

The header chunk at the beginning of the file specifies some basic information about the data in the file. The data section contains three 16-bit words, stored high byte first (of course). Here's the syntax of the complete chunk:

<chunk type> <length> <format> <ntrks> <division>

As described above, <chunk type> is the four ASCII characters 'MThd'; <length> is a 32-bit representation of the number 6 (high byte first). The first word, format, specifies the overall organization of the file. Only three values of format are specified:

0 the file contains a single multi-channel track
1 the file contains one or more simultaneous tracks (or MIDI outputs) of a sequence
2 the file contains one or more sequentially independent single-track patterns

The next word, ntrks, is the number of track chunks in the file. The third word, division, is the division of a quarter-note represented by the delta-times in the file. (If division is negative, it represents the division of a second represented by the delta-times in the file, so that the track can represent events occurring in actual time instead of metrical time. It is represented in the following way: the upper byte is one of the four values -24, -25, -29, or -30, corresponding to the four standard SMPTE and MIDI time code formats, and represents the number of frames per second. The second byte (stored positive) is the resolution within a frame: typical values may be 4 (MIDI time code resolution), 8, 10, 80 (bit resolution), or 100. This system allows exact specification of time-code-based tracks, but also allows millisecond-based tracks by specifying 25 frames/sec and a resolution of 40 units per frame.)

Format 0, that is, one multi-channel track, is the most interchangeable representation of data. One application of MIDI files is a simple

single-track player in a program which needs to make synthesizers make sounds, but which is primarily concerned with something else such as mixers or sound effect boxes. It is very desirable to be able to produce such a format, even if your program is track-based, in order to work with these simple programs. On the other hand, perhaps someone will write a format conversion from format 1 to format 0 which might be so easy to use in some setting that it would save you the trouble of putting it into your program.

Programs which support several simultaneous tracks should be able to save and read data in format 1, a vertically one-dimensional form, that is, as a collection of tracks. Programs which support several independent patterns should be able to save and read data in format 2, a horizontally one-dimensional form. Providing these minimum capabilities will ensure maximum interchangeability.

MIDI files can express tempo and time signature, and they have been chosen to do so for transferring tempo maps from one device to another. For a format 0 file, the tempo will be scattered through the track and the tempo map reader should ignore the intervening events; for a format 1 file, the tempo map must (starting in 0.04) be stored as the first track. It is polite to a tempo map reader to offer your user the ability to make a format 0 file with just the tempo, unless you can use format 1.

All MIDI files should specify tempo and time signature. If they don't, the time signature is assumed to be 4/4, and the tempo 120 beats per minute. In format 0, these meta-events should occur at least at the beginning of the single multi-channel track. In format 1, these meta-events should be contained in the first track. In format 2, each of the temporally independent patterns should contain at least initial time signature and tempo information.

We may decide to define other format IDs to support other structures. A program reading an unfamiliar format ID should return an error to the user rather than trying to read further.

3 Meta-Events

A few meta-events are defined herein. It is not required for every program to support every meta-event. Meta-events initially defined include:

FF 00 02 ssss Sequence Number
This optional event, which must occur at the beginning of a track, before any nonzero delta-times, and before any transmittable MIDI events, specifies the number of a sequence. The number in this track corresponds to the sequence number in the new Cue message discussed at the summer 1987 MMA meeting. In a format 2 MIDI file, it is used to identify each "pattern" so that a "song" sequence using the Cue message to refer to the patterns. If the ID numbers are omitted, the sequences' locations in order in the file are used as defaults. In a format 0 or 1

MIDI file, which only contain one sequence, this number should be contained in the first (or only) track. If transfer of several multitrack sequences is required, this must be done as a group of format 1 files, each with a different sequence number.

FF 01 len text Text Event
Any amount of text describing anything. It is a good idea to put a text event right at the beginning of a track, with the name of the track, a description of its intended orchestration, and any other information which the user wants to put there. Text events may also occur at other times in a track, to be used as lyrics, or descriptions of cue points. The text in this event should be printable ASCII characters for maximum interchange. However, other character codes using the high-order bit may be used for interchange of files between different programs on the same computer which supports an extended character set. Programs on a computer which does not support non-ASCII characters should ignore those characters.

(New for 0.06). Meta event types 01 through 0F are reserved for various types of text events, each of which meets the specification of text events(above) but is used for a different purpose:

FF 02 len text Copyright Notice
Contains a copyright notice as printable ASCII text. The notice should contain the characters (C), the year of the copyright, and the owner of the copyright. If several pieces of music are in the same MIDI file, all of the copyright notices should be placed together in this event so that it will be at the beginning of the file. This event should be the first event in the first track chunk, at time 0.

FF 03 len text Sequence/Track Name
If in a format 0 track, or the first track in a format 1 file, the name of the sequence. Otherwise, the name of the track.

FF 04 len text Instrument Name
A description of the type of instrumentation to be used in that track. May be used with the MIDI Prefix meta-event to specify which MIDI channel the description applies to, or the channel may be specified as text in the event itself.

FF 05 len text Lyric
A lyric to be sung. Generally, each syllable will be a separate lyric event which begins at the event's time.

FF 06 len text Marker
Normally in a format 0 track, or the first track in a format 1 file. The name of that point in the sequence, such as a rehearsal letter or section name ("First Verse", etc.).

FF 07 len text Cue Point
A description of something happening on a film or video screen or stage at that point in the musical score ("Car crashes into house", "curtain opens", "she slaps his face", etc.)

FF 2F 00 End of Track
This event is not optional. It is included so that an exact ending point may be specified for the track, so that it has an exact length, which is necessary for tracks which are looped or concatenated.

FF 51 03 tttttt Set Tempo, in microseconds per MIDI quarter-note
This event indicates a tempo change. Another way of putting "microseconds per quarter-note" is "24ths of a microsecond per MIDI clock". Representing tempos as time per beat instead of beat per time allows absolutely exact long-term synchronization with a time-based sync protocol such as SMPTE time code or MIDI time code. This amount of accuracy provided by this tempo resolution allows a four-minute piece at 120 beats per minute to be accurate within 500 usec at the end of the piece. Ideally, these events should only occur where MIDI clocks would be located Q this convention is intended to guarantee, or at least increase the likelihood, of compatibility with other synchronization devices so that a time signature/tempo map stored in this format may easily be transferred to another device.

FF 54 05 hr mn se fr ff SMPTE Offset (New in 0.06 - SMPTE Format specification)
This event, if present, designates the SMPTE time at which the track chunk is supposed to start. It should be present at the beginning of the track, that is, before any nonzero delta-times, and before any transmittable MIDI events. The hour must be encoded with the SMPTE format, just as it is in MIDI Time Code. In a format 1 file, the SMPTE Offset must be stored with the tempo map, and has no meaning in any of the other tracks. The ff field contains fractional frames, in 100ths of a frame, even in SMPTE-based tracks which specify a different frame subdivision for delta-times.

FF 58 04 nn dd cc bb Time Signature
The time signature is expressed as four numbers. nn and dd represent the numerator and denominator of the time signature as it would be notated. The denominator is a negative power of two: 2 represents a quarter-note, 3 represents an eighth-note, etc. The cc parameter expresses the number of MIDI clocks in a metronome click. The bb parameter expresses the number of notated 32nd-notes in a MIDI quarter-note (24 MIDI Clocks). This was added because there are already multiple programs which allow the user to specify that what MIDI thinks of as a quarter-note (24 clocks) is to be notated as, or related to in terms of, something else.

Therefore, the complete event for 6/8 time, where the metronome clicks every three eighth-notes, but there are 24 clocks per quarter-note, 72 to the bar, would be (in hex):

FF 58 04 06 03 24 08

That is, 6/8 time (8 is 2 to the 3rd power, so this is 06 03), 32 MIDI clocks per dotted-quarter (24 hex!), and eight notated 32nd-notes per MIDI quarter note.

```
FF 59 02 sf mi Key Signature
sf = -7: 7 flats
sf = -1: 1 flat
sf = 0: key of C
sf = 1: 1 sharp
sf = 7: 7 sharps

mi = 0: major key
mi = 1: minor key

FF 7F len data Sequencer-Specific Meta-Event

Special requirements for particular sequencers may use this
event type: the first byte or bytes of data is a manufacturer ID.
However, as this is an interchange format, growth of the spec proper is
preferred to use of this event type. This type of event may be used by
a sequencer which elects to use this as its only file format;
sequencers with their established feature-specific formats should
probably stick to the standard features when using this format.

4 Program Fragments and Example MIDI Files

Here are some of the routines to read and write variable-length numbers
in MIDI Files. These routines are in C, and use getc and putc, which
read and write single 8-bit characters from/to the files infile and
outfile.

WriteVarLen (value)
register long value;
{
register long buffer;

buffer = value & 0x7f;
while ((value >>= 7) > 0)
{
buffer <<= 8;
buffer |= 0x80;
buffer += (value & 0x7f);
}

while (TRUE)
{
putc(buffer,outfile);
if (buffer & 0x80)
buffer >>= 8;
else
break;
}
}

doubleword ReadVarLen ()
{
register doubleword value;
register byte c;
```

```
if ((value = getc(infile)) & 0x80)
{
value &= 0x7f;
do
{
value = (value << 7) + ((c = getc(infile)) & 0x7f);
} while (c & 0x80);
}
return (value);
}
```

As an example, MIDI Files for the following excerpt are shown below. First, a format 0 file is shown, with all information intermingled; then, a format 1 file is shown with all data separated into four tracks: one for tempo and time signature, and three for the notes. A resolution of 96 "ticks" per quarter note is used. A time signature of 4/4 and a tempo of 120, though implied, are explicitly stated.

The contents of the MIDI stream represented by this example are broken down here:

```
Delta Time(decimal) Event Code (hex) Other Bytes (decimal)
Comment
0 FF 58 04 04 02 24 08 4 bytes: 4/4 time, 24 MIDI
clocks/click,
8 32nd notes/24 MIDI clocks
0 FF 51 03 500000 3 bytes: 500,000 5sec per quarter-note
0 C0 5 Ch. 1, Program Change 5
0 C0 5 Ch. 1, Program Change 5
0 C1 46 Ch. 2, Program Change 46
0 C2 70 Ch. 3, Program Change 70
0 92 48 96 Ch. 3 Note On C2, forte
0 92 60 96 Ch. 3 Note On C3, forte
96 91 67 64 Ch. 2 Note On G3, mezzo-forte
96 90 76 32 Ch. 1 Note On E4, piano
192 82 48 64 Ch. 3 Note Off C2, standard
0 82 60 64 Ch. 3 Note Off C3, standard
0 81 67 64 Ch. 2 Note Off G3, standard
0 80 76 64 Ch. 1 Note Off E4, standard
0 FF 2F 00 Track End
```

The entire format 0 MIDI file contents in hex follow. First, the header chunk:

```
4D 54 68 64 MThd
00 00 00 06 chunk length
00 00 format 0
00 01 one track
00 60 96 per quarter-note
```

Then, the track chunk. Its header, followed by the events (notice that running status is used in places):

```
4D 54 72 6B MTrk
00 00 00 3B chunk length (59)

Delta-time Event Comments
00 FF 58 04 04 02 18 08 time signature
00 FF 51 03 07 A1 20 tempo
00 C0 05
00 C1 2E
00 C2 46
00 92 30 60
00 3C 60 running status
60 91 43 40
60 90 4C 20
81 40 82 30 40 two-byte delta-time
00 3C 40 running status
00 81 43 40
00 80 4C 40
00 FF 2F 00 end of track
```

A format 1 representation of the file is slightly different. Its header chunk:

```
4D 54 68 64 MThd
00 00 00 06 chunk length
00 01 format 1
00 04 four tracks
00 60 96 per quarter-note
```

First, the track chunk for the time signature/tempo track. Its header, followed by the events:

```
4D 54 72 6B MTrk
00 00 00 14 chunk length (20)

Delta-time Event Comments
00 FF 58 04 04 02 18 08 time signature
00 FF 51 03 07 A1 20 tempo
83 00 FF 2F 00 end of track
```

Then, the track chunk for the first music track. The MIDI convention for note on/off running status is used in this example:

```
4D 54 72 6B MTrk
00 00 00 10 chunk length (16)

Delta-time Event Comments
00 C0 05
81 40 90 4C 20
81 40 4C 00 Running status: note on, vel = 0
00 FF 2F 00 end of track
```

Then, the track chunk for the second music track:

```
4D 54 72 6B MTrk
00 00 00 0F chunk length (15)
```

Delta-time Event Comments
00 C1 2E
60 91 43 40
82 20 43 00 running status
00 FF 2F 00 end of track

Then, the track chunk for the third music track:

4D 54 72 6B MTrk
00 00 00 15 chunk length (21)

Delta-time Event Comments
00 C2 46
00 92 30 60
00 3C 60 running status
83 00 30 00 two-byte delta-time, running status
00 3C 00 running status
00 FF 2F 00 end of track

5 MIDI Transmission of MIDI Files

Since it is inconvenient to exchange disks between different computers, and since many computers which will use this format will have a MIDI interface anyway, MIDI seems like a perfect way to send these files from one computer to another. And, while we're going through all the trouble to make a way of sending MIDI Files, it would be nice if they could send any files (like sampled sound files, text files, etc.)

Goals
The transmission protocol for MIDI files should be reasonably efficient, should support fast transmission for computers which are capable of it, and slower transmission for less powerful ones. It should not be impossible to convert a MIDI File to or from an arbitrary internal representation on the fly as it is transmitted, but, as long as it is not too difficult, it is very desirable to use a generic method so that any file type could be accommodated.

To make the protocol efficient, the MIDI transmission of these files will take groups of seven 8-bit bytes and transmit them as eight 7-bit MIDI data bytes. This is certainly in the spirit of the rest of this format (keep it small, because it's not that hard to do). To accommodate a wide range of transmission speeds, files will be transmitted in packets with acknowledge -- this allows data to be stored to disk as it is received. If the sender does not receive a response from a reader in a certain amount of time, it can assume an open-loop situation, and then just continue.

The last edition of MIDI Files contained a specialized protocol for sending just MIDI Files. To meet a deadline, unfortunately I don't have time right now to propose a new generalized protocol. This will be done within the next couple of months. I would welcome any proposals anyone else has, and would direct your attention to the proposal from Ralph Muha of Kurzweil, available in a recent MMA bulletin, and also directly from him.

2372. Re: XEP80's

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 16:31:29 UTC
From: kimes@cbnewsc.ATT.COM
Message-ID: <14151@cbnewsc.ATT.COM>
Source record: 242816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale

From article <27342@cup.portal.com>, by Metalist@cup.portal.com (Bryan Jones Woodworth):
>
> - There is a PD 80 column driver I am sure you have seen that sets up 80
> columns o the screen. But this won't work with, say, BOBTERM will it? Upon
> loading of BOBTERM wouldn't the 80column handler cause some sort of crash??

I just set up my configuration for BOBTERM this weekend. It seems like an
excellent program (V1.1) and Bob Puff will definitely get my shareware check
by the weekend.

If you are using Version 1.1 of BobTerm, it allows you to add modules that
give you extra capability. This is supposed to be new for V1.1. I did not
see V1.0 or earlier so I can't say. Anyway, one of the modules that came
with the disk I got from our users group library is a module to allow you
to use the XEP80 with BobTerm. I didn't try it because I don't have one,
but it is available. Might be just what you are looking for.

Kit Kimes
AT&T Bell Labs
Naperville, IL
...!att!iwtsa!kimes

2373. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 17:35:46 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Mar6.173546.6477@newcastle.ac.uk>
Source record: 242817

RE: Arto Nummelin says...

>I've just tested 1M x 8 SIMMs from a Mac IIcx in my 520 STE. IT WORKED!!!
>I took out the 256k x 8 SIMM (150 ns) and replaced them with two
>1M x 8 (80 ns) made by Samsung. Then I booted up and checked with a DA
>the amount of memory installed. 2048k it said!!!
>Then I tried to add my own SIMMs to the two free sockets. When
>I booted, it rebooted, rebooted ..... So it seems that you can't
>mix the 1M and 256k SIMMs.

As far as I can tell Atari have recoded the memory config table.
Testing the bits in the table on an STE give a 512K machine as having
512K in bank0 and 128K in bank 2! This means that it should be
possible to use say 3 1M simms and get 3 MEG of memory. (It may also
be possible to put in 4Mx8 simms if you can find any.) With a small
patch to stop the MMU causing an exception for addresses above 4Meg
the STe _might_ be expandable above the 4Meg limit of an STfm.

[simm pinout deleted]the SIMM if anybody is interested:

Anyone know more about the possibity of more than 4Meg on an STe?

Dave H.

(D.C.Halliday@newcastle.ac.uk)

2374. Re: no shareware mac emulator (long)

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 17:56:11 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Mar6.175611.21544@agate.berkeley.edu>
Source record: 242818

In article <1345@nixpbe.UUCP> capitain.pad@nixpbe.uucp (Pit Capitain) writes:
>> If any of the makers of Aladin ever make it to Denver, please
>> give me a call, okay? Let's go get a beer.
>
>Dave, you should be careful offering (US-)beer to a German, many of them
>don't like something else than German beer :) but you can be sure, that
>I'll give you a call. I will be in Boston and San Francisco by the end of
>the year, but I don't know if we make a stop in Denver. We'll see...
>
> Pit

Well, if you're in San Francisco (with DS perhaps), you should definitely
take him up on his beer offer. We have many european converts here. A
particularly good site is the Triple Rock Brewery on Shattuck Ave in
Berkeley, California (the other side of the Bay).

Eric

Eric
ericco@ssl.berkeley.edu

2375. Re: MicroEMACS 3.10 -- shelling out

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 18:09:33 UTC
From: hafer@tubsibr.uucp
Message-ID: <1990Mar6.180933.2697@tubsibr.uucp>
Source record: 242819

markr@seqp4.ORG (Mark Roddy) writes:

>Yes, 3.10 as distributed CANNOT SHELL OUT. [...]

For all gulam users: We didn't find it difficult to build a "suspend"
facility into the uEmacs (activated by ^Z, naturally), which exits
into a loop reading and executing gulam commands in gulam's original
environment. Typing "fg" returns you into uEmacs as you left it.
Very useful, and just a few lines of code.

2376. Gemini and Gulam Woes.

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 18:31:10 UTC
From: SKOLODZIESKI@VAXB.STEVENS-TECH.EDU
Message-ID: <9026133111.24401c79.SKOLODZIESKI>
Source record: 242820

I love GEMINI, it is all one could ask for in a desktop. The only problem I have is when running Gulam from Gemini. It I call gulam, "Gulam.tos" it will run fine in the slow <console> window. But if I call gulam "Gulam.prg" it will clear the screen and run just as iff it was clicked from the desktop. The hitch is, after exiting gulam and getting back to the GEMINI desktop, I cannot renter gulam. It just clears the screen, then pops back to the GEMINI destop. This is killing me. Any thoughts on this????

Scott Kolodzieski
Stevens Institute of Technology
skolodzieski@vaxc.stevens-tech.edu

2377. Sozobon C problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 18:54:32 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1990Mar6.185432.8328@newcastle.ac.uk>
Source record: 242821

Thanks to all the people which sent me some help with the problem I was having on the Malloc() function. Part of the problem was bad C programming (I am new at the langauge :-)) but in the process of solving I discovered the main cause. It was the set up of the disk

Set up as follows for using Sozobon C on a 512K STFM machine

100K eternal2 RAM drive
Gulam .. latest version
Disk volumes set up as instructed in documentation

When the program is complied with the RAM drive installed it produced the error _malloc error_, this only occured if Malloc() (or malloc()) was included in the program.

Could anybody explain why this has happened

Thanks in advance

Dave

+-----------------------------------+--+
David M. Johnson	Janet : D.M.Johnson@uk.ac.newcastle
c/o Electrical and Electronic Eng.	ARPA : D.M.Johnson@newcastle.ac.uk
Merz Court	UUCP : ...ukc!newcastle!D.M.Johnson
Newcastle University	
Newcastle upon Tyne	
NE1 7RU	
+-----------------------------------+--+

| I DON'T KNOW ABOUT YOU BUT I COULD MURDER A CURRY said death |
+-----------------------------------+--+

2378. Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 19:00:00 UTC
From: FRACHEL@umiami.Miami.EDU
Message-ID: <9003070825.AA03372@ucbvax.Berkeley.EDU>
Source record: 242822

Where can I obtain a Gdos printer drive for use with the Panasonic
Kx-p1090 dot matrix printer?

Frank Rachel

2379. Discovery Cartridge Software

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 19:00:05 UTC
From: jkr@skakke.uio.no
Message-ID: <CMM.0.88.636750005.jkr@skakke.uio.no>
Source record: 242823

Does anyone here have software for the Happy Computers Discovery Cartridge
which is newer than my ancient version REV 2.6 ?

K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
Short signatures R cute.

2380. Atari ST DEGAS to some standard format (.IMG?)

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 19:27:58 UTC
From: david@bdt.UUCP
Message-ID: <1513@bdt.UUCP>
Source record: 242824

OK, I looked through the archives I have, and I saw a lot questions about it, but no answers.

Is there a picture converter utility for the ST which will *output* to some standard format? Specifically I want to convert some DEGAS files to anything standard, such as GEM IMG or Tiff or PCX etc. I have seen PICSW which can import many formats, but it will only output in Atari specific format (NEO/DEGAS). Once I get the pictures into one of the well-known formats mentioned, I have lot's of tools that can manipulate these. I saw at one point a utility to convert to MacPaint. I can even deal with this, becase I have another utility that can convert this to a "real" standard format, but I don't know where to get it.

E-mail and. I'll summarize if there's interest.

Thanks for any help.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2381. Space Ace

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 21:26:15 UTC
From: thompson@rose.cis.ohio-state.edu
Message-ID: <77938@tut.cis.ohio-state.edu>
Source record: 242825

I just played the ST version of Space Ace at a computer store here in Columbus. All I have to say is, IT IS INCREDIBLE!!!!!!!!!!!!!!!!!!! The graphics, animation, sound and gameplay are all excellent, not to mention that it loads quite fast which is another plus. There are 33 screens in this game and the five or so that I saw were all great. The game is on four disks, but I don't know how much disk swapping is necessary because I didn't get very far in the couple of minutes they let me play it. I'm one of the lucky people who already ordered it last week, so I should be getting a copy pretty soon, that way I can play it over spring break. So, if anyone out there wants a program to show off their ST, I strongly suggest that they get Space Ace, it's amazing! Long live Atari, may the force be with you, and remember, X NEVER marks the spot.
Jeff

2382. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 21:35:29 UTC
From: perand@nada.kth.se
Message-ID: <3088@draken.nada.kth.se>
Source record: 242826

In article <2069@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The SIMMs are there mainly for the cost and space savings on the PC
>board, not so you can add memory to your machine. Sometimes we use

Well, for us greedy devils who would like to have a 2 meg STe - is there
a way to identify these machines without opening them ? Or is that perhaps
classified... Inquiring minds want to know.

Per
--

Per Andersson
Royal Institute of Technology, Stockholm, Sweden
perand@admin.kth.se, @nada.kth.se

2383. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 21:57:10 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <187@raider.MFEE.TN.US>
Source record: 242827

In article <2891@umbc3.UMBC.EDU>, petey@fox.acslab.umbc.edu (Jack P. Axaopoulos; (C)) writes:

>
> Moue crashes:
>
> Your st will definitley crash if you hold down any of the mouse buttons
> or click a button at the wrong time during booting.
>
> just a note...

This is just another note. When you hold down both of the ST's mouse buttons during boot, it tells the keyboard processor (6301) to enter "external ROM mode". The 6301 looks for ROM to execute, but the ST doesn't provide it with any chips, so it crashes!
dlh@raider.MFEE.TN.US

2384. Question..??

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 22:06:25 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <188@raider.MFEE.TN.US>
Source record: 242828

<This is a re-post due to the fact that I only got 1 reply>

Ok, I have a program I have written in assembly. It replaces the
Alt-Help (print screen) vector. It pops when Alt-Help is pressed. Well,
when I press Alt-Help I get my menu. I can select from the menu, but
when I try to do any disk access it locks the machine. If I press 'X' for
exit on the menu it returns to the Desktop or current program just fine.
It doesn't mess up until I try to do disk access, can ANYONE help me out?
Do I need to disable an interrupt or something? Thanks in advance!
dlh@raider.MFEE.TN.US
P.S. E-mail OR post on the net, doesn't matter.

2385. How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-06 22:07:13 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <2344@ultb.isc.rit.edu>
Source record: 242829

Hi everyone,

I need to know how to create region(s) on the screen that are independent from normal screen i/o (mainly, scrolling..). Most terminal programs have a line or two somewhere on the screen that doesn't scroll. Usually these are status displays to show useful information (baud rate, system connected to, various toggles, etc..).

I've searched my wonderful MWC manual, but there's no mention on how to create something to this effect. If I had $250 to plunk down for developer docs, I'd do that. If Atari was more leniant with disclosure of USEFUL information for the ST, I might be able to buy books that describe just what I want to do. In that respect, the 8-bit was much more enjoyable to program than the ST. Hmm, it seems that my request for help is becoming a flame, so I'll cool my jets now..

Hopefully I won't have to write custom screen i/o routines to do this.. Ahh, I wish the ST had a display list.. :-)

_____
Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. _____
Computer Science /___ / {rutgers, ames}!rochester!ultb!ajy2208
_____/ / ajy2208@ultb.cs.rit.edu GEnie: A.Yarusso

2386. Mouse replacements

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 00:57:20 UTC
From: jdg@elmgate.UUCP
Message-ID: <1222@elmgate.UUCP>
Source record: 242830

Hello.
Sometime back, a document was passed round the net describing
how one takes a IBM PC mouse (non optical I assume) and connect it
to the St. Could someone please repost this doc? I'm in dire need.
To anyone that saw my previous message, and reply'd, please, reply
again. As It musta got lost somewheres between here and someplace
<sigh>.

--
Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
(716)-726-0084
Eastman Kodak makes film not comments. Therefore these comments are mine
not theirs.

2387. check FAT integrity

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 01:47:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"90-03-06-17:47:18.60*BD05"@DKAUNI2.BITNET>
Source record: 242831

Roland Waldi
Universitaet Karlsruhe DESY
Inst. fuer Exp. Kernphysik F15
Physikhochhaus, P.O.Box 6980 Notkestr. 85
D-7500 Karlsruhe D-2000 Hamburg 52
Tel. (721)-608-3559 (40)-8998-3637
BD05 at DKAUNI2.BITNET F15WAL at DHHDESY3.BITNET

Several people asked for FAT check programs recently. Just for checking, there is DSKMAP available from panarthea. An update to deal with >16MB partitions has been posted today. This program does no writing, so no repair. However, with some knowledge about FAT and directory structure and just any sector monitor, you can repair by hand, which is in my experience the safest to do.

There is DLII by Simon Poole, which checks and repairs disks, and this has been posted by someone to panarthea, too. However, there are minor bugs (one is an undeleted dataset will have its last sector lost, another is a sector marked bad may be "recovered" as lost under certain circumstances, and there may be more) in this program, and you risk losing your data. Also, I recall Simon told to the net that DLII is not PD.

hope this helps, Roland

2388. GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 07:06:19 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <2895@moondance.cs.uq.oz.au>
Source record: 242832

```
Internet/CSnet: marshall@uqcspe.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%uqcspe.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@uqcspe.cs.uq.oz || St Lucia, Queensland 4067
Bitnet:marshall%uqcspe.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!uqcspe.cs.uq.oz!marshall || ph:+61 7 377 2909
JUNET: marshall@uqcspe.cs.uq.oz.au || fax:+61 7 371 0783
```

2389. Problems with access of prog-a16@uoguelph

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 08:14:22 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9003070812.AA02539@ucbvax.Berkeley.EDU>
Source record: 242833

Dear netters,
has anyone an idea why in newest time my mail to prog-a16@uoguelph
bounces without receiving an errormessage?
I have sent only the command index prog-a16 to the listsserv.
Thomas Neser <So01@Dmarum8.Bitnet>

2390. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 08:16:08 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003061242.AA04420@freya.math.dmswwu>
Source record: 242834

In article <1080.25efe70e@miavx1.acs.muohio.edu> Ryan Collins writes:

> Well, I was looking foward to using it too. I de-zoo'ed it, and started
> picking throught the DOC files, which are in German, of course. Well, the
> first paragraph answered the problem I had. It requires TOS 1.2, 1.4, or
> 1.6. So if you have 1.0, thats probably your problem, like mine.

This can't be the problem. Of course Gemini checks the TOS version
and displays an error message on old roms.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2391. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 08:18:58 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003061248.AA04435@freya.math.dmswwu>
Source record: 242835

In article <22548@uflorida.cis.ufl.EDU> Christopher Roth writes:
> GEMINI works fine on my system, with Tos 1.4. When I Exit out of
> GEMINI, however, it looks for something called MULFEL.PRG. Can anyone
> tell me what this is, and what it does, and if it is suppose to be in
> the ZOO which I obtained from wuarchive.wustl.edu? I have a file
> called MULFEL.MUP...what is the relation? Also, I recall a message
> about the original GEMINI.INF file (or whatever it is named). Does
> anyone have it...can they post it? GEMINI seems to work real nice,
> bravo, looks great in mono.
Because GEMINI starts programs using shel_write (actually they really
are started witd Pexec...), GEMINI has to tell the desktop which
program to start after the termination of GEMINI. Place a program
called EXIT.PRG in $HOME. This program should do only a Pterm.
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2392. Re: STE DMA sound (documentation posted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 08:57:51 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4588@brahma.cs.hw.ac.uk>
Source record: 242836

In article <941@lzaz.ATT.COM> bds@lzaz.UUCP (Bruce Szablak) writes:
>Hmmm, from what I been reading, the main complaint is how Atari is trying
>to restrict technical info on the ST to those who have forked over the
>developers fee. Perhaps this is the REAL reason the publicly available
>docs are "shit!"

Of course the reverse is true in the UK.
Being a registered developer I get to read about the workings of the new STE
in a magazine instead of being told by Atari that there is this new machine
coming out Christmas '89 and would I like some tech details on it.
I spent last December writing, phoning and pestering Atari UK to get 2 year
old developer documentation on the ordinary ST.

I do think that in paying the developers fee you are entitled to information
and support that the ordinary user is denied. What do I mean by that?
Well by information I mean advanced information on unreleased products
such as the TT and special hardware such as Moniterm cards etc.
Support? Phone, newsletters bug fixes, the whole thing.

I have been told, by Atari UK, that the whole developers support is under
a major reorganisation and details will be announced in the near future.

As for posting of development documentation to the net perhaps suffering
typos I quote from Rainbow TOS release notes:-

"The xxxxxx() call is incorrectly documented"

"The documentation for the xxxxxx is wrong."

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! "I think all right thinking people in this country are sick and tired of !
! being told that ordinary decent people are fed up in this country with !
! being sick and tired. I'm certainly not and I'm sick and tired of being !
! told that I am!" - Monty Python !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK !
+---+

2393. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 13:22:45 UTC
From: jvt@its.bt.co.uk
Message-ID: <Z8-#%}|@masalla.fulcrum.bt.co.uk>
Source record: 242837

In article <17476@boulder.Colorado.EDU> MILLER TODD C writes:
> You can get AMCGDOS.ARC from terminator.cc.umich.edu (35.1.33.8).
>> This seems to be a PD version of GDOS. ....

I am very interested in obtaining a PD version if possible. However
I do not have ftp access to terminator & none of the archive sites seem
to have it in their catalogs. Anyone tell me how I could get hold of a
copy or do I have to buy G+Plus?

:- John

--

John Trickey British Telecom IT Systems.
jvt@its.bt.co.uk ..!mcsun!ukc!axion!its
G4REV @ GB7SUT Voice: +44 21 333 3369

2394. METAFONT

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 13:48:00 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGJHCZFZCRGR.at.UMPA>
Source record: 242838

I have been using METAFONT to generate various fonts for the Atari
TeX previewer SHOWDVI.TTP. I have hit a problem and with only very limited
knowledge of METAFONT, I would appreciate any suggestions as to the cause
of the fault. I have been able to generate the 144gf and 249gf sizes but
when I try to generate the 173gf, this is what I get.

```
This is METAFONT, C Version 1.5 (no base preloaded)
** \mode=catari;\mag=1.802;input cmss10
(.\cmss10.mf (.\cmbase.mf) (.\roman.mf (.\romanu.mf [65] [66] [67] [68]
[69] [70] [71] [72] [73] [74] [75] [76] [77] [78] [79] [80] [81] [82] [83]
[84] [85] [86] [87] [88] [89] [90]) (.\romanl.mf [97] [98] [99] [100] [101]
[102] [103] [104] [105] [106] [107] [108] [109] [110] [111] [112] [113]
[114] [115] [116] [117] [118] [119] [120] [121] [122]) (.\greeku.mf [0]
[1] [2] [3] [4] [5] [6] [7] [8] [9] [10]) (.\romand.mf [48] [49] [50] [51]
[52] [53] [54] [55] [56] [57]) (.\romanp.mf [36] [38] [63] [62]) (.\romspl.mf
[16] [17] [25]
! bad pos.
<to be read again>
;
pos->...XPR3)<=currentbreadth:errmessage"bad pos";
fi.fi(x(SUFFIX2)r-x(SUFFIX...
l.84 pickup tiny.nib; pos11(right_curve,0)
;
? [26]
! bad pos.
<to be read again>
;
pos->...XPR3)<=currentbreadth:errmessage"bad pos";
fi.fi(x(SUFFIX2)r-x(SUFFIX...
l.138 pickup tiny.nib; pos11(right_curve,0)
;
?
```

Also does any one have the neccessary .MF file for generating the fonts
for the Atari SLM804. Someone posted me a .MF file previously but it
required a couple of files that I've not been able to find - ie. PLAIN.MF
version 1.0a and the corresponding CMBASE.MF - does anyone have them.
The problem relates (I think) to the Atari laser being 'write-white'

```
% stlaser mode: to generate fonts for the Atari ST laser printer SLM804
mode_def stlaser =
proofing:=0; % no, we're not making proofs
fontmaking:=1; % yes, we are making a font
tracingtitles:=0; % no, don't show titles at all
pixels_per_inch:=300; % that's pretty low resolution
```

```
blacker:=-.25; % less blackness
fillin:=.5; % compensate for diagonal fillin
o_correction:=0; % normal overshoot
write_white_engine:=true; % You have to use the modified PLAIN.MF V1.0a
% and the corresponding CMBASE.MF, which has
% to be modified according to TUGboat 1/1987)
enddef;
```

Thanks for any help

Steve C.
xuum24

2395. Hard disk problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 15:33:49 UTC
From: domen@cartan.crin.fr
Message-ID: <1777@loria.crin.fr>
Source record: 242839

Some days ago, my hard disk got completely corrupted: I first noticed
that some files were mixed on the disk and looking at the FATS and the root
directory, I saw that a prt of file was written in the root directory and
some clusters were allocated to more than one file. It's actually the third
time it happens but I never exactly identified the problem before. I have
then two questions:

1/ Does somebody else already had such a problem?
2/ could the Universal Item Selector be responsible for this?

The Universal Item Selector is indeed the only program that were in
use every time this problem occured, and the first time, it occured
immediately after I tried to copy a file with the Item Selector.

Eric

2396. Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 16:48:45 UTC
From: dac@ukc.ac.uk
Message-ID: <2873@gos.ukc.ac.uk>
Source record: 242840

I know Gemini doesn't work with TOS versions before 1.2. The question is,
why? Is there any chance of Gemini ever being released for older TOS versions?

I've seen it on a STE and it looks good. However, unless Atari feel like
sending me Rainbow TOS free of charge, I haven't a hope of using it myself.
Ugh... The pains of being a student with no money...

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

2397. 6581 (SID to you)

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 17:35:00 UTC
From: ZDAC810@elm.cc.kcl.ac.UK
Message-ID: <9003080812.AA27742@ucbvax.Berkeley.EDU>
Source record: 242841

I am in need of hardware information on the 6581 sound chip (ie SID in the Commodore 64), in particular the data sheets.

I am also possibly interested in getting hold of some 6581s, but have found them somewhat expensive (around 15-20 pounds), which is made worse by the fact that I may want about 8 of them!! Anyone know where I can get hold of these cheap?? (Apart from by cannibalising old '64s!!)

Thanks for replies re: MIDI data file format.

Marcus Bointon, King's College London.

2398. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 17:56:24 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2668@castle.ed.ac.uk>
Source record: 242842

In article <2069@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>The SIMMs are there mainly for the cost and space savings on the PC
>board, not so you can add memory to your machine. Sometimes we use
>SIPs, not SIMMs, and they're soldered right into the board! Don't rush
>out and buy a 520STe expecting to be able to upgrade it.

Who should we contact in order to change this policy?

I believe this would be in the interest of saving Atari from becoming a
worldwide laughing stock....

Obviously Atari never bothered to tell UK magazines that the SIMMS
weren't a feature of the machine so when they opened the machine SIMMS
were what they found - can you blame them for assuming this to be a
'feature' of the machine (rather like the square 68000 being a 'feature')?

Amiga owners (sorry!) just take off a panel on their machines and shove in
a 60 quid upgrade. How can the STE be a 'machine for the 90s' if we
still have to fart around with soldering irons or making sure that our
MMU and Shifter are socketed so that we can fit a board???

Mark.

2399. Re: Discovery Cartridge Software

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 18:31:02 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2379@rodan.acs.syr.edu>
Source record: 242843

In article <CMM.0.88.636750005.jkr@skakke.uio.no> jkr@skakke.uio.no (Johan Kristian Rosenvold) writes:
>Does anyone here have software for the Happy Computers Discovery Cartridge
>which is newer than my ancient version REV 2.6 ?
>
>
>K. Rosenvold, jkr@ifi.uio.no / ...!{uunet,mcvax,sunic}!ifi.uio.no!jkr
>Short signatures R cute.

The current version for the Happy software is 2.7. Happy computers has recently moved, they have new phone numbers, etc.. The phone numbers are:

Office: (916) 268-3595
BBS: (916) 268-9089 (2400-N-8-1)

You can download an ARCed file that will bring your stuff from 2.6 to 2.7. The file is fairly small, but you will of course need an un-ARCer. I have 2.7, if you can't use the BBS, email me.

---jb

2400. Re: 1 Meg Drams..

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 18:52:49 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar7.185249.27625@ns.network.com>
Source record: 242844

ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>I have a question about drams, I need 16 1 Megabit drams to go up to
>2.5 megs in my 520ST with an EZRAM][board. I have 9 at 120 ns and
>7 at 100 nsec. Can I mix the speeds on the same bank??

Yes, go ahead and mix them. FYI the speed ratings are MAXIMUMS. In reality the data comes out much sooner than the rated maximums -- because the maximums have to include low voltage (4.5 volts) and high temperatures (probably 50 degrees C.) and process variations (10%?) and STILL be within maximums. My point is that system designs depend on the chips meeting the maximum requirement -- faster chips do this, but at some point you end up paying for speed capability that you don't need.

Anything under 150ns (what my original Atart 520 ST came with) will work just fine -- mixed or not.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2401. Re: Subject: Sooner or later it _will_ happen to you.

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 19:04:12 UTC
From: jbww@ukc.ac.uk
Message-ID: <4083@harrier.ukc.ac.uk>
Source record: 242845

In article <900305132338.807867@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
><Over the weekend I managed to completely blow away my hard drive. It wouldn't
><boot, it wouldn't talk to my ST at all, even when I ran AHDI from floppy.
><
>
>Well, it looks like the drive "felt formatted". This happens sometimes;
>I know several people who have had these problems. It also happened to
>me with the sh205 a few weeks ago. After I had reformatted the drive (of
>course!), someone who has faced this problem several times told me of a
>way to restore the drive, at least the partitions above c:\. He told me
>that usually only the first 8-10 kB were zeroed.
>
>Michael Ritzert
>mjr@dmzrzu71.bitnet

Anyone with the time to write a tiny utility to just grab all the
fat and directory structure, + write it to optionally :
a) file on tracks near other end of disk
b) floppy disk
(to be run before switch off/ at boot time)

An option to grab this info from a sequence of floppy disks would be nice.

- sorry for suggesting more work for others, when I don't have the time

cheers
beau webber

2402. sounds

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 19:07:33 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6152@blake.acs.washington.edu>
Source record: 242846

Where's the best FTP site for .snd files?

Thanks

-kevin

2403. Re: PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 19:59:56 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21699@watdragon.waterloo.edu>
Source record: 242847

In article <25F2F5D8.10902@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
>
>Is there any existing PD/Shareware Fortran compiler for Atari St in existence?
>
>Is so, could someone please mail me a copy?? Thanks!!!
>
>
>wayne

If you get any responses, please post a summary to the net. I'm also
interested in Fortran for the ST (but not interested enough to pay
big bucks for it) and there are likely others.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2404. 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 20:45:28 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2105@onion.reading.ac.uk>
Source record: 242848

Basically, does anybody know _exactly_ what it is? I am having some problems with a program that I suspect may be due to the '40-Folder Bug', but until I know what it is I cannot do anything about it.

Is it that you cannot have folders nested more than 40 deep, or that a program (or process) cannot visit more than 40 folders??

ANY help would be appreciated here..

Cheers, Dave.

(P.S. Email me via address below, or better still, post an article. Thanks.)

-=-=-=

2405. Gemini with Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 20:48:32 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2106@onion.reading.ac.uk>
Source record: 242849

Anybody know how to replace Gemini's shell 'mupfel' with gulam? What a wicked set-up that would be!!

Cheers, Dave.

-=-=-=

2406. TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 21:04:58 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6154@blake.acs.washington.edu>
Source record: 242850

According to many "officials" at ATARI...
some who have written to me personally,

** The TT will be available in TWO WEEKS! **

Question: which ones will have SIMMS and which will have SIPS..?

Question 2: will the TT boot only into low-res?

Question 3: will i need folderxxx.prg?

-kevin

2407. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 21:09:06 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <2896@moondance.cs.uq.oz.au>
Source record: 242751

In article <2895@moondance.cs.uq.oz.au> marshall@uqcspe.cs.uq.oz.au writes:
>Internet/CSnet: marshall@uqcspe.cs.uq.oz.au || Dept.of Computer Science
>JANET: marshall%uqcspe.cs.uq.oz.au@uk.ac.ukc || University of Queensland
>EAN: marshall@uqcspe.cs.uq.oz || St Lucia, Queensland 4067
>Bitnet:marshall%uqcspe.cs.uq.oz.au@uunet.uu.net || Australia
>UUCP: uunet!munnari!uqcspe.cs.uq.oz!marshall || ph:+61 7 377 2909
>JUNET: marshall@uqcspe.cs.uq.oz.au || fax:+61 7 371 0783

For some strange reason, the content of my message was munged and only
the email etc address was posted!
What I was trying to say was:
I would love to use Gemini, but I have a 1985-vintage 1040ST, with TOS1.0.
How do I upgrade the TOS? Where d'ya get it? Is it a chip? Can a clumsy bloke
like me install it? How much does it cost?
I can send $US, PoundsUK, DMDeutschland, or whatever. Better still, does
anyone here down-under in Aussie land have it?
Thanks.

2408. Re: PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 21:28:50 UTC
From: sl198004@silver.ucs.indiana.edu
Message-ID: <38203@iuvax.cs.indiana.edu>
Source record: 242752

In article <21699@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu
(Steven W. Klassen) writes:
>In article <25F2F5D8.10902@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai)
writes:
>>Is there any existing PD/Shareware Fortran compiler for Atari St in existence
>>Is so, could someone please mail me a copy?? Thanks!!!
>>
>>wayne
>
>If you get any responses, please post a summary to the net. I'm also
>interested in Fortran for the ST (but not interested enough to pay
>big bucks for it) and there are likely others.

I have a copy of a PD fortran interpreter (compiler? I am not sure I am a
Fortran-knownothing), that I obtained from the dutch usergroups on a disk..
I think the documentation was in German.....

-Vincent.

+ Vincent Schonau || Yeah. So. I am a bum.....what's your point? +
+ ----------------------------++---+
+ Bit: vschonau@iubacs, Inter: vschonau@amber.ucs.indiana.edu, sl198004@silver>
>.ucs.indiana.edu || Opinions? Who needs opinions? Ask someone else! +

2409. Re: How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 21:53:32 UTC
From: steve@thelake.mn.org
Message-ID: <A2125468775@thelake.mn.org>
Source record: 242753

[In article <2344@ultb.isc.rit.edu>,
ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes ...]

> I need to know how to create region(s) on the screen that are
> independent from normal screen i/o (mainly, scrolling..). Most terminal
> programs have a line or two somewhere on the screen that doesn't scroll.
> Usually these are status displays to show useful information (baud rate,
> system connected to, various toggles, etc..).

Of course, you can do all that (and more) with GEM, but GEM is difficult
and slow. The fast way is to use Line A.

> I've searched my wonderful MWC manual, but there's no mention on how
> to create something to this effect.

To translate the following for MWC, you'll need to look at the linea.h
file in your \include\ directory. It's coded for Sozobon C and Sozobon
assembler.

```
=cut here============================
* LINEA.S -- assemble this function with jas.ttp; don't optimize it
.text
.globl _getlinea
_getlinea:
.dc.w $a000
rts

=cut here============================

/*
* STATBAR.C
* cc -O -DTEST statbar.c linea.o
*/

#include <stdio.h>

#define XP -28 /* where the current cursor X value is stored */
#define YP -26 /* where the current cursor Y value is stored */

#define LINES -42 /* where screen's size in lines is stored */
#define COLS -44 /* where screen's size in columns is stored */

#define IP(x) ((int*)(linea+(x))) /* isn't C a pretty sight? */

static long linea;
extern long getlinea();
```

```
lkbar()
{
linea = getlinea();
(*IP(LINES))--;
}

unlkbar()
{
(*IP(LINES))++;
}

clrbar()
{
statmsg("\033K",0);
}

statmsg(msg, x)
char *msg;
int x;
{
int xp, yp;

xp = *IP(XP); /* Save cursor's row */
yp = *IP(YP); /* and column */

unlkbar(); /* unlock the status bar */
printf("\033Y%c%c%s\033Y%c%c",
32 + *IP(LINES), /* Go to the bottom line */
32+x, /* and column x */
msg, /* write the message */
32+yp, /* go back to where */
32+xp); /* we came from */
lkbar(); /* lock the status bar */
}

#ifdef TEST
/*
* A little demo of the status bar
*/
main()
{
int i;
printf("\033E"); /* clear screen, home cursor */
printf("This is a demonstration of a status bar\n");

lkbar();
clrbar();
/*
* note that you should not end a status msg with a newline!
*/
statmsg("\033pThis is printed on the status line\033q",3);
for (i=1; i<101; i++)
{
```

```
printf("This is line number %d\n", i);
}
clrbar();
statmsg("\033pPress any key to exit\033q",3);
getch();
unlkbar();
}
#endif
```

```
--
Steve Yelvington at the lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve
```

2410. Re: Quick ST 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 21:54:10 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750052@hpsad.HP.COM>
Source record: 242754

/ hpsad:comp.sys.atari.st / scott@cs.odu.edu (Scott Yelich) / 10:58 pm Mar 6, 1990 /

> And now for a random thoughts:
> 1) Information on that disk to disk copy scheme as well as the space ace
> demo are available through ftp from xanth.cs.odu.edu.

I just tried ftp'ing space_ace and I couldn't "get" it. Seems that
read permission is not set for 'the world' (not the owner or group).

Could someone at xanth.cs.odu.edu fix this please.

Randy

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677

2411. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:04:34 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <32663@shemp.CS.UCLA.EDU>
Source record: 242755

In article <Z8-#%}|@masalla.fulcrum.bt.co.uk> jvt@its.bt.co.uk (John Trickey) writes:
>In article <17476@boulder.Colorado.EDU> MILLER TODD C writes:
>> You can get AMCGDOS.ARC from terminator.cc.umich.edu (35.1.33.8).
>>> This seems to be a PD version of GDOS. ....
>
>I am very interested in obtaining a PD version if possible. However
>I do not have ftp access to terminator & none of the archive sites seem
>to have it in their catalogs. Anyone tell me how I could get hold of a
>copy or do I have to buy G+Plus?
>
>:- John
>

I've seen a number of these requests and replies, but it seems that no one has yet pointed otu the difficulty involved with GDOS clones. In order to _use_ GDOS for anything other than screen fonts, you will need device drivers and fonts. The device drivers are not public domain, and are not provided with G+Plus. (I don't know if AMCGDOS has GDOS driver clones or not, but I would _guess_ that it doesn't.) If you just want to draw fonts on the screen, you just need GDOS or a clone and fonts, otehrwise, you'll still have to buy a commercial product in order to get any use from it (just to get drivers).

If you knew this already (as many of you undoubtably did), sorry for repeating it.

--Steve

Steve Whitney "It's never _really_ the last minute" ())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

2412. Kawai K1 Wave Editor/patches (wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:07:39 UTC
From: adp1@csug.cs.reading.ac.uk
Message-ID: <2107@onion.reading.ac.uk>
Source record: 242756

Hello,
I require a public domain/shareware program/s for use with a Kawai K1 synth,
ie wave editors/patches.
Thanks,
Andrew

==
| Andrew Pollard | adp1@uk.ac.reading.cs.csug |
| University of Reading | adp1%UK.AC.reading.cs.csug@uk.ac.nsfnet-relay |
==

2413. Flaky 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:18:58 UTC
From: cantwell@VUSE.VANDERBILT.EDU
Message-ID: <9003072218.AA03079@vuse.vanderbilt.edu>
Source record: 242757

Help! My 3 year old 1040ST seems to be getting a bit flaky lately. I get frequent bombs when trying to run software that used to be fine. Mostly I get three bombs (address error), or two bombs (bus error), and an occasional TOS error #35. I am also getting messages that the disks are unreadable or may be damaged, but after several tries, or rebooting they work fine. I am using commercial and public domain software that has not been any problem in the past, such as Starglider, WordPerfect, ABCD, Daleks, etc. These reside on different floppy disks. I just have the one doublesided floppy drive (no hard drive), and I have never performed any maintenance on it. Could I simply have a dirty disk mechanism or do I have more serious troubles? If so, is there a drive cleaning kit available for the ST? I have also considered the problem of heat, but leaving the machine off all night and trying programs in the morning does not help at all.

By the way, I did recently detect an unidentified virus with ST Virus Killer version 2.01 from George Woodside, and promptly killed it and disinfected all my disks. The effect of the virus was to erase a disk. I lost one disk, and then temporarily lost but recovered another. They all are clean (virus-free) now, according to the program.

Jeff Cantwell Vanderbilt U.

INTERNET: cantwell@vuse.vanderbilt.edu BITNET: CANTWEJR@VUCTRVAX

2414. PD disk util

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:23:28 UTC
From: asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <9003080821.AA28087@ucbvax.Berkeley.EDU>
Source record: 242758

I'm looking for a PD (or otherwise) disk editor. I had dl'd dvist.uue from our Sperry 5000/85 to my ST and unarced it. Unfortunately, I wasn't paying clos e enough attention when I got an out of disk space before arc had finished dearcing and I hit <delete> instead of cancel. Ouch!

To make matters worse, while trying to recover the file with Disk Doctor (original 85/86 -- who knows if they ever had a newer version) I quit in mid-stream because I thought the data in the sectors was starting to look a little strange. Wrong move. I now have half the file back -- I guess that is better than nothing except I've already dearced past that.

Back when I was using my Radio Shack Color Computer with OS-9, there was a great disk editor that let you read sectors into a buffer and then write them out to another disk to recover as much of a file as you could -- really nice.

Anything like that out here?

I know where all the sectors are but how the FAT table points to the next cluster and how to change that is still beyond me after reading the docs in DD. (Well I guess not how it points to it, I understood that but rather how to make it human readable and then make the changes).

I've looked at DLII to see if that will help but if it can do what I need it isn't apparent.

Mark Rhyner
Compter Systems Engineering
USAISEC
asqb-sep-a@huachuca-emh2.army.mil
mrhyner%sed@huachuca-emh1.army.mil

2415. Space Ace Demo

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:28:51 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1109.25f544d3@miavx1.acs.muohio.edu>
Source record: 242759

Has anyone tried to get the Space Ace demo from xanth.cs.odu.edu? I tried
but it gave me permission denied.

Ryan
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

2416. software for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:30:00 UTC
From: V066MYFM@UBVMSC.CC.BUFFALO.EDU
Message-ID: <CAA6E86D931F8038AD@UBVMS.BITNET>
Source record: 242760

does anyone have an updated software for the atari ST, despite most of it
comming out of Europe, I feel trapped and all alone, also does anyone know
of any Bulliten boards in the Buffalo/Rochester area that supports shareware
for the atari ST??
thanx..

2417. Wanted: Books

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 22:55:56 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <4946@jarthur.Claremont.EDU>
Source record: 242761

I am interested in buying any used programming books that anyone wants to sell. The only reference I have right now is the Laser C manual, which is great, but I would like to get some more.

Dan Crevier

dcrevier@jarthur.claremont.edu

2418. Re: Space Ace Demo

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 23:44:22 UTC
From: psurge@cs.utexas.edu
Message-ID: <8081@cs.utexas.edu>
Source record: 242762

In article <1109.25f544d3@miavx1.acs.muohio.edu>, rlcollins@miavx1.acs.muohio.edu writes:
> Has anyone tried to get the Space Ace demo from xanth.cs.odu.edu? I tried
> but it gave me permission denied.
>

Yeah, I just tried it and the read bit is not set...

> When you're a superhero
> hard work is easy"
> -Dufus from Ducktails

Hey, I saw that episode!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

2419. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-07 23:49:29 UTC
From: dhe@uafhcx.uucp
Message-ID: <3829@uafhp.uark.edu>
Source record: 242763

In article <6154@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> According to many "officials" at ATARI...
> some who have written to me personally,
>
> ** The TT will be available in TWO WEEKS! **
> Question: which ones will have SIMMS and which will have SIPS..?
> Question 2: will the TT boot only into low-res?
> Question 3: will i need folderxxx.prg?

You left out two really major questions:
1) How much is Atari going to sell them for? (Exact price, none of this 'less than xxxx computer system'..)
2) Where can users find the TT (or when will dealers get them)?

-Dave

==========
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==========

2420. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 00:18:40 UTC
From: ckp@grebyn.com
Message-ID: <19448@grebyn.com>
Source record: 242764

In article <6154@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>According to many "officials" at ATARI...
>some who have written to me personally,
>
>** The TT will be available in TWO WEEKS! **

Did anyone else who had seen the movie "The Money Pit" get a good laugh out of this too??? :-)

2421. ST for sale

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 00:54:55 UTC
From: dw2l+@andrew.cmu.edu
Message-ID: <oZxOpTe00Uh7A1l1Am@andrew.cmu.edu>
Source record: 242765

Hello out there,
I have a 520, drive, and a mono monitor I would like to sale. I also have a Panasonic dot matrix printer and a 1200 baud modem to go along with the system. I have a bunch of software I am willing to throw in, games, utilities. The equipment is still in its original boxes.

Daniel Wallace
Carnegie Mellon Univ

2422. Re: Space Ace Demo

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 01:24:31 UTC
From: austin@cs.odu.edu
Message-ID: <11682@xanth.cs.odu.edu>
Source record: 242766

In article <1109.25f544d3@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu writes:
>Has anyone tried to get the Space Ace demo from xanth.cs.odu.edu? I tried
>but it gave me permission denied.
>
> Ryan

I just went to the ftp directories and, sure enough, the
permissions were set so that the file was not world readable. I don't
know if there was a reason behind this, so I'm going to forward your
letter to the person that handles the atari section and let him
handle it from there.

-Jason(austin@xanth.cs.odu.edu)

2423. Re: SAM V1.1 at Umich

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 01:40:24 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000022@ux1.cso.uiuc.edu>
Source record: 242767

For those of you who wanted to see C code, the sources included
include
GEM.C -- gem routines to ease dialog usage
MESS.C -- gem routines to pass messages to the user/get inp
SAM.C -- routines involving FAT handling, disk access.

Written in Turbo C.

- Greg

2424. Re: G-Dos

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 01:44:15 UTC
From: richardk@iscuvd.isc-br.com
Message-ID: <2790@isc-br.ISC-BR.COM>
Source record: 242768

In article <9003051048.AA02991@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
>In article <17476@boulder.Colorado.EDU> MILLER TODD C writes:
>> You can get AMCGDOS.ARC from terminator.cc.umich.edu (35.1.33.8).
...

>How can You say that AMCGDOS is PD, if there is clearly a copyright
>in the program startup? AMCGDOS is free ONLY for NON-COMMERCIAL usage!

If AMCGDOS is free for non-commercial usage can someone with access to the terminator archive send a copy of the package to the moderator of comp.binaries.atari.st so it can be posted to the net for those of us who do not have access to the terminator archive?
--
Richard Kearnes UUCP: richardk@isc-br.ISCS.COM
ISC-Bunker Ramo (uunet!isc-br!richardk)
East 22425 Appleway Phone: +1 509 927-5478
Liberty Lake, WA 99019

2425. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 01:52:55 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <2358@ultb.isc.rit.edu>
Source record: 242769

What could I do to my 1040ST to have it take SIMMs?

I want to upgrade to 4 megs as cheap as possible.

Is this a possible way?

2426. Re: Hard Drive Problems?!

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 02:08:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90030820221525@masnet.uucp>
Source record: 242770

If anybody can help, I would appreciate it! I'm running into so many
problems on what should be a simplistic matter, I can't believe it!
1) I used DLII and screwed up a partition of my hard drive
2) I zeroed the partition, and eventually reformatted the drive in
order to restore it from backup.
3) The problem seems to be that when I transfer 172K or larger
programs, The drive freezes with busy light on and system says
drive is not on or not plugged in properly etc.
4) Have tried starting everything from scratch, and now cannot even
get drive C on the desktop (yes, I made sure it was capital "C").
For some reason, when I save the dektop with drive "C", the drive
disappears. I checked the Desktop.inf file, and drive C is there.
(Drive D does show up though) Even when I boot using this
Desktop.inf file, Drice C: doesn't show up?
I'm using a Supra 20Meg with a Rodine? controller. Anyways, I really do
need help on this, cause none of it makes sense and I'm beginning to
think maybe the controller is going? Its the only thing I can think of?
---
* Via ProDoor 3.1R

2427. Re: Screen Resolution

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 02:15:03 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <190@raider.MFEE.TN.US>
Source record: 242771

In article <9003060807.AA07463@ucbvax.Berkeley.EDU>, FRACHEL@UMIAMI.MIAMI.EDU writes:
> I am writing a program in personal pascal v2.0, and i need to know the
> screen sizes (in pixels) for each resolution.
>
> Thanks,
>
> Frank Rachel
>

I believe it is as follows...

Low rez - 320x200
Med rez - 640x200
Hi rez - 640x400

First # is the horizontal pixel count, second is the vert. pixel count.
dlh@raider.MFEE.TN.US

2428. SAM V1.1 at Umich

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 02:34:50 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000021@ux1.cso.uiuc.edu>
Source record: 242772

I have uploaded SAM V1.1 to umich archives and sent a copy to
comp.binaries. It will perform sensitivity adjustable disk
checking with a few other options. Check it out if you
have disk (hard or floppy) problems.

-Greg

2429. Re: How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 04:11:34 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar8.041134.25210@murdoch.acc.Virginia.EDU>
Source record: 242773

In article <2344@ultb.isc.rit.edu> ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes:
>Hi everyone,
>
> I need to know how to create region(s) on the screen that are
>independent from normal screen i/o (mainly, scrolling..). Most terminal
>programs have a line or two somewhere on the screen that doesn't scroll.
>Usually these are status displays to show useful information (baud rate,
>system connected to, various toggles, etc..).

If you want to do this in a totally general fashion (i.e. do more than
just keep N lines at the bottom of the screen from scrolling) you need
to use the vdi functions to write on the screen, and use blitting
operations to scroll sections of the screen. This is a lot more
complex than getting to treat the screen as an almost-dumb terminal,
but sometimes it's worth it.

If you want to make this go very fast, you should be sure you avoid
clipping, blit to byte boundaries, and use a software accellerator
such as TurboST or Quick ST.

> I've searched my wonderful MWC manual, but there's no mention on how
>to create something to this effect.

The stuff I talked about above is in your MWC manual. It's not the
easiest way to do it, but it's the most general one.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2430. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 04:32:48 UTC
From: rjd@cs.brown.edu
Message-ID: <31898@brunix.UUCP>
Source record: 242774

In article <6154@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>According to many "officials" at ATARI...
>some who have written to me personally,
>
>** The TT will be available in TWO WEEKS! **
>

I hate to be accused of crying wolf, but this *does* seem to confirm what I heard last week. (I never posted it because I didn't want to be guilty of starting a 'It's coming!' rumor.)

Anyway, I was told by a dealer on Feb 28th that the TT will be released by the end of March. I looked at him incredulously, and he laughed and said that he heard this from both his Atari shipper and by someone he knew at the FCC. Just for completeness sake: the FCC guy told him that the STacy and the TT were both "on the bench" in one of the labs and were due to complete their certification in a few days.

Now...if all this turns out to be another Atari false alarm, don't shoot me I'm only the piano player!

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2431. RE: 520ST Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 04:37:35 UTC
From: rjd@cs.brown.edu
Message-ID: <31899@brunix.UUCP>
Source record: 242775

Thanks to all those who responded to my "is it *really* safe to
bump up the memory on a 4 year old 520ST with piggybacked 1 Meg
RAM currently installed" question. I was responding to all of
you one by one, but today I logged in and there were 32 messages
in my mailbox, so, um, I'm wimping out and responding here.

The overwhelming response seems to have been: "I've done it, no
sweat, its been running fine for a gwuadzillion years, no overheating,
no problems, etc." So, I feel much more comfortable now. :)

Thanks again, the responses and inquiries were appreciated!

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2432. QuickCIS program

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 05:04:11 UTC
From: csrobe@CS.WM.EDU
Message-ID: <9003080504.AA06898@cs.wm.edu>
Source record: 242776

Has anybody successfully downloaded the file QWKCIS.ARC from the
Telecommunications library in the AtariPro forum on CompuServe?
I tried 3 times tonight, but all 3 times the xfer crapped out.
This is getting a little expensive.

QuickCIS is an ST program for navigating CIS in a mostly offline
way to minimize connect time. If anybody has successfully downloaded
it, I would appreciate receiving a copy!

Thanks bunches,
-chip
-=- Charles S. Roberson ARPANET: csrobe@cs.wm.edu -=-
-=- VA Remote Sensing Study UUCP: ...!uunet!cs.wm.edu!csrobe -=-
-=- Dept of Comp. Sci. Compu$erve: 71500.2056@compuserve.com -=-
-=- College of William and Mary Ma Bell: (804) 221-3455 [W] -=-
-=- Williamsburg, VA 23185 (804) 229-5530 [H] -=-

Fur: The look that kills.

2433. Re: How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 06:27:05 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Mar8012815@curie.ces.cwru.edu>
Source record: 242777

In article <2344@ultb.isc.rit.edu> ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes:
> Hopefully I won't have to write custom screen i/o routines to do

No you wont have to! there is an advertised lineA variable (V_CEL_MY)
just to do this: the short (16 bit) at offset -0x2a (-42 decimal) bytes from
the lineA base can be set to a number N to get effectively a N+1 line
scrolling region vt52. For instance if you want the N'th line to
be a status line, and have a (N-1)x80 vt52, you would set

```
char *linea_base = (base of lineA from linea0 (0xA000));

short *V_CEL_MY = (short *)(linea_base - 42L);
short save;
save = *V_CEL_MY;
*V_CEL_MY = save - 1;

....
and before terminating:
*V_CEL_MY = save;
```

its probably not a good idea to assume that the screen is 25 lines
high (or even 80 wide (with can be determined from V_CEL_MX at offset -44)).

To write to the bottom line(s):
- you can use something like v_gtext()
- or you can change *V_CEL_Y, write to the line using
Bcon/Ccon traps, and change *V_CEL_Y back, and so on..

Some of this stuff is documented in <line.h> that i posted here a while
back, or in the more current version of that file that comes with the
Gnu C library (available via FTP from dsrgsun.ces.crwu.edu).

--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2434. Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 07:17:31 UTC
From: ignac@electro.UUCP
Message-ID: <1478@electro.UUCP>
Source record: 242778

hmmm. i seem to have created yet another controversy over trying to post the Quick ST II demo code to comp.binaries.atari.st. Soooo, i want to get some feedback from net people on a couple of things:

1 - Branch Always Software *ALWAYS* will post a demo of our latest stuff on ALL online services (Compuserve, BIX, GEnie) and we feel (or at least I do) that people on Usenet who don't have access to the above online services (ie: most Europeans) benifit from having the demos posted to comp.binaries.atari.st as well

2 - we will NOT make a special demo version just for Usenet. One is plenty to worry about for later bug reports, etc. we just simply do not have the time to do things specially for Usenet.

3 - because they are demos of commercial products, we put as must notice into the demo to give people ABSOLUTELY no doubt that the stuff is not shareware and is indeed commercial. We feel that this is hardly any different than large shareware notices. And let's face it folks, Branch Always Software is HARDLY on the scale of Apple or Microsoft or even lowly Atari for that matter when it comes to commercial sales. Shareware simply became too large to keep under the table, so going commercial makes our stuff that much more legitimate, (and keeps us out of trouble with government auditors, etc :-) (this point is equally valid for small companies such as Double Click, etc in the Atari world) (and this way, the author of Turbo ST can't yell at us for being "unfair competition" as he said when we were shareware.)

so, the questions i ask are:

Do you Usenet folks feel that the posting of our demos of our products here is a worthwhile endevour, or should we stop?

Are Usenet folks REALLY care all that much if a commercial endorsement is made in the demo??

if the responses are in favour of absolutely no commercial stuff on Usenet, then i guess there's no point but to leave Usenet out on future postings of demos, etc. And i think that in such a small userbase, that would be a damn shame!

(and hell, why should Compuserve, GEnie and BIX get all the good stuff anyways?????)

comments/responses/flames/praise/beratings/humble opinions/blathering/etc accepted free of charge!

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

2435. Re: How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 09:01:01 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4591@brahma.cs.hw.ac.uk>
Source record: 242779

In article <2344@ultb.isc.rit.edu> ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes:
>Hi everyone,
>
> I need to know how to create region(s) on the screen that are
>independent from normal screen i/o (mainly, scrolling..). Most terminal
>programs have a line or two somewhere on the screen that doesn't scroll.
>Usually these are status displays to show useful information (baud rate,
>system connected to, various toggles, etc..).

Well I've never needed to do this but if I did I'd go about it like this.

Example: Say I want a status line at the bottom of the screen but I want the
other 24 line to scroll about like normal.

Allocate a 256 byte alligned chunk of screen RAM that is 26 lines high.
(26 * 0x500 + allignment)
Use Setscreen (XBIOS #5) to set the logical screen RAM pointer to the start
of this RAM but set the physical pointer 0x500 bytes further on. This makes
the screen output and scrolling not affect the last visible line on the screen.
When you want to change the status line set the logical screen base to match
the physical one position the cursor on the last line and do your stuff.
Restore the logical screen pointer then rinse and repeat ...

Similar nonsense can be performend for upper syslines.

Hope this helps. Enjoy the bombs :-)

>____
> Albert Yarusso, Rochester ajy2208@ritvax.bitnet
> Institute of Tech. ____
> Computer Science /___ / {rutgers, ames}!rochester!ultb!ajy2208
>_____________________/ / ajy2208@ultb.cs.rit.edu GEnie: A.Yarusso

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "it's pronounced Throatgobbler Mangrove" !
+---+

2436. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 09:24:00 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4592@brahma.cs.hw.ac.uk>
Source record: 242780

In article <2668@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>Obviously Atari never bothered to tell UK magazines that the SIMMS
>weren't a feature of the machine so when they opened the machine SIMMS
>were what they found - can you blame them for assuming this to be a
>'feature' of the machine (rather like the square 68000 being a 'feature')?

I do blame them!
It's people making assumptions that have given the ST a bad name so far.
Look at all the software that breaks on TOS 1.4 and 1.6 because of
'assumptions'. Unless Atari say so officially then nothing is guaranteed.

If your STE has SIMMs, congratulations. If not, too bad, that's the luck of
the draw. Does anyone think it unreasonable to ask a dealer to supply an STE
that definately has SIMMs an not SIPs? I can't imagine many dealers opening
them up for you to have a look. If SIP machines don't sell then Atari might
change their policy but few buyers would ever be aware of the difference.

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "it's pronounced Throatgobbler Mangrove" !
+---+

2437. How to do memory expansion ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 09:41:39 UTC
From: anjo@me.chalmers.se
Message-ID: <4927@me.chalmers.se>
Source record: 242781

Is there anybody out there who has experience doing memory expansion on a
Atari 520 STf ? The motherboard is marked C070789-001 REV D. So if you are
willing to share your experience, please let me know.

==
! Anders Johansson | Email: anders@citrt1.cit.chalmers.se !
! CIT Skillware | Phone: +46 31 724237 !
! Chalmers Teknikpark | Fax : +46 31 827035 !
! S-412 88 Gothenburg, Sweden | !
==

2438. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 11:56:47 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Mar8.115647.29313@bath.ac.uk>
Source record: 242782

In article <2668@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>In article <2069@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>>The SIMMs are there mainly for the cost and space savings on the PC
>>board, not so you can add memory to your machine. Sometimes we use
>>SIPs, not SIMMs, and they're soldered right into the board! Don't rush
>>out and buy a 520STe expecting to be able to upgrade it.
>
>Obviously Atari never bothered to tell UK magazines that the SIMMS
>weren't a feature of the machine so when they opened the machine SIMMS
>were what they found - can you blame them for assuming this to be a
>'feature' of the machine (rather like the square 68000 being a 'feature')?

I'd second the notion that 'easy upgradability' would be well worth
preserving. I think that's probably even proven by the success of
3rd-party memory upgrades for the ST's (and Megas?).

However, more to the point, from today's Popular Computing Weekly (a UK
'home computing' rag -- issue 402, Mar 8-14): 'The 499 (pound) STE is
seen by Atari UK boss Bob Gleadow as a more professional machine, with
its SIMM sockets for memory upgrades, ...'. This statement is farily
typical of local press reports, and it appears to carry a strong
implication that Atari UK have 'announced' the SIMM sockets as a
feature (which might, of course, be incorrect).

Looks to me like either (a) Atari HQ had better have some words with
its international subsidiaries; or (b) the international subsidiaries
better have some strong words with their local computer journalists; or
(c) UK (at least) STEs had better have SIMM sockets. I'd prefer option
(c). In a 500 pound (about 800 dollar) machine, your profit margin
would certainly not be greatly harmed by spending 50 cents on a couple
of extra SIMM sockets. Would probably be more than offset by eliminating
phone calls and letters to Atari(UK) asking where they are.

(As an aside, I'm not sure where that price came from. From the ads,
it looks like that probably would get you a 1040 STE + mono monitor, or
a 1040 STE + 'business software pack' + 1/2 the monitor. But then,
no-one actuallys sells anything at the recommended price any more.)
--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!smee - Tel +44 272 303132

2439. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 12:21:39 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1821@ncrcam.Cambridge.NCR.COM>
Source record: 242783

In article <2358@ultb.isc.rit.edu> drp9500@ultb.isc.rit.edu (D.R. Paradis) wr
>What could I do to my 1040ST to have it take SIMMs?
>
> I want to upgrade to 4 megs as cheap as possible.
>
> Is this a possible way?

There is now !!!

John Russel Innovations
P.O. Pox 5277
Pittsburg, California 94565
(415) 458-9577

Order a RAM+ board. It has space for 4, 1 megabyte SIMM modules. A little
tight fit, but I have one and it works great! Cost - $125, you supply the
SIMMs. You can probably buy them too, but I had my own.

mike, just a happy customer

2440. Gemini is corrupted

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 13:28:04 UTC
From: kirchner@uklirb.informatik.uni-kl.de
Message-ID: <2801@uklirb.informatik.uni-kl.de>
Source record: 242784

Sorry to post this here, but there is no comp.binaries.atari.st.d.

The recently posted Desktop replacement 'GEMINI' arrived here corrupted.
UUD uudecodes correct, but stops sequence checking after the first file.
I couldn't find the reason, checking chars are there.

Then testing the gemini.zoo I get the message

/gemini/gemini.prg bad CRC, file probably corrupted.

If this happend to others also, I think we should have a REPOST.

R. Kirchner,
University of Kaiserslautern
kirchner@uklirb.informatik.uni-kl.de

2441. SCAT/Silver Reed Scanner

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 14:23:19 UTC
From: steven@cwi.nl
Message-ID: <8876@boring.cwi.nl>
Source record: 242785

Is there anyone who has got the SCAT/Silver Reed scanner who wants to exchange information and/or software? In particular, I'm interested in the format of the files it generates, above all *.pr files. These seem to be run-length encoded, but not entirely. Anybody know?

It's a nice cheap scanner, but the documentation stinks! (No technical details whatsoever). I'm not wild about the software either, but once I can convert the files to another format, I don't care.

Thanks in advance. (The above are personal opinions.)

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl
- I just read a book where machines turn humans into zombie slaves!
- Sounds scary.
- You bet. Hey! What time is it? My TV program is on! (Calvin and Hobbes)

2442. graf_mkstate

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 14:46:44 UTC
From: roland@tuvie
Message-ID: <1160@tuvie>
Source record: 242786

A simple timing loop with graf_mkstate gives about 2500 microseconds
per call. The Turbo-C program is appended to the end of this message.
I use TOS 1.4 and the same result is obtained with Pascal.

However it takes at least 0.1 seconds before graf_mkstate recognizes
any button state change. So we have at least 40 calls to this
AES routine before the change is detected.

I cannot imagine any reason for this.
If anybody knows, please give an explanation.

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

```
/* ------------------------------------------------------------- */

/* BWAIT Button Wait */
/* author Roland Schreier */

#include <stdio.h>
#include <aes.h>
#include <time.h>

int main()
{
int mx, my, mstate, kstate ;
char s[128] ;
long count ;
clock_t time ;

appl_init() ;
count = 0 ; time = clock() ;
do
{
count++ ;
graf_mkstate(& mx, & my, & mstate, & kstate) ;
} while (mstate == 0) ;
time = clock() - time ;
sprintf(s, "[0][mstate = %#.4x |%li ticks |%li calls |%li microseconds ][ OK ]",
mstate, time, count, (time * 1000000L) / (CLK_TCK * count)) ;
form_alert(1, s) ;
appl_exit() ;
return 0 ;
} /* main */
```

```
/* ------------------------------------------------------------ */
```

2443. e-mail for cwilliams@cs.UMD.EDU

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 14:57:34 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21734@watdragon.waterloo.edu>
Source record: 242787

I tried to send you the following e-mail but it bounced so I am
posting it here.

Sorry I have taken so long to reply, but things have been busy lately.

You were correct that terminator only had the Atari side of uw, and
not the Unix side. I took a second look at the stuff I've got and
I also only have the Atari side. (I will correct this as soon as I
find the Unix side, so if you find it before I do, please let me know.)

The readme file for the Atari stuff said that the author and contact
person was:
John D. Bruner
ARPANET/MILNET: jdb@sl-c.ARPA
UUCP: {seismo,ut-sally,dual,lll-crg}!mordor!jdb
I don't know if that is for the Unix end but if nothing else he
might know where the sources are.

I'm pretty sure the sources are somewhere here at Waterloo (they
tend to keep these things around so they can install the same stuff
on all the Unix machines) so I'll look around here and let you
know if I find them.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2444. Re: Quick ST 2.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 15:07:33 UTC
From: austin@cs.odu.edu
Message-ID: <11704@xanth.cs.odu.edu>
Source record: 242788

In article <750052@hpsad.HP.COM> randyh@hpsad.HP.COM (Randy Hosler) writes:
>I just tried ftp'ing space_ace and I couldn't "get" it. Seems that
>read permission is not set for 'the world' (not the owner or group).

This has been fixed.

-Jason

2445. GDOS AND NEODESK II

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 16:03:39 UTC
From: pfg@ukc.ac.uk
Message-ID: <4097@harrier.ukc.ac.uk>
Source record: 242789

Is there anyone out there with a version of GDOS that works with overscan
as both versions I have don't.....

Also is there any patch that converts NEODESK 2.03 to 2.05???????

Thanks....

Pete..

2446. Graphics anybody?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 16:03:43 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1111.25f63c10@miavx1.acs.muohio.edu>
Source record: 242790

I'm trying to write some arcade-quality graphics and sound routines on my ST. Are there any GOOD books that talk about how to do this? I mean, how do people write things like Dungeon Master if there is no information on how to do this?

What I'd really like is "Mapping the Atari, REvised and Updated for the ST!"

Anybody know of any books that talk about this that are available in the U.S.?

I dont CARE what language I need to use it. I'll buy a new language if I need to.

--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

2447. Re: Mono-Monitor Alternative - An Idea - Suggestions???

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 17:07:15 UTC
From: phoenix@ms.uky.edu
Message-ID: <14493@s.ms.uky.edu>
Source record: 242791

[Line eater? What line ea

About the monochrome monitor business;
How about the NEC Multisync IIgs? It's usually available through mail-order at around US$150 and is supposed to be a great screen. It's a true monochrome multisync - and I THINK should handle the colour signals as well, simply changing them to gray-scales.
You might want to check it out.
- R'ykandar.

PS: I have no affiliation with NEC; I don't own a IIgs, so reality-check all statements first.
--
| R'ykandar Korra'ti | Editor, LOW ORBIT | PLink: Skywise | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ms.uky.edu | phoenix%ms.uky.edu@ukcc.bitnet |
| "Careful, mom, the toys are loose!" - from The Wizard of Speed and Time |

2448. Re: Hard disk problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 17:07:28 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1371@lzsc.ATT.COM>
Source record: 242792

In article <1777@loria.crin.fr>, domen@cartan.crin.fr (Eric Domenjoud) writes:
> Some days ago, my hard disk got completely corrupted: I first noticed
> that some files were mixed on the disk and looking at the FATS and the root
> directory, I saw that a prt of file was written in the root directory and
> some clusters were allocated to more than one file. It's actually the third
> time it happens but I never exactly identified the problem before. I have
> then two questions:

Well, something is failing.
First choice is that the disk read wrong, and did not report the error.
If you have a standard SH204, this is true. There is a PLA fix from
Berkeley Microsystems (USA) for this.

Second choice on the hard disk is that it read wrong, but the checksum was
OK. Not all that likely, but just as fatal.

Third choice is an unfortunate memory failure. This may be detectable with
a memory check program; but the ultimate test of memory is using it.

Least likely is the file selector. It really cannot direct disk data to
random locations.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2449. Re: Mouse replacements

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 17:35:05 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003081736.AA03006@fsucs.cs.fsu.edu>
Source record: 242793

```
In article <1222@elmgate.UUCP>, rg@aurora.UUCP writes:
>
> Hello.
> Sometime back, a document was passed round the net describing
>how one takes a IBM PC mouse (non optical I assume) and connect it
>to the St. Could someone please repost this doc? I'm in dire need.
>To anyone that saw my previous message, and reply'd, please, reply
>again. As It musta got lost somewheres between here and someplace
><sigh>.
>
>--
>Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
>(716)-726-0084
>Eastman Kodak makes film not comments. Therefore these comments are mine
>not theirs.

I have seen several requests for this info, I will drag it out when I get
home and post it.
--

------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

2450. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 18:02:05 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1375@lzsc.ATT.COM>
Source record: 242794

In article <2105@onion.reading.ac.uk>, djd1@csug.cs.reading.ac.uk writes:
>
> Basically, does anybody know _exactly_ what it is? I am having some
> problems with a program that I suspect may be due to the '40-Folder Bug',
> but until I know what it is I cannot do anything about it.
>
> Is it that you cannot have folders nested more than 40 deep, or that
> a program (or process) cannot visit more than 40 folders??
>
TOS in ROMS (1.1 and 1.2) the 40-folder bug is caused from not cleaning
up after VISITING 40 folders. It really screws up after that.

TOS in EPROMS (1.4 aka 1.6) the 40-folder is a LIMIT on depth. You get
a clean error message if you use up your folders.

The fix for both is foldrnnn.prg from atari that adds nnn folders to the
pool.

p.s. the "40" comes from the floppy based systems. TOS 1.1 etc disk
drivers usually added "100" more just to give you a fighting chance.
So on a hard disk it was usually a 140 folder bug. TOS 1.4 does not
have AHDI add the folders as it not necessary to boot successfully.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2451. Re: Need help with Kermit/Xmodem

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 18:21:04 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <22437.25f64e30@kuhub.cc.ukans.edu>
Source record: 242795

```
>> I'm having trouble with transfer from the VAX (running VMS 5.2) and my
>> 1040 ST (using Uniterm V2.0e 002). I've tried both xmodem (I don't know the
>> version number on the VAX) and VMS Kermit-32 version 3.3.118.
>>

I use KERMIT almost daily to transfer files ST <<-->> VAX with no problem.
You do not say what kinds of files you are transfering. If they are binary,
you need to SET FILE TYPE BINARY on the VAX.
```

2452. Re: Screen Resolution

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 18:45:56 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2390@rodan.acs.syr.edu>
Source record: 242796

In article <190@raider.MFEE.TN.US> dlh@raider.MFEE.TN.US (Dana L. Holt) writes:
>In article <9003060807.AA07463@ucbvax.Berkeley.EDU>, FRACHEL@UMIAMI.MIAMI.EDU writes:
>> I am writing a program in personal pascal v2.0, and i need to know the
>> screen sizes (in pixels) for each resolution.
>>
>> Thanks,
>>
>> Frank Rachel
>>
>
> I believe it is as follows...
>
> Low rez - 320x200
> Med rez - 640x200
> Hi rez - 640x400
>
> First # is the horizontal pixel count, second is the vert. pixel count.
> dlh@raider.MFEE.TN.US

Surely there must be some OS call you can do to get this information... You
should NEVER hard-code in specific pixel counts, if you do, your software
will not work with any kind of non-standard screen or "overscan mod" or
etc...

---jb

2453. Re: Atari and the Everyday Person

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 19:20:41 UTC
From: reiser@pmafire.UUCP
Message-ID: <1990Mar08.192041.18597@pmafire.UUCP>
Source record: 242797
Cross-posted to: rec.games.video,comp.sys.atari.st

(Michael Portuesi) writes:
>I was riding home from work last night on the subway in San Francisco.
>My commute home is pretty long, and so I play video games on my Lynx
>to pass the time.
>The woman said to me, "Does Atari make that? I thought they went out
>of businesss!" To which I replied, "No, they're still around."

Amazing! Just last month I was reading that the Lynx was still a year away from marketing. This was in a February issue of a video games magazine. So apparently the publishers aren't even aware of what Atari is doing. I was surprised myself as I read this article, to read that someone was actually using a Lynx. When did it get on the market? How much does it cost? How many games are available?

I sure hope an embarassed Atari Advertising Manager gets a hold of this (are they trying to keep Lynx a secret like the A-bomb in WWII).

Steve

--
Steve Reiser (reiser@pmafire.UUCP or ...!uunet!pmafire!reiser)
****
* ACROMANIACS ANONYMOUS: FIGHT GRAVITY --> CLIMB! *
****

2454. Re: PD Disk Utils?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 19:50:33 UTC
From: Mrhyner@sed.huachuca-emh2.army.MIL
Message-ID: <9003100802.AA03721@ucbvax.Berkeley.EDU>
Source record: 242798

When I was up in Phoenix yesterday for an Intel seminar (no boos and hisses - it was for work), I stopped by Computer Works and picked up the Feb 90 issue of ST WORLD (UK). (Nice article Mathew)

There on the inside back cover was the answer to my question about disk utils which can grab sectors and write them to another file. The name of the program from HiSoft is KnifeST. Has anyone from across the pond used this yet -- Mathew?

I would expect that Michtron would carry this along with Lattice C5, anyone have any info on this?

Mark Rhyner
Computer Systems Engineering
asqb-sep-a@huachuca-emh2.army.mil
or
mrhyner%sed@huachuca-emh1.army.mil

2455. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 20:10:49 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2391@rodan.acs.syr.edu>
Source record: 242799

In article <4592@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <2668@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>Obviously Atari never bothered to tell UK magazines that the SIMMS
>>weren't a feature of the machine so when they opened the machine SIMMS
>>were what they found - can you blame them for assuming this to be a
>>'feature' of the machine (rather like the square 68000 being a 'feature')?
>
>I do blame them!

Well I don't!!!!! If Atari gave some magazine a machine to be reviewed, I think it reasonable to expect them to also include a description of the machine, including what are and are not features. Otherwise, all they would be able to publish is a picture of the machine! (Not even that, because then they would be "assuming" that Atari won't change the look of the machine)

>It's people making assumptions that have given the ST a bad name so far.

No, it's (say it with me, now...) INEPT MARKETING AND MANAGEMENT AT ATARI that has given the ST (and the rest of the product line) a bad name. Does anyone REALLY think that charging people $200 - $300 for documentation and then forcing them to sign a non-discosure agreement for contents therin is a good idea? I sure as hell don't! I realize that you get more than the docs for the money, but my point is if you want any documentation, you have no choice but fork it over.

>Look at all the software that breaks on TOS 1.4 and 1.6 because of
>'assumptions'. Unless Atari say so officially then nothing is guaranteed.

TOS itself has bugs, does this mean Atari made 'assumptions'? And since when does Atari say anything "officially"? The reason people have to 'assume' is that Atari is mute.

>
>If your STE has SIMMs, congratulations. If not, too bad, that's the luck of
>the draw. Does anyone think it unreasonable to ask a dealer to supply an STE
>that definately has SIMMs an not SIPs? I can't imagine many dealers opening
>them up for you to have a look. If SIP machines don't sell then Atari might
>change their policy but few buyers would ever be aware of the difference.

Well, I know that if I was an Atari Service Center, I'd be pretty pissed off at having to deal with lots of little variations of a machine because Atari found it could save $0.68 by changing something... How much does Atari spend re-designing parts of their boards so they can save a couple of cents on parts? No wonder nobody takes them seriously! Get your act together, Atari!

> +---
> DISCLAIMER: Unless otherwise stated, the above comments are entirely my own
> !
> Neil Forsyth JANET: neil@uk.ac.hw.cs
> Dept. of Computer Science ARPA: neil@cs.hw.ac.uk
> Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil
> Edinburgh, Scotland, UK "it's pronounced Throatgobbler Mangrove
> +---

---jb

2456. Re: Graphics [books] anybody?

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 20:39:20 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar8.203920.1559@wam.umd.edu>
Source record: 242800

In article <1111.25f63c10@miavx1.acs.muohio.edu> tmwhitehead@miavx1.acs.muohio.edu writes:
>I'm trying to write some arcade-quality graphics and sound routines on my ST.
>Are there any GOOD books that talk about how to do this? I mean, how do people
>write things like Dungeon Master if there is no information on how to do this?
>

I don't want to sound negative, but NO, they're aren't any good books
about this written specifically for the Atari. The folks who write games
professionally have (I would guess in general) lots of experience with
other machines that are well-documented, so they know what kinds of
techniques to use. Much of the info on the nitty-gritty details about
the ST is posted here and on the online services (e.g., GEnie), so keep
reading.

>What I'd really like is "Mapping the Atari, REvised and Updated for the ST!"

That wouldn't be very useful, and even if it existed Allan Pratt would
(I bet) personally hunt down all the copies and burn them. Unlike
programming 8bit machines, you can't just poke all around an ST.
Applications have to be well-behaved; i.e., they can't whomp all over
memory, the Bios, etc.

Most importantly, the OS in the ST changes from time to time, and
undocumented "poke" locations change. You don't want programs that
rely on fixed locations in the Bios code, since such programs would not
work with all version of TOS.

What would be useful: "De Re ST". Unfortunately, no one's interested
enough or willing to write a book like "De Re Atari" for the ST.

>...
>I dont CARE what language I need to use it. I'll buy a new language if I need
>to.
>

Well, if you really want to write professional quality routines, you
will have no choice but to use assembly language. Nothing else is up
to snuff.

Dave Baggett
dmb@cscwam.umd.edu

2457. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 21:16:49 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6170@blake.acs.washington.edu>
Source record: 242701

In article <19448@grebyn.com> ckp@grebyn.UUCP (Checkpoint Technologies) writes:
>In article <6154@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>>According to many "officials" at ATARI...
>>some who have written to me personally,
>>
>>** The TT will be available in TWO WEEKS! **
>
> Did anyone else who had seen the movie "The Money Pit" get a
>good laugh out of this too??? :-)

At least one netter got the joke!

Let's hope the joke is on us and we CAN buy a TT in two weeks...

-kevin
ramsiri@blake.acs.washington.edu

BTW: ATARI did in fact say "officially" that the TT WILL be
available by the "end of the first quarter 1990"...

SIPS, folderxxx.prg et al !!

2458. Re: GDOS AND NEODESK II

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 21:19:41 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1584@engage.enet.dec.com>
Source record: 242702

In article <4097@harrier.ukc.ac.uk>, pfg@ukc.ac.uk (P.F.Gisby) writes...
>
>Also is there any patch that converts NEODESK 2.03 to 2.05???????
If you send your original 2.03 Neodesk disk to Gribniff they will upgrade it
to 2.05 for a small fee. Sorry I don't have Gribniff's address with me.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2459. Re: SIMMS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 21:22:46 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2795@isc-br.ISC-BR.COM>
Source record: 242703

Newsgroups: comp.sys.atari.st
Subject: Re: SIMMs for the STE
Summary:
Expires:
References: <2703@erix.ericsson.se> <2069@atari.UUCP>
Sender:
Followup-To:
Distribution:
Organization: ISC-Bunker Ramo, An Olivetti Company
Keywords: SIMM, STE,

In article <2069@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>euaanu@eua.ericsson.se (Arto Nummelin) writes:
>
>>I've just tested 1M x 8 SIMMs from a Mac IIcx in my 520 STE.
>
>Here we go again: Standard SIMM Reply #1:
>
>The SIMMs are there mainly for the cost and space savings on the PC
>board, not so you can add memory to your machine. Sometimes we use
>SIPs, not SIMMs, and they're soldered right into the board! Don't rush
>out and buy a 520STe expecting to be able to upgrade it.
>
Your reply is rather arrogant since your supposed to be representing
the company we are responsible for keeping in business.

What you should have said was don't buy any Atari product expecting
to be able to upgrade it unless you want to kludge it and work with
little or no support from Atari.

2460. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 21:51:52 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2714@castle.ed.ac.uk>
Source record: 242704

In article <4592@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <2668@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>Obviously Atari never bothered to tell UK magazines about SIMMS
>>Can you blame them for assuming this to be a 'feature' of the machine.
>
>I do blame them!
>It's people making assumptions that have given the ST a bad name so far.
>Look at all the software that breaks on TOS 1.4 and 1.6 because of
>'assumptions'. Unless Atari say so officially then nothing is guaranteed.

OK, I take your point Neil but I still think some sort of statement from
Atari about what exactly the new features of the STE were would have
helped. If there was such a statement then fair enough, it is totally
the fault of the magazines and I certainly agree that they are always
the first to spread stuff about.

However, Atari should know by now that people 'assume' everything where they
have little information, that goes for TOS as well as the STE in general.

Anyway, the damage is done, if Atari doesn't change it's policy in the
light of assumptions made about the STE then further damage will follow.
Everyone has believed what they have read about the STE, dealers who
advertise the STE as having upgradable memory and companies who have
started advertising SIMM plug-ins for the STE will be made to look fools
when SIPP STEs appear. This *can't* do Atari any good but it can severly
damage the reputation of the STE.

The STE is a great machine but it has been bashed about by the magazines
for a few months now, any further damage may be difficult to recover
from.

I'll shut up now,
Mark.

Documentation? Wots that then?

2461. Programmers, back up your code!

Newsgroup: comp.sys.atari.st
Date: 1990-03-08 22:51:30 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <191@raider.MFEE.TN.US>
Source record: 242705

I would just like to pass on an experience that I had about 5 mins ago. If you are a programmer back-up your source code! I was writing an alternate desktop (ie. like NeoDesk). I have spent about 9 months on it. This little gem (ha,ha) had everything! Write verify toggle,repair disk, own item selector,8 windows,all drive support,twisted format,extended format, load program into memory and switch between them,neat little icons,colors!, timer,auto screen off,seek time set,and many more! I had also written some assembly programs to go with it (ie. utilitys!).. Well, I just got finished with it and compiled it. Ok, I test it out, all works great! I'm soooooooo happy,run the resource editor (change a few things),save the new .rsc file, load up the editor to edit the code a little for looks,i get TRASH!,bang on keyboard,doesn't help.. All programs on disk are screwed! Do you think i'm gonna do it all over? Hell no! So the moral of this story is "If you have a big project, back-up you code!!!"..
THE END
dlh@raider.MFEE.TN.US

2462. PC SPEED and CONFIG.SYS

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 00:24:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Mar8.192623est.58347@ugw.utcs.utoronto.ca>
Source record: 242706

My latest tests of PC Speed have been with DOS 4.01. When I put the following in my config.sys file:

STACKS=32,128 (thanks to Michtron for the advice)

most of the problems I have had with stack overflows have disappeared. However, PC GEM continues to be a problem. After a short usage, or even on start up, PC Speed hangs.

I do not have any intention of using PC GEM but I feel that emulation should be as close to 100% reliable so until I get PC Speed workin with GEM I'll consider the product unstable.

Feedback from other PC Speed users would be helpful (anyone out there willing to report on SuperCharger?)

2463. PORTFOLIO Development Kit

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 00:30:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90Mar8.193322est.58367@ugw.utcs.utoronto.ca>
Source record: 242707

Through discussions with Atari Canada, I learned that there is a Portfolio development kit that consists of an emulation program that lets you program on a standard PC as if it was a Portfolio. Once the code is tested, it is then transferred to the Portfolio.

One hitch. You have to be a registered developer to get the product. That's a shame because the Atari world is famous for its PD and Shareware goodies that are discouraged by limited availability of a development environment.

While I understand that DIP has the rights to the documentation and such, it seems to be self-defeating for a manufacturer to limit distribution of info that will promote the writing of software for its computer!

In addition, why doesn't Atari issue a file transfer code for the ST to allow ST-Portfolio dialog via the smart parallel interface like it does with the Atari PCs?

2464. Monochrome Monitor Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 00:37:44 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <22608@uflorida.cis.ufl.EDU>
Source record: 242708

selling one, please send me mail or post here on the net if things go
bouncy bouncy.
From: cr1@beach.cis.ufl.edu (Christopher Roth)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

2465. Re: Atari and the Everyday Person

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 00:42:30 UTC
From: kjetilho@ifi.uio.no
Message-ID: <2702@ifi.uio.no>
Source record: 242709
Cross-posted to: rec.games.video,comp.sys.atari.st

Steve Reiser writes:

> Amazing! Just last month I was reading that the Lynx was still a year
> away from marketing. This was in a February issue of a video games
> magazine. So apparently the publishers aren't even aware of what Atari
> is doing. I was surprised myself as I read this article, to read that
> someone was actually using a Lynx. When did it get on the market? How
> much does it cost? How many games are available?

I think I read in Popular Computing Weekly that 100,000 (!) Lynxes were
sold in the USA during the Christmas rush, leaving all sources dry.
Atari were careful not to advertise too much, as they knew that they
could not keep up with the demand, and that would just damage their
image...

Now, this is what I *seem* to remember, and it may all be utter rubbish.

Popular Computing Weekly, btw, is an English magazine.

```
//////////////////////////////////////////////////////
// Kjetil T. Homme // "I always read between the lies" //
// Norway // (Goodman Ace) //
//////////////////////////////////////////////////////
```

2466. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 02:37:06 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1199@oucsace.cs.OHIOU.EDU>
Source record: 242710

In article <940@lzaz.ATT.COM>, bds@lzaz.ATT.COM (Bruce Szablak) writes:
> My main beef with the multisync in hi-rez mode is what I term "shadowing".
> I see characters and lines "echoed" in a fashion like that seen on TVs.
> The problem is not too bad in reverse video mode. I suspect the cause is
> the ganging of a 9 pin gender changer and 9 to 15 pin adapter to get
> the NEC 3D to talk to the video box I have. Even without that problem the
> Multisync is not as sharp as a true monochrome monitor.

The problem is you're using the NEC's "monochrome" mode, not the
NEC's color mode. I've been using NEC in monochrome for a half a year,
and it's *sharper* than the true monochrome. Call up NEC and ask them
for a pinout of the 15-pin adaptor. I don't recall offhand what my
pinout is, and I'm in the lab right now, so I can't look, but what you
can do is buy the Practical Solutions "multisync" cable and go from there.
There is an article in terminator about how to go about connecting it;
this is for the Multisync 2 but the idea behind it works with the 3D as
well.
If all else fails, call NEC and tell them your situation. I
ended up getting it right by playing around with it, and the cable is
a real mess, all the wires are the same color, and I don't want to pull
it out and check to see which pin goes to which until I have to. I
admit, it's not the easiest thing in the world to do, but it did save
me from having to use two monitors.

PS: Using the 9-pin gender changer ganged to the 9-to-15 pin adaptor
probably IS the problem. If switching the "color" switch on the front
panel causes your screen to change, then it isn't attatched correctly.
The same goes if your characters blur into each other.

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| KATZ'S LAW: |
| Men and nations will act rationally when all other |
| possibilites have been exhausted. |

2467. Re: PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 04:11:06 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003090407.AA08960@fsucs.cs.fsu.edu>
Source record: 242711

In article <21699@watdragon.waterloo.edu>, swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>In article <25F2F5D8.10902@paris.ics.uci.edu> wngai@ics.uci.edu (Wayne Ngai) writes:
>>
>>Is there any existing PD/Shareware Fortran compiler for Atari St in existence?
>>
>>Is so, could someone please mail me a copy?? Thanks!!!
>>
>>wayne
>
>If you get any responses, please post a summary to the net. I'm also
>interested in Fortran for the ST (but not interested enough to pay
>big bucks for it) and there are likely others.
>
>
>Steven W. Klassen +----------------------------+
>Computer Science Major | Support the poor...buy fur! |
>University of Waterloo +----------------------------+

There is only one Fortran compiler for the ST that I know of, Prospero Fortran.
To my understanding, it is excellent, but also "big bucks."

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2468. Hooking a Microsoft Mouse to the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 05:09:41 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003090510.AA10042@fsucs.cs.fsu.edu>
Source record: 242712

Due to many requests, I have dragged this out and reposted it. I was not the original po
ster. Please send me some mail if you successfully make
one of these adaptors, I intend to give it a try in the future.

----------<cut here>----------

Date: 21 Feb 89 03:02:45 GMT
From: tektronix!ozvax!tekcsc!jeff@ucbvax.Berkeley.EDU (Jeff Beadles)
Subject: Here's how to hook a MicroSoft Mouse to a ST
To: info-atari16@score.stanford.edu

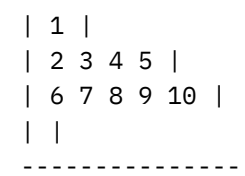
Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now with no problems at all. It does take some soldering
skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari. :-)

Atari ST	Microsoft Mouse ST	expected signal
1	5	XB
2	3	XA
3	8	YA
4	9	YB
5	N/C	N/C
6	2	Left button
7	N/C	+5VDC (N/C)
8*	6	and also tie to pin 1 Ground
9	7	Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.



If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

----------<cut here>----------

--

```
------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

2469. PC Ditto II PALs

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 06:31:27 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2796@isc-br.ISC-BR.COM>
Source record: 242713

I just found this on genie.

Category 19, Topic 2
Message 122 Wed Mar 07, 1990
AVANTGARDE at 17:23 EST

To all pc-ditto II owners

If you are waiting for the replacement PAL chips, we began shipping them Wednesday, March 7 and Thursday, March 8. We recevied PALs on Monday, but they were blank. We were able to pressure the distributor to send correctly programmend PALs, and they came thru Wednesday afternoon.

Thanks for your patience and support! Its been a long time, but I think you will find it worth it!

Bill Teal

I'd have to question that he started shipping them on Thursday when he posted this on Wednesday. But, he's been working hard.

2470. Re: PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 07:03:38 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Mar9.070338.3009@murdoch.acc.Virginia.EDU>
Source record: 242714

In article <9003090407.AA08960@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

> There is only one Fortran compiler for the ST that I know of, Prospero
> Fortran. To my understanding, it is excellent, but also "big bucks."

There is also Absoft Fortran, which I believe the company is no longer
actively working on upgrades for (?), and a German 68000-based fortran
compiler which I got a doc for a long time ago but never had any luck
contacting the author to get a recent version of. It came out of CERN
or some similar physics-type envionment, and didn't look robust enough
to compile my typical zillion-line programs.

Absoft is the company that wrote Mac Fortran for Microsoft. They're
also a bunch of physicists :-)

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2471. Re: 6581 (SID to you)

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 07:25:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27718@cup.portal.com>
Source record: 242715

Marcus Bointon asks about sources and data for the 6581 SID chip...

One source is a company called JAMECO in the USA... they list most of the Commodore-64 chips, including the SID ($12.95 US).

Their order number is (415) 592-8097 (they're in the Pacific Time Zone)

They may also be able to supply specifications on the 6581.

BobR

2472. Terminator adress

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 08:04:41 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9003090804.AA23048@ucbvax.Berkeley.EDU>
Source record: 242716

Dear netters,
can anybody please mail me the correct adress of terminator so that
i can access it via bitnet?
Thomas Neser <So01@Dmarum8.Bitnet>

2473. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 08:05:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003081100.AA06405@freya.math.dmswwu>
Source record: 242717

STJLHI33%wooster.bitnet@Forsythe.Stanford.EDU writes:
> GEMINI crashed on me the first time I tried to run it (two bombs). After
> running shell0 it worked fine. Since then it has worked whether I run shell0
> or not. Would someone explain just what shell0 does?
shell0 clears shell_p (don't you have shell0.c). In GEMINI 1.1 this isn't
really necessary, because shell_p is reset on reset.

>
> Overall, GEMINI has just about everything I've been wishing for in a graphic
> shell. Kudos by the ton. I have encountered three problems that are slightly
> irritating.
>
> 1. If the mouse cursor is on the menu bar when exiting from the
> shell the mouse starts leaving crud all over the place
Was a problem in GEMINI 1.0 but should be fixed in 1.1.

> 2. I think I don't have it configured quite right, since I get a "thi
> application could not find file" when I quit back to the (standard, boring)
> desktop.
Copy EXIT.PRG into $HOME (BTW: what files did you get? The original distri-
bution includes exit.prg and exit.c).

> 5. Is it possible to create your own custom icons for GEMINI? This i
> probably in the dox, but I don't know German.
Get an resource construction set and change geminiic.rsc. Thats all.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2474. Re: INFO-ATARI16 Digest V90 #290

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 08:06:04 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9003090805.AA23247@ucbvax.Berkeley.EDU>
Source record: 242718

Dear Imran Anwar,
RE: ST+ LaserJet IIP + Spectre .....
I have sent a long reply to you message on the RE: topic directly to your Address sometime back but my reply bounced and I have no time to retype it again. How ever this may benefit other netter too.
I have been using the LaserJet IIP since December'89 with MEGA4. I also use it with Spectre GCR with MacPrint and Adobe Type Manager. Regarding the fonts that you ask. MacPrint comes with several SoftLJ fonts which allow you to load only 2 Fonts into memory at a time. You should replace Apple BitMap fonts with MacPrint Screen fonts in order to get correct spacing and format. ATM comes with few Adobe outline fonts but you can buy extra fonts from them. Again it is advisable to change the apple bitmap (Screen fonts) with Adobe screen fonts for the same reason as mentioned before. You can get Adobe Screen Fonts but not the Outline fonts from Mac-Archive@RICEVM1. Under IBM emulation I tested my IIP with Wordstar 4 it print out with the printer internal font which can be selec-ted with MENU button. Postscript can be printed out (with long waiting time) using Go Script, a postscript software emulation from Laser Go. I used PC-Ditto (Disk version) to run IBM programs at that time. Now I got my SuperCharger only 3 days ago but still busy testing it with AutoCad Released 10 and MicroStation. Both are running very fast with 8087 co-processor. In fact it is even faster than running with IBM-PC AT with 80287 Co-pro. However, these is beyond the scope that you ask. I will report to the net when I have spent enough time with my new SuperCharger. Please e-mail direct to me if you need more information.
I have order JetLink which said to be faster than MacPrint but have not yet received it. For Atari Program I write my own driver for WordWritter 2 and use TURBOJET for the GDOS based programs (Times Work DTP, Word Up, etc.)
Regards, Suthipuntha, School fo Architecture, National University of Singapore

AKISUJAR@NUSVM.BITNET

2475. PD/shareware Fortran compiler for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 08:39:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900309083947.691399@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242719

I will start porting f2c as soon as my gcc1.37 is complete (which will take 1-2 weeks due to the speed of bitftp). f2c converts Fortran code to its C equivalent. Its based on the "real" *nix f77. Compiling the resulting c-code with pcc-based c-compilers leads to nearly identical executables as the f77-compiled original. f2c is free software.

Michael

2476. posting demos

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 09:30:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900309093031.508035@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242720

stuff deleted...

>Do you Usenet folks feel that the posting of our demos of our products here
>is a worthwhile endevour, or should we stop?
>...

I would appreciate demos for commercial programs on usenet as long as
the functionality of the demo is not restricted too much. In my oppinion
this is the case with the quickst-demo. And don't forget, there are
other commercial demos around for quite a long time which are much more
restricted (jil2 as an example).

Please don't forget --- shareware is just another way to distribute
commercial software. So, if You tolerate shareware demos You should
tolerate *functional* "commercial" demos, too.

Michael
mjr@dmzrzu71.bitnet

2477. Re: How do you create non-scrolling screen regions?

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 11:00:42 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <801@nikhefh.nikhef.nl>
Source record: 242721

In article <2344@ultb.isc.rit.edu>, ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes:
> Hi everyone,
>
> I need to know how to create region(s) on the screen that are
> independent from normal screen i/o (mainly, scrolling..). Most terminal
> programs have a line or two somewhere on the screen that doesn't scroll.
> Usually these are status displays to show useful information (baud rate,
> system connected to, various toggles, etc..).
>
> I've searched my wonderful MWC manual, but there's no mention on how
> to create something to this effect. If I had $250 to plunk down for
> developer docs, I'd do that. If Atari was more leniant with disclosure

The docs wouldn't help you, because the trick is very simple.
1: Compute how meny bytes there are in the region you want to keep fixed
(like two lines in monochrome = 80*16*2 bytes)
2: Ask via the XBIOS for the Logbase pointer. Keep it for later.
3: Subtract the computed amount
4: Set the new Logbase via the XBIOS
5: Insert and delete lines to your hearts content, but never put the
cursor in the top lines (the two lines of the example don't really
exist. Don't use a clear screen or any other code that would affect
the non existing lines.
6: After scrolling, put the Logbase back to its old value.

If you start with asking for the resolution you can make this fully
portable.
If you want this to work also for non standard fonts you have to determine
the font height first. This height can be found at the negative Line-A
variables. They are described in a book by Katherine Peel (in one of the
appendices). Alternative way of finding: play around with some standard
fonts and a debugger. The bytes with a negative offset of at most 46
from what dc.w $A000 returns in a0 have been fixed by Atari.
(it is amazing how many programs get confused by a 8*12 font. Even GEM
shows a few bugs).

Jos Vermaseren

2478. Re: Terminator adress

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 11:04:27 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3061@water.waterloo.edu>
Source record: 242722

In article <9003090804.AA23048@ucbvax.Berkeley.EDU> So01@Dmarum8.BITNET (Thomas Neser) writes:
>Dear netters,
>can anybody please mail me the correct adress of terminator so that
>i can access it via bitnet?
>Thomas Neser <So01@Dmarum8.Bitnet>

For those with "ftp":

ftp 35.1.33.8 # terminator.cc.umich.edu

For those without, bad luck. No "mail" service.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2479. Gem workstations.

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 12:02:59 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9003091202.AA10781@nimsn41.>
Source record: 242723

Hello there,
Thanks to all who replied to my earlier postings about
Gdos and printing. However one question which has not been answered is that
regarding opening workstations. I would be eternally grateful if someone could
explain these to me. Am I right in thinking that you can open a virtual
workstation to have any size and that the pixel size can also be altered, ie
is this how a lot of the art programmes achieve zooming, or am I barking up
the wrong tree!
Is there anywhere such information can be found or example
routines obtained.

Many Thanks,
Nick.

2480. Re: Mouse replacements

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 14:08:03 UTC
From: Xorg@cup.portal.com
Message-ID: <27720@cup.portal.com>
Source record: 242724

Rather than going with the MicroSoft mouse I might suggest Practical Solutions cordless mouse - it has a feel a good as the IBM mouse but no cord! Costs a lot less too...

Peter Szymonik

2481. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 14:10:13 UTC
From: Xorg@cup.portal.com
Message-ID: <27721@cup.portal.com>
Source record: 242725

Dr. Watkins, buy Spectre GCR and your Mac emulation will be taken care with no strings attached! The device works flawlessly and attaching it to the ST is easy via the cartrdige port. The whole unit with the necessary Mac ROMS is running about $400 here in the States and worth every penny.

Peter Szymonik

2482. software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 14:28:20 UTC
From: frech@MWRAAA.ARMY.MIL
Message-ID: <9003100804.AA03841@ucbvax.Berkeley.EDU>
Source record: 242726

I have the following programs for sale:

Degas Elite
Psion Chess
PrinterMaster

They all have original disks and manuals. This is the last of
my ST software, make me an offer.

Regards,

Norm Frech < frech@mwraaa.army.mil >

2483. Re: Flaky 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 15:04:30 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1379@lzsc.ATT.COM>
Source record: 242727

In article <9003072218.AA03079@vuse.vanderbilt.edu>, cantwell@VUSE.VANDERBILT.EDU (Jeff Cantwell) writes:
> Help! My 3 year old 1040ST seems to be getting a bit flaky lately. I
> get frequent bombs when trying to run software that used to be fine.

Open it up and reseat the socketed chips.
While this applies to the ROMS and Video shifter, it is particularly
important to pull out and reinstall the little square ones in a 4 sided
socket. (MMU to you). It makes only light contact with its fingers and
can cause all kinds of sickness.

BTW this is what the "drop it on the floor" remedies are trying to do, only
its a lot safer to just reseat the chips.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2484. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 15:08:51 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1380@lzsc.ATT.COM>
Source record: 242728

In article <6170@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> In article <19448@grebyn.com> ckp@grebyn.UUCP (Checkpoint Technologies) writes:
> >In article <6154@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> >>According to many "officials" at ATARI...
> >>some who have written to me personally,
> >>
> >>** The TT will be available in TWO WEEKS! **
> >
>
> BTW: ATARI did in fact say "officially" that the TT WILL be
> available by the "end of the first quarter 1990"...
>

Wait up. ATARI will have some TT's forthcoming to selected hands but that
is not General Availability.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2485. Re: Atari and the Everyday Person

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 15:59:32 UTC
From: rjd@cs.brown.edu
Message-ID: <32102@brunix.UUCP>
Source record: 242729
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <2702@ifi.uio.no> kjetilho@ifi.uio.no (Kjetil Torgrim Homme) writes:
>Steve Reiser writes:
>
>I think I read in Popular Computing Weekly that 100,000 (!) Lynxes were
>sold in the USA during the Christmas rush, leaving all sources dry.
>Atari were careful not to advertise too much, as they knew that they
>could not keep up with the demand, and that would just damage their
>image...
>
>Now, this is what I *seem* to remember, and it may all be utter rubbish.

The Jan-Feb issue of "Current Notes" (an *excellent* rag put out by
- I believe - a consortium of Atari user groups) has a pretty decent,
realistic article on the Lynx-vs.-GameBoy fiasco. The figure used
in that issue was closer to 70,000 Lynxs sold.

You know, I picked up my first copy of Current Notes a few
months back, not expecting too much because it had that "put out
by a user group" look to it. You know: desktop published, black and
white from cover to cover, etc...

I have to say, it was one of the best researched, best written, most
honest Atari specific magazines I have ever read. Product reviews
were honest - none of this "everything on the Atari is perfect"
attitude...the editorials were realistic - analysis of Atari US's
marketing was right on target...the articles were well researched -
no "well, gosh, we've seen pictures of the TT, so it must be almost done"
stuff...

Hats off to the Current Notes people...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2486. !! Killer Summer Job Opportunity !! << no hype >>

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 15:59:42 UTC
From: GIAMPAL@AUVM.BITNET
Message-ID: <90068.105942GIAMPAL@AUVM.BITNET>
Source record: 242730
Cross-posted to: comp.sys.amiga,comp.sys.mac,comp.sys.atari.st

```
**************************************************************************
*
* Would you like to spend a summer doing aritificial intelligence research?
*
If so, then read on bunky, 'cause this is for you.

More seriously, this is a special opportunity for undergraduates to participate
in our second annual Nation Science Foundation "Research Experience for
Undergraduates" at the American University in Washington, D.C.

When: Mid-May 1990 until Mid-July 1990

Why : To learn what "real" research is like.

How much: *YOU* get a $2,000 stipend and FREE room and board on campus
(you must live on campus though, it's not that bad :)

Who can do this : Any undergraduates who are AMERICAN citizens and are
knowledgable in Pascal and Unix. Familiarity with 'C'
is also helpful.

How to apply : Send e-mail to giampal@auvm.bitnet and I'll send you
electronic versions of the application which you can fill
out and mail to us (at the address below).

OR
You can write directly to the head honcho:

Dr. Larry Medsker
Computer Science and Information Systems Dept.
The American University
4400 Massachusetts Ave. NW
Washington, DC 20016

For more info, you can call this number and ask for Dr. Medsker or Dr. Anita
Lasalle.
(202) 885-1470

O.k. now for some more techie info about what you would _really_ be doing.

This "research experience for undergraduate" (REU) project is based on a
grant from the NSF. The focus of the project will be on "intelligent
systems" (including neural nets, expert systems, and communictating agents).
You will be experimenting with software development tools and developing your
own software and intelligent systems. We have several grad students doing
neural net research, so there is a possibility for collaborative work. In
addition, there will be opportunities to publish papers about the research
```

carried out.

I did this last summer, and it was a great deal of fun and I did learn quite a bit about what research is like. You have plenty of opportunites for seeing the Washington D.C. area, and general touristy things (if that's your bag). You meet some really cool people and make good contacts. If you can do this, and are interested, it really is the ticket for a summer job.

2487. ATARI 800XL FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 16:04:00 UTC
From: V097QPVV@UBVMSC.CC.BUFFALO.EDU
Message-ID: <C94A8F6BEA3F800526@UBVMS.BITNET>
Source record: 242731

Goz,
I have the atari you are looking for. I own an 800xl, 1050 disk drive, xm301 modem, 400 games, cartridges, original boxes, joystick, a book on basic, disk boxes, switch box, power supplies. I am willing to sell for about $350. PLEASE leave me a message if you are interested. I have it up here at the University of Buffalo.
-ANDY-

2488. Re: Atari and the Everyday Person

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 16:32:22 UTC
From: daryl@cbnewsc.ATT.COM
Message-ID: <14272@cbnewsc.ATT.COM>
Source record: 242732
Cross-posted to: rec.games.video,comp.sys.atari.st

Kjetil Torgrim Homme writes:
>Steve Reiser writes:
>> Amazing! Just last month I was reading that the Lynx was still a year
>> away from marketing.
>I think I read in Popular Computing Weekly that 100,000 (!) Lynxes were
>sold in the USA during the Christmas rush, leaving all sources dry.

I bought one March 3rd here in Chicago, Il, U.S. A very nice machine.
The graphics are very good for the display. It is very crisp.

My dealer did not have any add-on games left. He had apparently assumed
that each purchaser would have different tastes and only get several
add-on games. In fact the first buyers bought one of everything. I
guess I will have to wait for new shipments.

Check it out. They are great fun. (Also great baby-sitters for longer
car trips :-)
--
Daryl Monge AT&T Bell Labs
UUCP: att!ihuxy!daryl VOICE: 708-713-4696
PAPER: Rm 2A-448 P.O. Box 3050, Naperville, Il 60566

2489. Re: Flaky 1040st

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 16:46:46 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <193@raider.MFEE.TN.US>
Source record: 242733

In article <9003072218.AA03079@vuse.vanderbilt.edu>, cantwell@VUSE.VANDERBILT.EDU (Jeff Cantwell) writes:
> Help! My 3 year old 1040ST seems to be getting a bit flaky lately. I
> get frequent bombs when trying to run software that used to be fine.
> Mostly I get three bombs (address error), or two bombs (bus error),
> and an occasional TOS error #35. I am also getting messages that the
> disks are unreadable or may be damaged, but after several tries, or
> rebooting they work fine. I am using commercial and public domain
> software that has not been any problem in the past, such as
> Starglider, WordPerfect, ABCD, Daleks, etc. These reside on different
> floppy disks. I just have the one doublesided floppy drive (no hard drive),
> and I have never performed any maintenance on it. Could I simply have
> a dirty disk mechanism or do I have more serious troubles? If so, is there
> a drive cleaning kit available for the ST? I have also considered the
> problem of heat, but leaving the machine off all night and trying
> programs in the morning does not help at all.
>

It sounds like (to me) that it's a disk problem. I'd get a 3.5 in.
drive head cleaner and give that a try TOS #35 error code is (*I THINK*)
'a corrupted (unexecutable) program'. Hope this helps..
dlh@raider.MFEE.TN.US

2490. Re: Programmers, back up your code!

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 18:11:59 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1586@engage.enet.dec.com>
Source record: 242734

In article <191@raider.MFEE.TN.US>, dlh@raider.MFEE.TN.US (Dana L. Holt) writes...
...
>alternate desktop (ie. like NeoDesk). I have spent about 9 months on it.
...
>on keyboard,doesn't help.. All programs on disk are screwed! Do you think
>i'm gonna do it all over? Hell no! So the moral of this story is "If you
>have a big project, back-up you code!!!"..

You seriously wrote code for 9 months without backing up any of it? Anyone writing code on the ST (or any computer for that matter) you SHOULD back up your sources VERY frequently. At best once a day (assuming your editing every day) at the worst once a week (same assumption).

Even the VAXes (running VMS) here at work get backed up daily and they are MUCH less error prone than the ST. Of course some may argue that the stuff on the VAXes is much more important than what I have on my ST :-)

So, yes Dana I totaly agree with you..BACK UP YOUR CODE...I'm sorry to here that you had to learn the hard way.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2491. Re: Hard Drive Problems?!

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 18:27:42 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1587@engage.enet.dec.com>
Source record: 242735

In article <90030820221525@masnet.uucp>, calvin.bruner@canremote.uucp (CALVIN BRUNER) writes...
>If anybody can help, I would appreciate it! I'm running into so many
...
> (Drive D does show up though) Even when I boot using this
> Desktop.inf file, Drice C: doesn't show up?
As I recall, regardless of the contents of DESKTOP.INF if GEM doesn't think there is a drive C when the desktop comes up then it will not display the icon. It will however display all the other drive icons whether there is a coresponding drive/partition or not. What you describe usualy happens (at least to me) if the HD driver is not installed at boot time.

In other words boot the system, run the hard disk driver, then install drive C icon and double click on it to see if its working. If you have set your HD to autoboot then the drive C icon should show up when you boot.

Is the drive working at all at this point? That is does it work after you install a drive C icon?

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2492. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 19:10:58 UTC
From: derrick@ritcsh.cs.rit.edu
Message-ID: <2460@ritcsh.cs.rit.edu>
Source record: 242736

In article <1478@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>
>hmmm. i seem to have created yet another controversy over trying to post
>the Quick ST II demo code to comp.binaries.atari.st. Soooo, i want to get
>some feedback from net people on a couple of things:
>
[rationales deleted to save bandwidth]

I support Ignac's posting of the Quick ST II demo. In the past I have brought
software that I didn't need or never used, simply because I didn't have a good
idea of what I was getting, even if the dealer let me try it out and read the
manual. I have installed the demo version and tried it out with many of my
existing programs. This type of tryout is very beneficial, as I found out
firsthand how reliable it is.
I am planning on buying the commercial version as soon as I can find a dealer
near campus who stocks it. I have no unrealistic expectations (Quick ST II demo
left some cursors scattered in Flash, but otherwise it was flawless), and I
know what I'm going to get.
I wish that other companies would follow Ignac's example, as I like getting
free stuff, but more importantly, it allows the customer to make a judgemental
decision, which is important as much of the decisions I make as a software buyercomes from
secondhand information or shop talk.
I don't see demo's overcommercializing Usenet. Although Usenet is a non-profit
entity, it serves to distribute information throughout users, and I believe
commercial developers should have that access to inform the public on new
products, and more importantly, demo's to inform the user of what is available
for his or her machine.

>--
>=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
> co-author of QuickST, and the entire line of Quick Software!!!!
> Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
>==

```
\
_________\____
/______/ /___\
|______/ _/_____| Holy Temple Of Jolt Swiggin' Dudes
|_--.__/ / / _/_| "We Never Sleep"
|_\ / __\| |\ \__|
|\_(_/ /_|__/\_\_|
|____/_/__COLA___| Derrick Williams, Chief Acolyte
|___//__________|
|2x the caffeine.| EECC
|________________|
```

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|The Switch Is On| Rochester Institute of Technology
\_______________/
```

2493. Re: Terminator adress

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 19:56:00 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21801@watdragon.waterloo.edu>
Source record: 242737

In article <9003090804.AA23048@ucbvax.Berkeley.EDU> So01@Dmarum8.BITNET (Thomas Neser) writes:
>Dear netters,
>can anybody please mail me the correct adress of terminator so that
>i can access it via bitnet?
>Thomas Neser <So01@Dmarum8.Bitnet>

The following address gets me terminator from my site:
terminator.cc.umich.edu

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2494. Re: software for the atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 20:52:39 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3062@water.waterloo.edu>
Source record: 242738

In article <CAA6E86D931F8038AD@UBVMS.BITNET> V066MYFM@UBVMSC.CC.BUFFALO.EDU writes:
>
>does anyone have an updated software for the atari ST, despite most of it
>comming out of Europe, I feel trapped and all alone, also does anyone know
>of any Bulliten boards in the Buffalo/Rochester area that supports shareware
>for the atari ST??

You are not alone. And you have stumbled onto the best bulletin board
in the world. There is a lot of software for the ST available by e-mail,
and in Buffalo and Rochester there are some great Atari programmers.

To find out about the fantastic archives at panarthea, send the short
message

help

to

archive-server@panarthea.ebay.sun.com

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2495. Running MIDI at 500KHz -- conclusions

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 21:56:13 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar9.215613.17075@wam.umd.edu>
Source record: 242739

Well, the situation looks pretty bleak. I've gotten the MIDI port to run at 500KHz without hanging the machine, but the connection is too noisy (to say the least). I set things up so that I'd type on one machine and look at the output on the other. Ever set your modem to the wrong baud rate in the middle of a session? Well, that's about what it looks like on the receiving end. Garbage!

I can only assume that the opto-isolators won't handle 500K baud. It doesn't seem like a software problem.

Dave Baggett
dmb@cscwam.umd.edu

2496. Spectre GCR Help

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 22:26:22 UTC
From: gibson@trwrb.UUCP
Message-ID: <305@trwrb.UUCP>
Source record: 242740

Help. I just bought the GCR and I can not get it to read Mac Disk.
I connected the cable that comes with the GCR to the GCR and the back
of my Mega. However, the connection is lose. I as using a Mac Plus Formated
disk with the System Folder on it. After Spectre.prg ask for the system disk,
I inserted this disk into drive A. The GCR can not read the disk. It reponses
with a disk eject request.

Please help
Gregory gibson (213)812-4386

2497. Non-scrolling screen regions

Newsgroup: comp.sys.atari.st
Date: 1990-03-09 23:48:57 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003100804.AA03846@ucbvax.Berkeley.EDU>
Source record: 242741

(From "The Masked Rat Fink" "Computing and Informatics Yr4")

In response to all the talk about non-scrolling regions on the ST screen,
I'd just like to ask a question and then try to answer it (!?).

It's just that I remember the book that I have (Abacus, St internals
Volume 3) saying that the screen is a VT52 when using standard output
functions, such as printf (in C). And infact a small application that I
wrote used a reasonable number of VT52 control codes with great success,
however I admit that I didn't try screen regions, although if the screen
is true VT52 then I see no reason why it shouldn't work.

I have a (completish !?) list of VT52 control codes from an official DEC
training course that I don't mind breaking the copyright on :-) if anyone would
like me to type it in.

The VT52 control codes for those that don't know are a standard set of ways
of controlling the screen curser, including such wonders as directional
control, display codes (inverse, bold, flashing etc) and scroll or no scroll
regions.

Perhaps I'm being a bit simplistic, but it seems to me that the above
would quite easily solve the problem of creating a non-scrolling region.

Hope this helps you, and if I receive enough Emails then I'll post to the net.

Nb, VT52 is a trademark of Digital Equipment Corporation

TMRF

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

2498. Re: TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 01:01:51 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6195@blake.acs.washington.edu>
Source record: 242742

In article <1380@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>In article <6170@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>> In article <19448@grebyn.com> ckp@grebyn.UUCP (Checkpoint Technologies) writes:
>> >In article <6154@blake.acs.washington.edu> ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>> >>According to many "officials" at ATARI...
>> >>some who have written to me personally,
>> >>
>> >>** The TT will be available in TWO WEEKS! **
>> >
>>
>> BTW: ATARI did in fact say "officially" that the TT WILL be
>> available by the "end of the first quarter 1990"...
>>
>
>Wait up. ATARI will have some TT's forthcoming to selected hands but that
>is not General Availability.
>
>Howard C. Johnson
>ATT Bell Labs
>att!lzsc!hcj
>hcj@lzsc.att.com

Around Christmas time 1989, I posted an inquiry
to the net in regards to actual purchases of
the TT. I was particularly interested in hearing
from the folks from Germany. WHy? well, I had been
flamed on many occasion for expecting ATARI to offer
us the truth. To wit:

The Atari "policy" as it had been stated by a large body
of netters, including those who work for Atari, is that
Atari will not announce a new machine that is not to be
released within the following 90 days. This seems perfectly
reasonable. So in light of this information passed on to me,
i posted an inquiry *** 120 *** days AFTER the Dusseldorf
"announcement" of the TT. I wanted to know if anyone
in Germany or anywhere in Europe was able to purchase a TT
from a dealer.

The response i got PERSONALLY was from an engineer from ATARI.
His statement was on the order of: NO one can have purchased
a TT in Europe... they're not available yet... furthermore,
ATARI has stated quite clearly that the TT will not be available

until the END of the THIRD QUARTER 1990.

It is clear now that "available" has nothing to do with
consumers and dealers.

I am reminded of that James Taylor song: "I was a fool to care..."
ANd that other one: " Let it fall down, let it fall down, let it
all fall down..."

Again, i remind myself, this complaining doesn't do a damn thing.

sorry....

-kevin
ramsiri@blake.acs.washington.edu

2499. ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 03:59:15 UTC
From: david@bdt.UUCP
Message-ID: <1567@bdt.UUCP>
Source record: 242743

I have been asked to post the following for Michael Arthur. Please
don't reply to me about it. You can reply to MICHAEL_ARTHUR@bdt.UUCP
or post followups here for him to read.
- David Beckemeyer

CPU Newswire/ST Report is a weekly online Magazine which deals withboth
Atari-related news and events, but also with current decisions and happeniNGS
of Atari Corp. itself. It is already very popular on GEnie
Compuserve, BIX, and Delphi, but ST Report is also considering distributing
CPU Newswire via Usenet. Since each issue is an ASCII text file typically
100K - 140K in size, what are the possible implications of distributing ST
Report via this avenue?

Also, since CPU Report (a column in ST Report) is about 12K - 25K in size, and
deals with the microcomputer industry, I believe that I asked you about the
feasibility of also distributing it via Usenet, and the Newsgroups which would
theoretically distribute it.

In order to further discuss the possibility of distributing ST Report or CPU
Report via Newsgroups on Usenet, could you reply to this message, detailing
your thoughts on the feasibility on this idea, and on how it could be
implemented?

Michael Arthur

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2500. Wanted: 800K 3.5" disk drive(s)

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 04:33:40 UTC
From: MXB126@psuvm.psu.edu
Message-ID: <90068.233341MXB126@psuvm.psu.edu>
Source record: 242744

I am looking for relatively cheap 800K 3.5" drive(s) for the atari ST. If anyone is willing to sell please e-mail me.

Mike Barthelemy
Penn State University

2501. Re: Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 08:03:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003091143.AA07771@freya.math.dmswwu>
Source record: 242745

In article <2873@gos.ukc.ac.uk> David Clear writes:

> I know Gemini doesn't work with TOS versions before 1.2. The question is,
> why? Is there any chance of Gemini ever being released for older TOS versions?

That's because GEMINI uses the BIOS character I/O vectors that were
introduced in TOS 1.2. So there never will be a Gemini for TOS 1.2.
However You CAN use MUPFEL.PRG (the standalone command shell) in conjunction
with VENUS.PRG (the standalone desktop) on TOS 1.0.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2502. Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 08:04:09 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9003100804.AA03794@ucbvax.Berkeley.EDU>
Source record: 242746

In France (and, I suppose, in Europe too), there is no trouble about expanding
memory on STes. Every Atari retailer offers STes up to 4 MB, and I've seen someone buying a 8 MB machine. Of course, Atari does not make himself the upgrade, and these are in fact 1040 STes. When you ask for more memory, the retailers simply open the 1040 and see if it needs SIMMs or SIPs. BTW, Atari doesn't sell 520 STEs at this moment, because it would be cheaper to buy a 1040-expanded 520 than a true 1040 (as an expanded Mega ST1 is cheaper than a Mega ST2 or ST4). Indeed, memory expansion goes cheaper and cheaper : an 1 MB SIMM now costs here 890 FF (about $ 150), and a 4160 STE is 6990 FF ($ 1100).

Eric Dujardin
Ecole Superieure d'Electricite (SUPELEC) - France

2503. Re: INFO-ATARI16 Digest V90 #302

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 08:05:52 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9003100805.AA03899@ucbvax.Berkeley.EDU>
Source record: 242747

RE: PC-SPEED AND CONFIG.SYS
Greg Csullog mentioned in his message on the Ref: subject "Does anyone out there want to report about Supercharger?"

I got my SuperCharger which I order directly from Beta Systems Computer AG, Frankfurt/Main. During waiting for delivery I have been talking and Fax to the their Executive Vice President a few times. He sound to be a very nice guy and speak perfect English. My SuperCharger comes with Software Version 1.21 which resolved the Serial port problem (its assigned serial port as COM2) It manufacture by Siemens, a well establish German Electronics Firm. The workmanship is superb the plastic casing is metal plated inside (a la Macintosh casing) the PC- Board is a lot neater than my MEGA4 mother board. I temporary fitted with 8087 5MHz co-pro as the recommended 8 Mhz chip is out of stock here. Connecting it as a last chain to the Megafile 44. [I have 3 cartriges one each for Atari, MS-Dos (Dos 4.01 is included with SuperCharger), and Macintosh format (which done by directly connecting Syquest to Mac Plus with homemande cable and format -ting with Mac CMS HD Util Version 5.53.] I tested run AutoCAD Released 10, the Intergraph MicroStation at the speed faster than when these 2 programs are running on the 286 machine with 80287 co-pro. There are following problems which I doubt that they could be solved. 1) The Hercules display mode give wrong aspect ratio, the circle displays as eliptical and the AutoCAD side menu is disappeared to the right side of the screen. It require side scrolling with "/" key. 2. MicroStation uses Sentennal Pro hardware lock plugged to parallel port and need signal from pin 10 to activate. The parallel port on Atari has floating pin 10 (NC) therefore althought I have a licensed software it only work in Demo mode which shut itself off after 15 minutes from boot up time. I still could not figured out how to connect pin 10 to Yamaha chip which also function as MIDI as well as parallel controller chip. Any suggestion on this matter will be deeply appreciated. Main reason for getting SuperCharger rather than Pc-Speed is because of it Co-Pro socket as most programs that I intended to use require Co-Processor. The display is in perfect aspect ratio in CGA mode it is very clear too and with monochrome monitor it shown in grey scale.
It come with a heavy transformer the air freight for 3 units cost me DM.225 due to the weight of these transformers. So far I am very happy with the Supercharger and prefer to run AutoCad with it than on the IBM AT. Print out also quite fast but it hard to judge as I also have the TURBO16 installed in my MEGA.
Just load the Go Script, MS-DOS postscript emulator into my hard disk but have not have an opportunity to try out yet. My printer is HP LaserJet IIP with only 512K RAM. WordStar 4 run very fast too. Booting up DOS from the hard disk takes ony few seconds. I will report again if I come across anything worthwhile.

Suthipuntha, School of Architecture, National University of Singapore.

2504. Gemini patch??

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 08:31:13 UTC
From: rome@ucscb.UCSC.EDU
Message-ID: <1765@darkstar.ucsc.edu>
Source record: 242748

I know that the Gemini desktop will not work on older ST's with TOS 1.0 because it requires at least TOS 1.2. My question is just how dependent on TOS 1.2 is it? Is it possible that some sort of patch could be made so that I (and other low-income students like myself) could possibly run this new desktop without having to purchase a new TOS.

Roman Baker
rome@ucscb.UCSC.EDU

2505. Re: RateHD

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 10:09:30 UTC
From: logic@wet.UUCP
Message-ID: <1000@wet.UUCP>
Source record: 242749

In article <16969@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>
>Access time is seek time plus rotational delay. I don't know exactly
>what RadtHD is measuring, but the larger the partition, the further the
>head has to move to get from one end of the partition to the other, so
>it only stands to reason that the average access time should increase.
>This is hardly a reason to call a program buggy.
>

Actually, there are a few other factors besides seek time and latency when computing access time. These include command overhead, head settling time, and a few other things which escape me at the moment.

In any event, I believe that ICD states in their documentation that RateHD seeks 50 times from sector 0 to 31,999. Then timing is computed and a figure is spat out. So partition size shouldn't play a part in the computing of the average seek figure.

(FYI, RateHD gave my Wren V a 19 ms rating and the manufacturer specs says that it is 18 ms. Coming to within 6% of the manufacturer's specs is pretty good in my book.)

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

2506. Re: PD/shareware Fortran compiler for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 10:56:40 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <802@nikhefh.nikhef.nl>
Source record: 242750

You must mean the 'Real Time Fortran', used among others by UA1 at CERN (the guys who discovered the W, the Z and damn nearly supersymmetry). I have only seen it on a Mac. It is known here as the 'ghost house'. We never managed to get the 'savage' banchmark to run properly - it would not print 2 numbers (1 was OK), but it has many extensions for real time control of equipment.

My 2c worth on the other 2:
Absoft: fast, extensions, very sloppy syntax checking, no GEM interface worth speaking of (but who does GEM in Fortran?), cheap, no support.
Prospero: integrated environment (without 'make' and no way to hook mine in), slow, good debugger, good hooks to GEM, a bit more expensive.

Geert Jan van Oldenborgh (writing big numbercrunching programs on the ST)

2507. Do Graphics Tablets exist for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 16:03:46 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25F92562.3452@maccs.dcss.mcmaster.ca>
Source record: 242551

Hi!!

A friend of mine is heavily into animation and CAD with his ST.
He is really good, and he has put on some really good demos at
our club. Anyway, there are 2 things that he cannont find readily
around here:

1) Graphics Tablet [that is the right term for it, right?]
- Is there a manufacturer for these or not? If you can
pleasse specify address, phone #, and aproximate price.
- Does anyone have a used one they'd like to unload? Please
let me know.

2) Genlock
- He mentions this term. I don't know what it is or what
he means by this term. Any pointers would be gratefully
received.

Thanks for any advice. Post or email to me please.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2508. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 16:29:57 UTC
From: qralph@dna.lth.se
Message-ID: <1990Mar10.162957.26323@lth.se>
Source record: 242552

Here it goes again..... Alan Pratt repeats his "don't expect to be able
to upgrade your STE", but refuses to comment on what some German wrote
recently, that there the STEs are advertised as "easily upgrradeable to 4Mb" or similar.
Let's forget the hints that it actually should be rather easily upgradeable to
16Mb. Anyway -
I like the rainbow - this tells he's got a sense of humour, that he works
late evenings and I would probably like to share a beer with him.
BUT - his disclaimer is all wrong! He is 2, possibly 3 persons. Couldn't he
reveal for us netters a way of knowing who he is for the moment, ending with
one, two or three dots maybe? Just as long as no officlal Atarian could under-
stand it. Sometimes he is just himeself talking freely, that is good. Some-
times he is an Atari representant, refuting the disclaimer about Atari Corp.,
like in this case about the SIMMs. And sometimes the part ".. or anyone else"
in the disclaimer is valid, like when he, both publicly and privately scolds
me and others for telling secrets, like about the STE - especially when I
reported the use of the addresses/registers but also clearly mentioned I
had got it from a German magazine and just translated it. He never ever
asked for an excuse for the scolding. The argument that Atari corp has to
suffer if the info is wrong is so infernally stupid so that too has to be
referred to his 3rd personality - when he represents noone.
IN ANY CASE - whatever Atari ST you have, use SIMMs! piggybacking is out.
Even if you upgrade a 520 to an 1040 use it. So much easier to solder wires
to a SIMM holder than piggybacking expensive chips.
Concerning STEs - never buy anything but 520s, then upgrade the memory yourslef.
Someone on the net talked about the net about the 520STE and 1040STE, that the
520 had 2 256x8 while the 1040 had what??? Impossible of course, SIMMs always
come in pairs, 8 bit each. A 1040STE cannot come as 1040x8, it must come as
256x8x4. That is, 4 256x8 SIMMs.
Hmmm, sorry my bad Swenglish. Should i refer to the late G Gamow, of whom it
was said, that he spoke 10 languages atrociously - but everyone understood
him....

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

2509. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 16:48:08 UTC
From: ignac@electro.UUCP
Message-ID: <1482@electro.UUCP>
Source record: 242553

just a simple question: if the same foldrxxx.prg fixes both tos 1.0 and tos 1.4, why wasn't foldrxxx.prg put in the tos 1.4 roms at release time? makes sense to me!

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

2510. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 17:28:31 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar10.172831.24374@cunixf.cc.columbia.edu>
Source record: 242554

In article <9003100804.AA03794@ucbvax.Berkeley.EDU> DUJARDIN@FRESE51.BITNET writes:
>In France (and, I suppose, in Europe too), there is no trouble about
>expanding
>memory on STes. Every Atari retailer offers STes up to 4 MB, and I've seen
>someone buying a 8 MB machine. Of course, Atari does not make himself the
>upgrade, and these are in fact 1040 STes. When you ask for more memory, the
>retailers simply open the 1040 and see if it needs SIMMs or SIPs. BTW, Atari
>doesn't sell 520 STEs at this moment, because it would be cheaper to buy a
>1040-expanded 520 than a true 1040 (as an expanded Mega ST1 is cheaper than a
>Mega ST2 or ST4). Indeed, memory expansion goes cheaper and cheaper : an 1 MB
>SIMM now costs here 890 FF (about $ 150), and a 4160 STE is 6990 FF ($ 1100
>).

Well, you can get 1mb of 80ns SIMM from the Chip Merchant for about
US$70.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2511. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 17:29:52 UTC
From: qralph@dna.lth.se
Message-ID: <1990Mar10.172952.26788@lth.se>
Source record: 242555

Mr Kolenko is almost too sensitive I think, but maybe that's better nowadays...
What do we all want? Half of us (including me) want to develop software for the Atari, and be able to live on it, the other half want to get it as cheaply as possible to use. It sure is the perfect example of symbiosis.
All advertising adds to the price of the product. So - everyone gains if the advertising is cheap. I have no complaints if the good guys advertise in the Usenet.

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

2512. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 17:40:51 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar10.174051.24717@cunixf.cc.columbia.edu>
Source record: 242556

Ignac does have a point. If the entire world knew about the 40 folder bug from day one (ok, maybe day two), why didn't you techno-programmo-studs fix the thing in your subsequent 2 releases of TOS?

If a few German hackers can come up with a kickass TOS substitute working in their spare time (GEMINI) while they study for exams, drink beer, and hang out with their girlfriends, why can't Atari's PAID programmers get these KNOWN bugs out after 4 years? This is hilarious.

That is why my ST is sitting on my desk gathering dust and only getting occasional use as a DUMB terminal, rather than doing meaningful work for me.

GRRRRR!

<flame off> grin...

Chris


```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2513. Re: Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 17:54:58 UTC
From: dac@ukc.ac.uk
Message-ID: <2880@gos.ukc.ac.uk>
Source record: 242557

In article <9003091143.AA07771@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
[about why Gemini won't work with TOS < 1.2]
>
>That's because GEMINI uses the BIOS character I/O vectors that were
>introduced in TOS 1.2...

If some code was written to replace TRAP #13 (BIOS) with something that checked for character I/O function numbers and, if found, jumped through these new vectors (the vectors would, of course, initially point to the BIOS routines (or other routines which then called the BIOS)), would this allow GEMINI to work or is there more to it than that?

Also, if this idea is possible, notes on how these new vectors work would be appreciated.

Maybe I'm grossly oversimplifying things...

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

2514. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 19:12:53 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar10.191253.28239@cunixf.cc.columbia.edu>
Source record: 242558

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2515. Re: PD/shareware Fortran compiler for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 19:21:49 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <20280@dartvax.Dartmouth.EDU>
Source record: 242559

In article <900309083947.691399@DMZRZU71-UNI-MAINZ--GERMANY>Ritzert@DMZRZU71.BITNET writes:
>I will start porting f2c as soon as my gcc1.37 is complete (which will
>take 1-2 weeks due to the speed of bitftp). f2c converts Fortran code to
>its C equivalent. Its based on the "real" *nix f77. Compiling the
>resulting c-code with pcc-based c-compilers leads to nearly identical
>executables as the f77-compiled original. f2c is free software.
>
>Michael

Don't count on it. We have some *BAD* FORTRAN code here that f2c fails on.
If the FORTRAN is nice and clean it may work without any problems.
Expect to hack the converted code to make it work.

-dav

2516. TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 19:52:35 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6202@blake.acs.washington.edu>
Source record: 242560

In my post about Atari "stated clearly the TT would
be available by THIRD QUARTER 90 ... should have
been " 1st Quarter 90"... here i am complaining
about ATARI and i can't even keep a simple thought
straight....

sorry..

-kevin
ramsiri@blake.acs.washington.edu

2517. Arc.ttp & Unix

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 21:30:25 UTC
From: schultzd@frith.egr.msu.edu
Message-ID: <6851@cps3xx.UUCP>
Source record: 242561

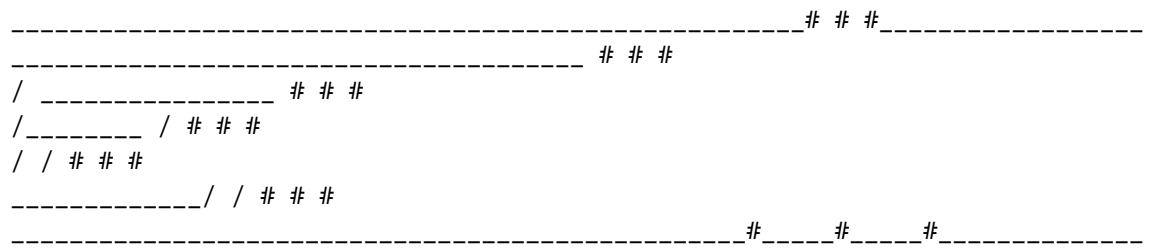
Ok folks, here's the question...

I just bought a used 520ST (I love it!) and get most of my software
from the net! (Usually terminator!) Downloading a 400K file just
to de-arc it so I can read the docs is a pain...

My solution put the arc.ttp program in my Unix machine. If someone
has already translated Atari "arc" to Unix usable, PLEASE let me
know! If not, I would like source code for arc so that my partner &
I can make whatever modifications to allow it to run on Unix...

THis would save me (& probably lots of others) the hours of downloading
files that we can't use. (The best example I have is I downloaded
a 200K program that only works on Mono monitors. Of course, I have
a color AND I had to download before I could read about this!

If this type of program would be useful to anyone OR already exists,
let me know.



David W. Schultz | |
312 N. Case Hall | schultzd@cpsin.cps.msu.edu | M
Michigan State Univ. | schultzd@frith.egr.msu.edu | S
E. Lansing, MI 48825 | Last Chance: 517 355-7033 | G

Show Me the Way to the Next Whiskey Bar...
Oh, Don't Ask Why...

2518. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 22:20:05 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar10.222005.7167@murdoch.acc.Virginia.EDU>
Source record: 242562

In article <1567@bdt.UUCP> david@bdt.UUCP (actually Michael Arthur) writes:

>CPU Newswire/ST Report is a weekly online Magazine which deals withboth
>Atari-related news and events, but also with current decisions and happeniNGS
>of Atari Corp. itself. It is already very popular on GEnie
>Compuserve, BIX, and Delphi, but ST Report is also considering distributing
>CPU Newswire via Usenet.

I've been distributing ST Report via email for quite a whle now. I
feel that it would be a very bad idea to post these to the newsgroup
because:

1) it's big. people in the past have complained about that aspect.
2) it contains utterly totally-commercial advertising for the editor's
business. this IS a no-no at many sites which receive Usenet news
messages over the Internet.

I post a message about availability of ST Report here about every 2
months. I'm surprised you hadn't noticed this.

>Also, since CPU Report (a column in ST Report) is about 12K - 25K in size, and
>deals with the microcomputer industry, I believe that I asked you about the
>feasibility of also distributing it via Usenet, and the Newsgroups which would
>theoretically distribute it.

I wouldn't distribute this to anything but a garbage can. It is an
extremely poor quality "column". If you distributed it to the
newsgroups that it theoretically belongs in, you'd be laughed off of
Usenet. That's just my opinion.

> Michael Arthur

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2519. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 22:28:32 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar10.222832.7255@murdoch.acc.Virginia.EDU>
Source record: 242563

In article <1990Mar10.162957.26323@lth.se> qralph@dna.lth.se (Ralph Haglund) writes:

> Here it goes again..... Alan Pratt repeats his "don't expect to be
> able to upgrade your STE", but refuses to comment on what some German
> wrote recently, that there the STEs are advertised as "easily
> upgrradeable to 4Mb" or similar.

Look, Allan is a software guy. He is not in charge of European STE marketing. He's just telling you what he's seen in California. If your dealer in Germany tells you that your STE can be upgraded with SIMMS and it can't, that's your dealer's statement. If you find out your dealer is wrong, I'd try to get him to give you a STE with SIMMS. Whether or not you get SIMMS or SIPS, it is not Allan's job to figure out things other than bugs in TOS.

Allan's statement means that you shouldn't be surprised when SIP-equipped STE's show up. It means that you know to make sure your dealer promises, maybe in writing, that your STE can take SIMMs. Allan's statement may save you money someday, and all you do is complain about it.

Oh, once again, Allan, even though I never can remember the right way to spell your name ;-), I just wanted to say Thanks! for the technical information you occasionally post about TOS. It's too bad that people attempt to demand official Atari statements from you when you're here on your own time because you like listening to us argue ;-).

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2520. Calendar Formula needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-10 23:39:07 UTC
From: harryk@bucsf.bu.edu
Message-ID: <53715@bu.edu.bu.edu>
Source record: 242564

Hi world...

perhaps this has been asked before but I really need to know if there
is a formula which returns the 1st day of a given month in a given
year!
(i.e.
-Input: YEAR = 1990
MONTH = 1 (January)

-Output: DAY = ??formula?? = 2 (Monday)
)

I think that Dave Shumacher (the author of DLibs) had found such a formula
and he had talked about it in the net...but unfortunately i missed that dis-
cusion!

So if anyone remembers it (or knows a different one) PLEASE send me E-mail

Thank You!!

PS: If your mail to the above address bounces try: cscrzcc@buacca.bu.edu

2521. Bob Brodie speaks to Fort Worth/Dallas users!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 07:12:40 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900311.01123891.034431@SFA.CP6>
Source record: 242565

Hello all,

In these days of ST uncertainty, no doubt exaggerated by so
many factors, it is refreshing to hear honesty and truths. Bob
Brodie arrived at a coordinated users' group meeting conducted by three
Texas clubs in the Fort Worth/Dallas area: North Texas Computer Team,
Atari Users of North Texas, and Dallas Area Atari Enthusiasts. Meeting in
an auditorium at the InfoMart complex, he gave an informative
session, demoing everything that the ST had to offer, short of the ATW,
030, and HOTZ box.
I thought that I'd share part of the meeting with you and do admit
that I feel a bit better about my ST investment.
Bob started the meeting saying that "Atari enthusiasts are moving into
cooperate headquarters now." Interpret that as you may. The impression
given is that the spirit is returning to Atari U.S.A. and a lot of ground
breaking. Here are some brief facts given which he said may be quoted:

1. Atari STe's in U.S.A. -- Seriously, any day. This is not the old
REAL SOON NOW phrase either. I expect the STe's to be available
very quickly.

2. Mega STe's (!!) -- There is real serious talk on the Mega platform.
We have talked with developers and are getting ideas. Currently,
we are investigating whether to build Megas with the standard
internal port or an internal VMI port. Most developers have
opted for the VMI. This is exciting and that is about all that I
can say on it. Just stay tuned.'

3. Stacey -- Should be ready by April/May. The unit here at InfoMart
is not the same as what will be in production. In fact, this
Stacey is version #2 [Bob flipped the STacey over and sure 'nuff,
there it was--a numeral '2']. Here are some changes that we are
doing:

a. We are working from the high end STacey (four meg ram/40 meg
hard drive) to the low end, rather than the other way around.

b. There will not be a battery pack. The STacey sucks the life
out of batteries too fast. Instead, we are working with a
third market company that is producing an external bolt-on
pack which gives about four hours of life on the four megged
STacey.

c. Mick Fleetwood of Fleetwood Mac said that this would be no
problem for his use since electricty is available at concerts
and studios (referencing no battery packs).

4. The Lynx -- Available now at Sears. [hmmmmmmmmmmmm] Production is cranking now and it should be available nation-wide for dealers.

5. MIDI-TASKING -- This is the multi-tasker that has been mentioned in the magazine. As far as I know, it will be available during the latter part of summer. The various configurations are being experimented with. It really is quite solid and will be $12.95.

6. The EQUIPMENT EXCHANGE program -- Objections to high costs of exchange are noted but there is a reason. Too many individuals were using the program to exchange older units for newer. 520 STs with the older singled sided drives were being exchanged for units with double sided. The cost was horrific all in all to Atari. The rest of the users are having to suffer for the conduct of a few.

7. Monochrome monitor shortage -- GoldStar was holding back on production. A threat by our part to use JVC resulted in the resumption of production. The problem should ease by the end of the month.

8. STe's and memory chips -- They are all SIMMS chips, no SIPPS in spite of what has been said on UseNet [hmmmmmmmmmmmmmm].

========

I was impressed with Bob and his answers. Perhaps we are getting ready to see a Winter Thaw for this spring.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2522. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 07:50:30 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <27789@cup.portal.com>
Source record: 242566

Neil Forsyth says,
> ...Unless Atari say so officially then nothing is guaranteed.

Do statements by Bob Brodie, Atari Corp's User Group Coordinator count as "official"..?

If so, then Atari has "officially" announced that the STE is easily upgradable by use of SIMM modules.

He showed a 4160STE recently, but said that Atari doesn't plan to make many 4 Meg STEs, since the 1040STE is so easily upgraded.

Seems Atari needs to not only get their act together, but they need to get their representatives together...

BobR

2523. Tos simulator on Unix machines.

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 08:05:07 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <2149@orbit.cts.com>
Source record: 242567

It might become necessary. If Atari folds, maybe Gadgets by Small will have to do that for us. I'd sure like to do ray-tracing on a 68040!

UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

2524. Re: Atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 12:43:00 UTC
From: david.schreiber@canremote.uucp
Message-ID: <90031201022042@masnet.uucp>
Source record: 242568

It is IMPOSSIBLE for Nintendo to be sing "monopolistic" practices
against Atari. Check your dictionary. To me, your message sounds like
standard American sour grapes whne they lose out to better companies. In
Canada we are used to all sorts of unfair practices coming from the
Americans, so few of us feel the least bit of sympathy when they're
outwitted by somebody else.
---
* Via ProDoor 3.1R

2525. INFO-ATARI16 Digest V90 #311

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 13:44:09 UTC
From: INFO-ATARI16-REQUEST@cup.portal.COM
Message-ID: <9003110544.6.973@cup.portal.com>
Source record: 242569

INFO-ATARI16 Digest Sun, 11 Mar 90 Volume 90 : Issue 311

Today's Topics:
40-Folder Bug
Adaptec + Seagate hard drive question
Bob Brodie speaks to Fort Worth/Dallas users!!!
Flaky 1040st
Hard disk problems
SIMMs for the STE

Date: 10 Mar 90 16:48:08 GMT
From: cs.utexas.edu!jarvis.csri.toronto.edu!utgpu!watserv1!watcgl!electro!ignac@tut.cis.ohio-state.edu (Ignac Kolenko)
Subject: 40-Folder Bug
Message-ID: <1482@electro.UUCP>

just a simple question: if the same foldrxxx.prg fixes both tos 1.0 and tos 1.4, why wasn't foldrxxx.prg put in the tos 1.4 roms at release time? makes sense to me!

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

Date: 10 Mar 90 17:31:57 GMT
From: obryan@gumby.wisc.edu (Mark O'Bryan)
Subject: Adaptec + Seagate hard drive question
Message-ID: <1990Mar10.173157.14559@gumby.cc.wmich.edu>

In article <1184@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes:
>
> which is what I got the Adaptec for. True, SCSI mapping would be nice,
> but then again, that'd make me lose a TRACK for every bad sector (wasteful
> IMHO). Besides, can you imagine how much time backing up and restoring a

Actually, I don't believe that's true. At least, on my 105 meg Conner SCSI drive there are 34 physical sectors per track, with 33 of them available for data. I.e., there's a spare sector on each track, in addition to the spare tracks that all drives have. Not only do you not lose an entire track due to one bad sector, you also avoid a performance hit due to having to seek to a spare track.

I'm not sure if this is the case for all SCSI drives or not. I suppose
it could depend on the particular implementation of the smart controller
imbedded in your SCSI drive. You might want to check to see which way
your individual drive handles it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

Date: 11 MAR 90 01:12:40 CST
From: Z4648252 <Z4648252%SFAUSTIN.BITNET@Forsythe.Stanford.EDU>
Subject: Bob Brodie speaks to Fort Worth/Dallas users!!!
Message-ID: <900311.01123891.034431@SFA.CP6>

Hello all,

In these days of ST uncertainty, no doubt exaggerated by so
many factors, it is refreshing to hear honesty and truths. Bob
Brodie arrived at a coordinated users' group meeting conducted by three
Texas clubs in the Fort Worth/Dallas area: North Texas Computer Team,
Atari Users of North Texas, and Dallas Area Atari Enthusiasts. Meeting in
an auditorium at the InfoMart complex, he gave an informative
session, demoing everything that the ST had to offer, short of the ATW,
030, and HOTZ box.
I thought that I'd share part of the meeting with you and do admit
that I feel a bit better about my ST investment.
Bob started the meeting saying that "Atari enthusiasts are moving into
cooperate headquarters now." Interpret that as you may. The impression
given is that the spirit is returning to Atari U.S.A. and a lot of ground
breaking. Here are some brief facts given which he said may be quoted:

1. Atari STe's in U.S.A. -- Seriously, any day. This is not the old
REAL SOON NOW phrase either. I expect the STe's to be available
very quickly.

2. Mega STe's (!!) -- There is real serious talk on the Mega platform.
We have talked with developers and are getting ideas. Currently,
we are investigating whether to build Megas with the standard
internal port or an internal VMI port. Most developers have
opted for the VMI. This is exciting and that is about all that I
can say on it. Just stay tuned.'

3. Stacey -- Should be ready by April/May. The unit here at InfoMart
is not the same as what will be in production. In fact, this
Stacey is version #2 [Bob flipped the STacey over and sure 'nuff,
there it was--a numeral '2']. Here are some changes that we are
doing:

a. We are working from the high end STacey (four meg ram/40 meg
hard drive) to the low end, rather than the other way around.

b. There will not be a battery pack. The STacey sucks the life
out of batteries too fast. Instead, we are working with a
third market company that is producing an external bolt-on
pack which gives about four hours of life on the four megged
STacey.

c. Mick Fleetwood of Fleetwood Mac said that this would be no
problem for his use since electricty is available at concerts
and studios (referencing no battery packs).

4. The Lynx -- Available now at Sears. [hmmmmmmmmmmmm] Production is
cranking now and it should be available nation-wide for dealers.

5. MIDI-TASKING -- This is the multi-tasker that has been mentioned in
the magazine. As far as I know, it will be available during the
latter part of summer. The various configurations are being
experimented with. It really is quite solid and will be $12.95.

6. The EQUIPMENT EXCHANGE program -- Objections to high costs of exchange
are noted but there is a reason. Too many individuals were using
the program to exchange older units for newer. 520 STs with the
older singled sided drives were being exchanged for units with
double sided. The cost was horrific all in all to Atari. The
rest of the users are having to suffer for the conduct of a few.

7. Monochrome monitor shortage -- GoldStar was holding back on production.
A threat by our part to use JVC resulted in the resumption of
production. The problem should ease by the end of the month.

8. STe's and memory chips -- They are all SIMMS chips, no SIPPS in spite
of what has been said on UseNet [hmmmmmmmmmmmmmmm].

========

I was impressed with Bob and his answers. Perhaps we are getting
ready to see a Winter Thaw for this spring.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Date: 9 Mar 90 16:46:46 GMT
From: tiamat!mjbtn!raider!dlh@uunet.uu.net (Dana L. Holt)
Subject: Flaky 1040st
Message-ID: <193@raider.MFEE.TN.US>

In article <9003072218.AA03079@vuse.vanderbilt.edu>, cantwell@VUSE.VANDERBILT.EDU (Jeff
Cantwell) writes:
> Help! My 3 year old 1040ST seems to be getting a bit flaky lately. I
> get frequent bombs when trying to run software that used to be fine.
> Mostly I get three bombs (address error), or two bombs (bus error),
> and an occasional TOS error #35. I am also getting messages that the
> disks are unreadable or may be damaged, but after several tries, or
> rebooting they work fine. I am using commercial and public domain
> software that has not been any problem in the past, such as

> Starglider, WordPerfect, ABCD, Daleks, etc. These reside on different
> floppy disks. I just have the one doublesided floppy drive (no hard drive),
> and I have never performed any maintenance on it. Could I simply have
> a dirty disk mechanism or do I have more serious troubles? If so, is there
> a drive cleaning kit available for the ST? I have also considered the
> problem of heat, but leaving the machine off all night and trying
> programs in the morning does not help at all.
>

It sounds like (to me) that it's a disk problem. I'd get a 3.5 in.
drive head cleaner and give that a try TOS #35 error code is (*I THINK*)
'a corrupted (unexecutable) program'. Hope this helps..
dlh@raider.MFEE.TN.US

Date: 8 Mar 90 17:07:28 GMT
From: att!dptg!lzsc!hcj@ucbvax.Berkeley.EDU (HC Johnson)
Subject: Hard disk problems
Message-ID: <1371@lzsc.ATT.COM>

In article <1777@loria.crin.fr>, domen@cartan.crin.fr (Eric Domenjoud) writes:
> Some days ago, my hard disk got completely corrupted: I first noticed
> that some files were mixed on the disk and looking at the FATS and the root
> directory, I saw that a prt of file was written in the root directory and
> some clusters were allocated to more than one file. It's actually the third
> time it happens but I never exactly identified the problem before. I have
> then two questions:

Well, something is failing.
First choice is that the disk read wrong, and did not report the error.
If you have a standard SH204, this is true. There is a PLA fix from
Berkeley Microsystems (USA) for this.

Second choice on the hard disk is that it read wrong, but the checksum was
OK. Not all that likely, but just as fatal.

Third choice is an unfortunate memory failure. This may be detectable with
a memory check program; but the ultimate test of memory is using it.

Least likely is the file selector. It really cannot direct disk data to
random locations.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

Date: 10 Mar 90 16:29:57 GMT
From: mcsun!sunic!lth.se!newsuser@uunet.uu.net (Ralph Haglund)
Subject: SIMMs for the STE
Message-ID: <1990Mar10.162957.26323@lth.se>

Here it goes again..... Alan Pratt repeats his "don't expect to be able
to upgrade your STE", but refuses to comment on what some German wrote
recently, that there the STEs are advertised as "easily upgrradeable to 4Mb" or similar.
Let's forget the hints that it actually should be rather easily upgradeable to
16Mb. Anyway -
I like the rainbow - this tells he's got a sense of humour, that he works
late evenings and I would probably like to share a beer with him.
BUT - his disclaimer is all wrong! He is 2, possibly 3 persons. Couldn't he
reveal for us netters a way of knowing who he is for the moment, ending with
one, two or three dots maybe? Just as long as no officlal Atarian could under-
stand it. Sometimes he is just himeself talking freely, that is good. Some-
times he is an Atari representant, refuting the disclaimer about Atari Corp.,
like in this case about the SIMMs. And sometimes the part ".. or anyone else"
in the disclaimer is valid, like when he, both publicly and privately scolds
me and others for telling secrets, like about the STE - especially when I
reported the use of the addresses/registers but also clearly mentioned I
had got it from a German magazine and just translated it. He never ever
asked for an excuse for the scolding. The argument that Atari corp has to
suffer if the info is wrong is so infernally stupid so that too has to be
referred to his 3rd personality - when he represents noone.
IN ANY CASE - whatever Atari ST you have, use SIMMs! piggybacking is out.
Even if you upgrade a 520 to an 1040 use it. So much easier to solder wires
to a SIMM holder than piggybacking expensive chips.
Concerning STEs - never buy anything but 520s, then upgrade the memory yourslef.
Someone on the net talked about the net about the 520STE and 1040STE, that the
520 had 2 256x8 while the 1040 had what??? Impossible of course, SIMMs always
come in pairs, 8 bit each. A 1040STE cannot come as 1040x8, it must come as
256x8x4. That is, 4 256x8 SIMMs.
Hmmm, sorry my bad Swenglish. Should i refer to the late G Gamow, of whom it
was said, that he spoke 10 languages atrociously - but everyone understood
him....

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

End of INFO-ATARI16 Digest V90 Issue #311
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2526. Re: Hard Drive Problems?!

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 16:07:13 UTC
From: knop@duteca
Message-ID: <739@duteca4.UUCP>
Source record: 242570

In article <90030820221525@masnet.uucp> calvin.bruner@canremote.uucp (CALVIN BRUNER) writes:
>If anybody can help, I would appreciate it! I'm running into so many
>problems on what should be a simplistic matter, I can't believe it!
> 1) I used DLII and screwed up a partition of my hard drive
> 2) I zeroed the partition, and eventually reformatted the drive in
> order to restore it from backup.
> 3) The problem seems to be that when I transfer 172K or larger
> programs, The drive freezes with busy light on and system says
> drive is not on or not plugged in properly etc.
Sounds like you have a hardware problem. (Software should not wear out like this.)
This value of 172K is intriguing. This might be caused by a memory problem, therefore run a memory test program. Also, open your computer and re-seat all socketed chips. This seems to work for many people.

Can you cause your computer to fail by dropping it from 1 inch on a table ? This would indicate bad connectors or sockets.

Of course, the problem could also be in your hard drive. DON'T test it for bad connectors by dropping! (More general: never move a running hard disk drive.) Instead, borrow another ST and try to restore your files with that machine. If it fails in a similar way, your drive, drive controller, drive power supply, or cable is bad.
--

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|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

2527. Re: Arc.ttp & Unix

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 16:09:36 UTC
From: hv@uwasa.fi
Message-ID: <1990Mar11.160936.5209@uwasa.fi>
Source record: 242571

In article <6851@cps3xx.UUCP> schultzd@frith.egr.msu.edu () writes:
>Ok folks, here's the question...
>My solution put the arc.ttp program in my Unix machine. If someone
>has already translated Atari "arc" to Unix usable, PLEASE let me
>know! If not, I would like source code for arc so that my partner &
>I can make whatever modifications to allow it to run on Unix...

Well, if you can ftp you can find source for Unix-arc here at Vaasa,
Finland. It is in pc/source and file is called arc.tar.Z
Address below.

--

----------------Harri Valkama (hv@uwasa.fi)-------------
University of Vaasa, Finland
anonymous ftp site (128.214.12.3) PC and Mac directories

2528. Re: Print Desktop (Alt-HELP) with Epson 24 pin printer - HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 20:08:26 UTC
From: ripley@tubopal.UUCP
Message-ID: <1268@pulz.tubopal.UUCP>
Source record: 242572

In article <5440107@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
]| You need to get a program called PRTST24 written by Dan Wilga of
]| Gribnif software. (These are the people that sell NEODESK).
]Whoops, that program is really named SCRDMP24! The brain was a bit fogged
]when I posted this. :-)

Anyway, there are many more programs which allow this. I for example am
using a program called fx_emu.prg which is by NEC.

I hoped TOS 1.4 will overcome this nasty "feature" but it isn't. Sigh.
If Atari used the right Codes, the could have made a hardcopy which works
on both, 9 pin and 24 pin, printers.

Stefan Lindner's TeX-Driver (nl10.ttp) does this. The output isn't too well,
and the pagesizes are distorted, but you can print with it.

Allan, what about including 24 pin support in the next release of TOS?
It can't be that much work and it is well worth it (IMHO)...

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2529. Re: Arc.ttp & Unix

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 22:37:44 UTC
From: zmacu06@doc.ic.ac.uk
Message-ID: <ZMACU06.90Mar11223745@tsun1.doc.ic.ac.uk>
Source record: 242573

In article <6851@cps3xx.UUCP> schultzd@frith.egr.msu.edu writes:

> Ok folks, here's the question...

Fire away...

> Downloading a 400K file just to de-arc it so I can read the docs
> is a pain...

Certainly is.

> My solution put the arc.ttp program in my Unix machine. If someone
> has already translated Atari "arc" to Unix usable, PLEASE let me
> know! If not, I would like source code for arc so that my partner &
> I can make whatever modifications to allow it to run on Unix...

Well, I recently pulled arc off the sources archive here at Imperial
College to compile it on a Sun4. The distribution seems to be geared
towards both ST and Unix. (Certainly the Makefile mentions both of
them.)

It compiled first time on the Sun4 and is currently working fine.

The version is by Howard Chu (hyc@umix.cc.umich.edu)
You can get it from any comp.sources.unix archive (eg. uunet) in
volume15.

Hope this helps.

Frank.

| Frank Taylor - HADES Group - DoC - Imperial College - London |
| Boomshanker : greeting, "May the seed of your loin be fruitful in the belly |
of your woman." Neil - The Young Ones.
JANET Mail : zmacu06@doc.ic.ac.uk

2530. Re: MULTISYNC RECOMMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-11 22:47:12 UTC
From: mccann@rbdc
Message-ID: <1990Mar11.224712.24011@rbdc>
Source record: 242574

What exactly are you saying, HOW do you get these extended vertical resoultions in color??
I also have a NEC 3d; is there anything else to buy, or is that software?EOF

2531. HP Graphics Terminal Emulation - Request

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 00:04:41 UTC
From: ddavis@APG-EMH5.APG.ARMY.MIL
Message-ID: <9003111904.aa27202@BRL-VGR.APG-EMH5.APG.ARMY.MIL>
Source record: 242575

Has anyone seen a graphics HP terminal emulation running on the ST? I'm looking for ANYTHING, including a terminal emulator running under the MAC emulators. Preferences would lean towards the inexpensive, such as Uniterm with HP emulation, or a PD terminal emulator running under Magic Sac (sorry dsmall, Spectre is out of my price range at the moment...maybe in a year or two!).

I do have the HP alpha only terminal emulator (and would like to see source for this if it's available). Any tips on adding graphics capability would be welcome as well. Thanks. . .

ddavis
ddavis@apg-emh5.apg.army.mil

2532. Legend 1380

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 00:39:03 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <195@raider.MFEE.TN.US>
Source record: 242576

Please help me! I need a ribbon for a Legend 1380 printer! ANY HELP
WILL BE *GREATLY* APPR. I have call many ST and IBM stores, none have it, or
know where I can get it!!
Thanks,
dlh@raider.MFEE.TN.US

2533. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 02:06:04 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4699@druwy.ATT.COM>
Source record: 242577

in article <1188@oucsace.cs.OHIOU.EDU>, bwhite@oucsace.cs.OHIOU.EDU (Bill White) says:
> I've got an Adaptec controller / 65meg RLL setup which I'd like to
> use for Spectre GCR if/when I buy it. The ICD host adaptor tells me that
> because the Adaptec uses FAT bad-sector mapping rather than SCSI, I shouldn't
> use it with Spectre. But I do have a few error-free partitions. Can I use
> Spectre with these partitions?

Adaptec controllers will do bad sector mapping at the controller
level, if the software tells them to. The format code needs to send down
the bad sector info to the controller and have it remap those sectors. I
thought that ICD's software did this, you may just have an old version.
(I know that most of Dave's STs are using ICD controllers/software so you
shouldn't have any problem.)

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

2534. Summary: DEGAS to somthing standard (.IMG?)

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 02:26:38 UTC
From: david@bdt.UUCP
Message-ID: <1575@bdt.UUCP>
Source record: 242578

In my adventures I found several utilities for converting Atari DEGAS pictures into something standard. Here's a summary of what I found.

CONV2IMG.PRG - Public Domain

This program was written by Criag W. Daymon. The version I have is Version 0.98, released February 11, 1990. It can convert many formats (DEGAS, NEO, Spectrum, Art Director, Mac paint and Tiny) to a monochrome .IMG file. The images are stored without any compression (IMG "bit strings").

Available on GENIE, probably other places too.

MVG - Shareware $20

This program, written by W. David Parks (aka Dr. Bob) calls itself "Dr. Bob's MultiViewer Graphica." I have the demo version 0.19L. It can load IMG, Mac, DEGAS, and Neo pictures. It is a pixel editor with manipulations such as rotate, crop, etc. It can save the picture in any of the formats. The full version is $20. The program says to send to:

W. David Parks
180 N. Hazeltine Ave.
Campbell, OH 44405-1024

I don't know yet if this is the correct address.

PublicPainter - Free Demo. Commercial product in Germany (price?)

Something called PPM from Germany. All the docs are in German. It looks nice but I don't trust the distribution I got (from Genie) which cliams to have come from an outfit in UK. I think this program tried to install a virus on my machine. It is a mono-only paint program. There is a commercial version available too, but I can't find more info on it. The program is an .IMG file based paint program. It may be able to read other formats too, but I won't use it because I think it's a hack or pirate version.

PBMPLUS - Copyrighted but free to use.

Lastly I ended up writing a few utilities for use with the PBMPLUS package that was distributed on the net (comp.sources.misc) a while back. This is a package for converting and manipulating bit-maps. It has its own "portable bit-map" format. It comes with a GEM .IMG file to "portable bitmap" converter. This was a little buggy. I ended up fixing it. I also wrote a utility to convert from DEGAS .PI3 to "portable bitmap" and back again. I also wrote a utility

to go from portable bit-map to GEM .IMG format. These programs
have been sent off to the PBMPLUS author, Jef Poskanzer. If anyone
is interested in them before they get distributed, let me know and
I'll mail them to you.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2535. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 02:32:51 UTC
From: cmcmanis@stpeter.Sun.COM
Message-ID: <132824@sun.Eng.Sun.COM>
Source record: 242579

In article <2069@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Here we go again: Standard SIMM Reply #1:
>
>The SIMMs are there mainly for the cost and space savings on the PC
>board, not so you can add memory to your machine. Sometimes we use
>SIPs, not SIMMs, and they're soldered right into the board! Don't rush
>out and buy a 520STe expecting to be able to upgrade it.

Allan, your a reasonable guy, where did you get this reply? You make it
sound like Atari Corp is not interested in doing anything to make
its customer's lives any easier. Why not ? You might consider suggesting
to your management that it is a "feature" in the opinion of your potential
customers that they can upgrade the memory of their machine. This "feature"
costs about 0.28US$ and yields quantifiable customer satisfaction.

I think this is a symptom of a bigger problem. However, a thousand mile
journey begins with but one step.

--Chuck McManis
uucp: {anywhere}!sun!cmcmanis BIX: cmcmanis Internet: cmcmanis@Eng.Sun.COM
These opinions are my own and no one elses, but you knew that didn't you.
"If it didn't have bones in it, it wouldn't be crunchy now would it?!"

2536. Using laser printers with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 02:42:54 UTC
From: ccastvf@prism.gatech.EDU
Message-ID: <6890@hydra.gatech.EDU>
Source record: 242580

A friend of mine has a pretty good Spectre GCR setup on his Mega 2, and would like to add a laser printer. Does anyone have any suggestions on one that works well? It would be ideal to be able to print directly from the application without having to exit to download postscript files or some such. I don't think one that could only be hooked up via serial port would be good since we have an Apple LaserWriter at work that for various reasons had to be hooked with RS232 and big files just take to long to transmit to it. I notice some printers have SCSI ports, and I've heard these are for the storage of extra fonts. But are these ports also useable for Atari DMA access?

I have heard rumours of Dave Small supportin AppleTalk in his next release and am wondering if maybe he shouldn't just wait for that. Then he could probably pick up a LaserWriter Plus somewhere cheap and hook it up that way.

--
Vincent Fox (That's Mr. Bucko to you)
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!ccastvf
Internet: ccastvf@prism.gatech.edu

2537. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 04:07:10 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4461@jhunix.HCF.JHU.EDU>
Source record: 242581

I am the try before you buy type, but I also refuse to pirate. The result of this is that I buy very little software withmy hard earned dollars. However, I recently was given the Quick 1.6 demo, and found it very impressive. Not onlydo I feel that posting a demo will gain you a sale (just as soon as I get my next paycheck, really) but I also think you have done me a service by letting me see something that I believe is worthwhile. I think that demos are a useful advantage to Usenet access.

Eric

2538. Re: Graphics anybody?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 04:13:39 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4462@jhunix.HCF.JHU.EDU>
Source record: 242582

In article <1111.25f63c10@miavx1.acs.muohio.edu> tmwhitehead@miavx1.acs.muohio.edu writes:
>I'm trying to write some arcade-quality graphics and sound routines on my ST.
>Are there any GOOD books that talk about how to do this? I mean, how do people
>write things like Dungeon Master if there is no information on how to do this?
...
>
>--
> ____
> / _ _/ _/ Todd Whitehead
> / /_/ /_/ /_/ Miami University
> Oxford, Ohio
> If it looks like I said it, I probably did...

The Atari ST is a pretty straighforward, sort of standard machine, which is
probably why it has the power and following that it does. Anyway, on
this account you should check out general computer graphics texts--they
have a number of quite inventive things to speed graphics to "arcade"
quality. You might also try a trip to the local arcade--sometimes it's
interesting to sit around and try to figure out how some of the animation
is done.

Eric

2539. for sale

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 05:04:24 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4463@jhunix.HCF.JHU.EDU>
Source record: 242583
Cross-posted to: comp.sys.atari.st,misc.forsale

Atari 1040 ST, less than one year old, lightly used (OK, it was used
as a backup for my Mega 2, now on its way home from the repair shop)--

$450, or best offer, or will trade for a Spectre GCR.

The system includes: nothing but the stuff that comes with it, i.e.
the disk drive built into the side, the mouse and the cables that
normally come with it. It is in excellent condition.

Also for sale SOON:
Spectre 128, with ROMs, for whatever a used Spectre 128 is going
for (make an offer). I'll throw in a Translator ONE for nothing
(it's not worth much more than that).

For all of the hardware concerned, I'll split the shipping.

Usenet: RICK @ JHUNIX
USPS: 3019 St. Paul, #2B
Baltimore, MD 21218
Phone: (301) 243-8654

Eric Ruck

2540. DeskJet re-inking / clogging

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 05:17:39 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar12.051739.7549@ns.network.com>
Source record: 242584

More on re-filling HP DeskJet ink cartridges.

There was some worry mentioned a while back about re-filled ink clogging up the little plastic (sort of rubbery) hose. The hose travels from the little coupling down through a sort of artificial-heart pump (where the hose is formed in a semi-circle and a little wheel rotary pinches the hose on its way around the semi-circle) and into the base of the unit where a 4x4 inch hunk of ink blotter paper sits to collect anything.

Apparently the hose is there for two reasons. When the machine is off or idle, any ink "siphoning" will get directed into the blotter. And, secondly, when you push the prime button, the little heart pump is engaged and a bunch of ink is sucked out of the cartridge.

Which leads me to this first observation: DO NOT PRESS THE PRIMING BUTTON UNLESS YOU ACTUALLY FEEL IT IS NECESSARY -- you are just throwing away ink, and unless you re-fill your own cartridges, you are throwing away big money.

On power-up the cartridge moves about two inches from its resting place and does a different (electrical) kind of prime. It shoots some ink into a little "L" shaped groove. You can see the grove, and probably some dried ink, which you can clean if you are so motivated.

So, the hose should not get ink in it unless you press the priming button. If you do, or if you just like to clean things, or you are worried about your re-filled ink clogging the hose, do the following.

With the same hypodermic needle you used for refilling the ink cartridge, slowly squirt some water into the little "resting/priming" coupler. The water may sit there for a few seconds/minutes but it will slowly find its way down the hose. As the water level drops in the coupler, you may want to keep adding more, oh say, up to 1/4 cc. This should wash out the hose and get rid of any residue ink.

If the process seems stalled, you may want to remove the ink cartridge, power up the unit, and press the priming button. This should help draw the water through the hose. If your water DOESN'T go down the hose, then you have a clogged hose -- however, I don't consider this a likely event, and if you "wash" your hose once in a while and you don't use the priming button, it should never happen.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2541. Re: DeskJet re-inking / clogging

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 05:29:57 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar12.052957.7662@ns.network.com>
Source record: 242585

>With the same hypodermic needle you used for refilling the ink cartridge,
>slowly squirt some water into the little "resting/priming" coupler. The
>water may sit there for a few seconds/minutes but it will slowly find its
>way down the hose. As the water level drops in the coupler, you may want
>to keep adding more, oh say, up to 1/4 cc. This should wash out the hose
>and get rid of any residue ink.

By the way, does anybody know what the "short life ink cartridge fix kit"
is? I mean, what is it EXACTLY?

Is the ink actually sucked out of a "short life" cartridge, or is the
ink still there but not getting down to the head?

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2542. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 07:33:31 UTC
From: ripley@tubopal.UUCP
Message-ID: <1269@dalarna.tubopal.UUCP>
Source record: 242586

In article <1080.25efe70e@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu writes:
]In article <16000017@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
]> Anyone try out Gemini yet? I run Gemini.prg after booting
]> with either AMCGDOS or GPLUS and get two bombs...???
]> -- Greg

]Well, I was looking foward to using it too. I de-zoo'ed it, and started
]picking throught the DOC files, which are in German, of course. Well, the
]first paragraph answered the problem I had. It requires TOS 1.2, 1.4, or
]1.6. So if you have 1.0, thats probably your problem, like mine.
] Ryan

That can't be. When I took my Gemini-disk to a friend who only has TOS 1.0
it behaved correctly. It displayed an alert-box "I only run on TOS 1.0 or newer"
and afterwards it went back to the desktop.
No bombs.

Anyway, the posted version is out of date. It is 1.0 and I already got 1.1,
which is much better...

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

2543. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 09:19:54 UTC
From: V_D_WAL@F2.NHL.NL
Message-ID: <9003130807.AA20049@ucbvax.Berkeley.EDU>
Source record: 242587

Dear sir,

How can we get a subscription to the INFO-Atari16?

greeting Jan v/d Wal & Roy Bruno

2544. Hard disk problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 09:58:38 UTC
From: domen@cartan.crin.fr
Message-ID: <1814@loria.crin.fr>
Source record: 242588

Some days ago, my hard disk got completely corrupted: I first noticed that some files were mixed on the disk and looking at the FATS and the root directory, I saw that a file was partly written in the root directory and some clusters were allocated to more than one file. It's actually the fourth time it happens but I never exactly identified the problem before.

I noticed that the first data cluster on the disk corresponds to the third entry in the FATS, that's to say, is numbered 2 since the first one is numbered 0. This means that the data clusters 0 and 1 are actually never used and thus marked as free in the FATS (at least on my disk which is not an ATARI disk) and that they are actually located in the root directory, exactly where a part of my files were written.

My questions are then:

1) Did anybody already experience this problem?

2) Are the data clusters 0 and 1 marked as free ($0000) on the ATARI disks?

2) Is it posible that a poorly behaved program allocates these two non existing data clusters, thinking that they are free?

This problem occured first while copying a file with the Universal Item Selector and then almost systematicaly with Turbo C.

My disk is a 30MB with OMTI controler bought at
FSE in Kaiserslautern (W. Germany).

Eric Domenjoud
e-mail: domen@loria.crin.fr

2545. .SND FILES?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 11:36:27 UTC
From: d88pt@efd.lth.se
Message-ID: <1990Mar12.113627.11275@lth.se>
Source record: 242589

Hi,

I heard some talking about ".snd" files on the net. My questions are:

What programs use those files.

How are they stored(format).

Is there a ftp site for such files.

Thank's

2546. Re: WordPerfect & crosslinked files

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 12:36:44 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2345@syma.sussex.ac.uk>
Source record: 242590

From article <90030820215399@masnet.uucp>, by derek.linfield@canremote.uucp (DEREK LINFIELD):
> Have you checked your HD since you installed WP? I'm curious to see if
> others are having the crosslinked file problem I'm having.

I can confirm that on my hard disk partition with WordPerfect installed I have found (via DLII) some 'lost clusters'. I recovered them and found that they contained the text of Wordperfect documents. I believe they came from WP's .TMP files, and maybe they weren't cleaned up properly after exiting the program. It's possible that WP may at some time have been exited incorrectly.

The situation seems to have improved since I got the August 89 version of WP. I don't know if that's just luck, though.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

2547. C help - Critical replacement

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 13:39:01 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000023@ux1.cso.uiuc.edu>
Source record: 242591

I am trying to set a function name to an absolute value in
Turbo C:

Could someone just drop a note on how to call olderrh (the
old critical error handler) if I do not want to service the
call?

Thanks in advance

-- Greg

I have tried this and more:

```
#include <stdio.h>
#include <tos.h>

#define drivebits 0x0030

void *olderrh;

/*****************************
Critical Error Handler
*****************************/
long criterr(int err, int drive)
{
if (drive & drivebits)
return(1L);
else
return(eval(olderrh));
}

/*****************************
Replace Error Handler
*****************************/
void replerr(void)
{
olderrh = (void *)(*(long *)0x404L);
*(long *)0x404L = (long)criterr;
}

void main(void)
{
Supexec(replerr);
Ptermres(0x400L,0);
}
```

2548. Re: C help - Critical replacement

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 13:39:17 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000024@ux1.cso.uiuc.edu>
Source record: 242592

```
woops... I took out eval which took (long (*addr)())
as a param.

-Greg
```

2549. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 13:43:26 UTC
From: me@dude.pcs.com
Message-ID: <ME.90Mar12144322@dude.pcs.com>
Source record: 242593

Do you Usenet folks feel that the posting of our demos of our products here is a worthwhile endevour, or should we stop?

YES, I feel that it really is worthwile to have the demos on the net.

Are Usenet folks REALLY care all that much if a commercial endorsement is made in the demo??

I DON'T care !! The demo still is free. I can use it, don't have to pay for it (although I rather use the real thing, but that's beside the point).
If there is a note, that an enhanced version is available commercially, fine.

I think, the point is: The demos Ignac is posting are *usefull*, not only advertising for the real thing and they are FREE. This is more than you can say for shareware (also no bad thing on the net in my opinion).

So, please go on posting demos, Ignac.

Disclaimer: I have nothing to do with Branch Always Software besides that I'm using their stuff, I even don't get it for free.
--
Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

2550. WINDUPDATE CALLS ???

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 14:12:00 UTC
From: polman@kunivv1.sci.kun.nl
Message-ID: <1167@kunivv1.sci.kun.nl>
Source record: 242594

I posted this a while back but did not receive any reaction,
so here I am again with my question for all AES goeroes.
Which calls are allowed in between
windupdate(1) and windupdate(0)
and in between
windupdate(3) and windupdate(2) ?
The question arises from the following experience:
I'm working in a GEM based shell using windows and a menubar.
When I return in the shell after a Pexec I restore my menubar
and my own desktop. Then in between windupdate(3) and (2) I
open my windows. After that the sliderbar and arrows from the
windows are ignored until I let a menu drop down from the menubar
and click it away again. Then everything is back to normal
(note I do not have to pick a menu_item). The problem only
occurs on TOS 1.4. I have already found that using
windupdate(1) and (0) solves the problem but I would like to know
what precisely causes this phenomenon and what has been changed in
AES to account for the difference between TOS 1.4 and TOS 1.0-1.2.

By the way, some time ago Ken Badertcher (sorry if I mispelled the name
but I could not find a single item from you in the last 700) posted
a detailed note on the cookyjar procedure. I thought that I had saved
it someplace but I cannot find it any more. So if someone has it, please
mail it to me personally,

Ben Polman
polman@sci.kun.nl

2551. Re: Running MIDI at 500KHz -- conclusions

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 15:20:31 UTC
From: cosc10hv@jane.uh.edu
Message-ID: <5790.25fb69df@jane.uh.edu>
Source record: 242595

In article <1990Mar9.215613.17075@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
> Well, the situation looks pretty bleak. I've gotten the MIDI port to
> run at 500KHz without hanging the machine, but the connection is too
> noisy (to say the least). I set things up so that I'd type on one
> machine and look at the output on the other. Ever set your modem to
> the wrong baud rate in the middle of a session? Well, that's about
> what it looks like on the receiving end. Garbage!
>
> I can only assume that the opto-isolators won't handle 500K baud. It
> doesn't seem like a software problem.
>
> Dave Baggett
> dmb@cscwam.umd.edu

I am sorry but I think I missed this but what is the purpose of 500KHZ?? Why
not a slightly slower cycle?? Or is 500KHZ a 'magic' number?

| Paul Sears University of Houston |
| "ThunderCat" ---------------------- |
| node COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_____________________________________|

'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2552. Re: Mouse replacements

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 15:29:31 UTC
From: cosc10hv@jane.uh.edu
Message-ID: <5791.25fb6bfb@jane.uh.edu>
Source record: 242596

In article <27720@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> Rather than going with the MicroSoft mouse I might suggest Practical Solutions
> cordless mouse - it has a feel a good as the IBM mouse but no cord! Costs
> a lot less too...
>
> Peter Szymonik

BTW, some of the people I know use the cordless mouse and really have had only one problem - the mouse uses 2 AA batteries in about 2 weeks (sometimes less). There is a discussion going on one of the local bbs's here about using rechargables and even lithium (sp?) batteries. Overall, I heard that it is a good mouse...

| Paul Sears University of Houston |
| "ThunderCat" ---------- |
| COSC10HV@Elroy.Uh.Edu |
|[129.7.1.2] or TECHJW@Elroy.Uh.Edu |
|_____|

'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2553. Fun Face from the U.K.

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 15:36:29 UTC
From: Xorg@cup.portal.com
Message-ID: <27827@cup.portal.com>
Source record: 242597

A while back I saw a demo of a program from England called Fun Face, then about a month ago I saw the full working version at a 'local ST dealer who said he got it a while back, but didn't know where or how to get more copies. Its a Mac--a-Mug type program where you can create various faces from a long menu and it has a built in drawing program thats pretty awesome.

Does anyone know where I can get my hands on this guy?

Thanx
Peter Szymonik

2554. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 15:47:52 UTC
From: Xorg@cup.portal.com
Message-ID: <27828@cup.portal.com>
Source record: 242598

I thought ST-Report was ULed to the Net every week already! If not
I'd be more than happy to do so as a regular reader and contributor.

Peter Szymonik

2555. Rwabs/Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 15:57:29 UTC
From: adp1@csug.cs.reading.ac.uk
Message-ID: <2121@onion.reading.ac.uk>
Source record: 242599

Hello,

A)...
I tried yesterday to write a program to read in the FAT table and the root directory off a disk using the Rwabs(..) call in sozobon C. It seemed to do this fine on disks A and B, but an attempt to do this off my hard disk caused a crash/lockup on the Rwabs call.
I understand that some problem with Rwabs has been discussed in this group, but I must have missed it. Could some kind soul send me a summary of what the discussion was about and/or tell me if I am doing anything stupid!!!

B)...
The aforemetioned hard drive is one that I have just obtained. It is a Power Computing Series 900 Drive (48Mb 28ms). It came with an external power supply with a 2 pin round pin plug on it!!). It seems to have some kind of clock in it, but it is really strange, it seems to remember the time and date at which it was turned off at, as long as the length of time isn't longer than about a day! It seems to require 2 attempts at booting after being turned on for the first time, however long you wait before powering up the ST, and after resetting the ST the screen flickers horrendously (like putting the screen to 60Hz mode) before it boots and restores the white blank screen.
Has anybody else got any experience with this make of drive, and if so could they let me know if it does similar things.

Thanks,
Andrew.

==
Andrew Pollard	adp1@uk.ac.reading.cs.csug
Dept of Computer Science	adp1%uk.ac.reading.cs.csug@uk.ac.nsfnet-relay
Reading University	
England	
==

2556. About the Laserwriter driver for Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:03:00 UTC
From: AVM@BGERUG51.BITNET
Message-ID: <9003130808.AA20112@ucbvax.Berkeley.EDU>
Source record: 242600

Hi,

I'm not a subscriber to the list, but I do have a question.

It looks like the Apple Laserwriter driver from Timeworks is communicating
with the Laserwriter. In the first place it asks for the status of the
Laserwriter, and second it asks for the kind of interface the Laserwriter
is initialized on (one of the option numbers of the Laserwriter).
If no answer comes on that question the first time, it asks it several times,
but with a timeout. If no answer came at all, it starts sending the Postscript
commands with the Xon/Xoff handshaking.

This is where my problem comes. I want the Atari to send the Postscript to
a VAX machine and from there on print to the Laserwriter. I don't want to
answer the question of the option number (the handshaking), but I want to
change the default of the printer driver in Timeworks to the DTR/DSR (
option 68).

Is it possible to do that, or am I asking a hell of a question ?

Please answer to me directly, since I'm not a subscriber to this list.

Anne-Mie Vandermeeren (avm@bgerug51.bitnet)

2557. Unix side of UW

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:14:40 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11350@stag.math.lsa.umich.edu>
Source record: 242601

Sorry, I'd forgotten that this was in my home directory, and not in the ftp area. I also (mis?)remembered that uw_unix.arc had been available for some time, but it's not there now. In any case, you can now grab uw.tar.Z from ~ftp/atari/telecomm on terminator. This is the latest collection of docs & sources, plus BinHexed Mac executables. (All of this is as I originally retrieved it, so I haven't deleted anything, though it appears extraneous for my purposes...)

The server code comes with 2 makefiles, for 4.2 and 4.3 BSD.

--
-- Howard Chu @ University of Michigan

2558. Re: GDOS AND NEODESK II

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:16:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11351@stag.math.lsa.umich.edu>
Source record: 242602

In article <4097@harrier.ukc.ac.uk> pfg@ukc.ac.uk (P.F.Gisby) writes:
>Is there anyone out there with a version of GDOS that works with overscan
>as both versions I have don't......

I use G+Plus. You have to load it before the Overscan program runs, but then
it works just fine.
--
-- Howard Chu @ University of Michigan

2559. Multi-tasking (Was Re: Call for opinions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:30:42 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2781@castle.ed.ac.uk>
Source record: 242603

In article <90030820221481@masnet.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>That way, developers can
>start easing their programs towards compatibility now, so that if the
>great multi-tasking TOS 2.0 ever appears, every program will not
>suddenly die.

Talking about multi-tasking, I read in Znet (I think) about Atari's Midi-tasking software which is aimed at the midi market but should be useful elsewhere. This piece of software is apparently being sold for $12.95 presumably so that people will be tempted to use it.

+ Is this software available now?
+ Will be it available in the UK?
+ Does it work with older TOS versions than 1.4?
+ Will Atari publish guidelines for creating multi-tasking software or is this included with the software?

Fanx,
Mark.

2560. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:31:21 UTC
From: matthews@umd5.umd.edu
Message-ID: <6243@umd5.umd.edu>
Source record: 242604

In article <27721@cup.portal.com> Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>Dr. Watkins, buy Spectre GCR and your Mac emulation will be taken care
>with no strings attached! The device works flawlessly and attaching
>it to the ST is easy via the cartrdige port. The whole unit with the
>necessary Mac ROMS is running about $400 here in the States and worth
>every penny.
>
>Peter Szymonik

Let's not get carried away here. Yes, the GCR is an amazing product and it by itself works beautifully. It will NOT work flawlessly, due to other problems in the system. Namely, some really awful cut corners in some Mega computers. My Mega 2 refuses to write to Mac disks on the internal drive. It isn't a shielding problem. We shielded that drive to HELL and it still wouldn't work.

Friend of mine who works at an Atari store looked at my chipset. He couldn't recognize it... I wonder just what the h... <oops, sorry, flame off> Atari did when assembling this computer (it's a Rev. 5.0 motherboard).

(btw, it isn't the mechanism either)

Spectre GCR is great. Mega 2's aren't.

Mike

2561. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:38:35 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11352@stag.math.lsa.umich.edu>
Source record: 242605

```
100-140K of text per issue, huh? It'd be best to break something like that
into a few smaller articles. Maybe even a good idea to put stuff like that
in its own newsgroup.
--
-- Howard Chu @ University of Michigan
```

2562. Re: Computer Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:39:28 UTC
From: rgoseweh@digi.UUCP
Message-ID: <409@digi.UUCP>
Source record: 242606

Atari 130XE system for sale. System includes the following:

Hardware: Atari 130XE, Magnavox Color 40 Monitor, Two (2) XF551
Disk Drives, and P:R: Connection (std serial & parallel
ports) with cables. ALL HARDWARE IN "LIKE NEW"
CONDITION!

Software: DOS XE, DOS 2.5, Paperclip XE (word processor), Newsroom
(basic desktop publisher), Speedcalc (spreadsheet),
disk-based games (commercial & PD), and several PD
programs (including a word processor, (2) communication
(terminal) programs, a database program, etc.)

Misc.: Two disk caddies, 40+ (DSDD) disks, dust covers
(computer, monitor and one disk drive), several books
and magazines.

The hardware alone is worth around $1000 retail. I will sell
everything listed above for $550 plus shipping or I will sell the
system *without* monitor for $350 plus shipping. Items not for sale
separately. If interested, reply to this message or contact:

Roy C. Gosewehr
6205 Oregon Court
Plano, TX 75023
(214) 517-4981 (evenings/weekends)
GENIE: R.C.Gosewehr

2563. Re: Arc.ttp & Unix

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:43:39 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11353@stag.math.lsa.umich.edu>
Source record: 242607

In article <6851@cps3xx.UUCP> schultzd@frith.egr.msu.edu () writes:
>My solution put the arc.ttp program in my Unix machine. If someone
>has already translated Atari "arc" to Unix usable, PLEASE let me
>know! If not, I would like source code for arc so that my partner &
>I can make whatever modifications to allow it to run on Unix...

Geeze, what a world. Not only have I already done Just What You Asked For,
but I personally installed ARC on the msu machines over a year ago.
Look around, it should be in the local/bin directories. Of course, you
probably should get the latest version, from terminator.cc.umich.edu.
(35.1.33.8). It's in ~ftp/unix.
--
-- Howard Chu @ University of Michigan

2564. Re: Atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 16:43:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1434195052@thelake.mn.org>
Source record: 242608

[In article <90031201022042@masnet.uucp>,
david.schreiber@canremote.uucp (DAVID SCHREIBER) writes ...]

> It is IMPOSSIBLE for Nintendo to be sing "monopolistic" practices
> against Atari. Check your dictionary.

Oh, really? It says:

mo*nop*o*ly 1. exclusive control of a commodity or service in a given market, or control that makes possible the fixing of prices and the virtual elimination of free competition.

According to the Associated Press, Rep. Dennis Eckart of Ohio, chairman of the House small business subcommittee on antitrust, asked the U.S. Justice Department's antitrust division last December to investigate Nintendo.

Nintendo controls 80 percent or more of the videogames market. That in itself is not monopolistic, but:

* He accused Nintendo of intimidating retailers to keep competitors off toy store shelves.

* He said Nintendo has used exclusive software arrangements and physical computer-chip barriers to control the market. Nintendo installs a "lock-out chip" in each cartridge, and only licensed game cartridges including that chip can be used on Nintendo players.

* He said Nintendo had created artificial shortages of some games sold by licensed software producers.

* He said the result of Nintendo's marketing practices is that only games licensed or sold by Nintendo can be played on the Nintendo players, blocking independent software publishers and inflating the costs of games to consumers by an estimated 20 percent to 30 percent.

I don't think anyone is close to filing any criminal charges, but similar allegations are contained in the Atari Games (Tengen) civil suit. (Atari Games is not affiliated with Atari Corp.)

--
Steve Yelvington at the lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

2565. Poor man's file system

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 17:01:40 UTC
From: steven@cwi.nl
Message-ID: <8884@boring.cwi.nl>
Source record: 242609

Sometime ago a program was posted called pmfs (Poor Man's File System)
that allowed you to use the serial line to a Unix machine to emulate a
(TOS) disk.

I had version 1.03, and all it succeeded in doing was freeze up the
system. Did anybody ever get it to work? Is there a later version?

Steven Pemberton, CWI, Amsterdam; steven@cwi.nl
- I just read a book where machines turn humans into zombie slaves!
- Sounds scary.
- You bet. Hey! What time is it? My TV program is on! (Calvin and Hobbes)

2566. RE:40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 17:21:51 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2124@onion.reading.ac.uk>
Source record: 242610

Firstly, thanks to everyone who replied to my request for info on the
40-Folder bug - I'll try reading the FAT instead of visiting each folder.

Now..from what I have read here recently, am I to understand that even the
lastest ROMs do not fix this pathetic bug?? _Surely_ a bug like this could have
easily been fixed (although I do not profess to know the 'ins and outs' of it),
and make the ST nearer to the perfect machine than it is already?

While on the subject of new ROMs, can anyone suggest a valid reason for
purchasing them, how much , where from etc? I apologise in advance if this
information has been posted before, but I don't get to read rn that often.

Cheers,
David.

-=-=-=

2567. Data Structures Toolkit

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 17:38:02 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21875@watdragon.waterloo.edu>
Source record: 242611

Many months ago I asked the net if anyone was interested in a
toolkit (collection of C routines) I was putting together to
work with various data structures. I only got a few responses
but decided to go ahead with the project anyway since it would
be useful to me.

I have finally completed version 1.0 of my toolkit and it is
ready to go to the net. If you are interested in receiving
it please e-mail me. If there are enough responses I will
post to the net, otherwise I will just e-mail it to those
who want it.

This initial version contains routines for various types of
sorts as well as for working with different types of lists.
It contains three libraries, described briefly below:

sorts - This library includes routines for sorting an array
of character pointers. (Which are, of course, pointing
to the data you really want to sort.) It includes
a simple linear insertion sort (inefficient but easy
to understand), Hoare's quicksort (efficient for
'average' arrays but inefficient if the array is
already in increasing order), and the heapsort algorithm
(efficient in all cases but slightly more overhead
than the quicksort.

lists - This library defines a data type called list. Two
implementations are included, a singly linked list and
a doubly linked list. Routines are included to create
lists, insert and delete stuff, move around in the
list, retrieve stuff, and catenate and split lists.
The lists are created in such a way that they can
contain any type of data. (In fact you can put a
different data type in each node if you want to.)

clist - This library defines a data type called a circular
list. These lists are similar to the above lists
except that they go in a circle (i.e. the 'last'
element will point back to the 'first' element).
Both singly linked and doubly linked implementations
are included. All the same routines are included
as in lists with the exception of catenate and split.

The toolkit is broken into three directories.
doc\ contains the documentation for each of the libraries as well
as copywrite restrictions (see below) and a list of error messages

the toolkit may produce on occasion.

include\ contains all the header files required to defined the
data types.

src\ contains arc'ed files containing the source code for the toolkit.

The entire toolkit is available in source form only. To use it
you can either #include the source files into your programs or
compile them into libraries (which is what I did) in a form
acceptable to your C compiler.

All the code has been written in Mark Williams C but should work
with any K & R C compiler with little or no modification.

If you have any problems with the toolkit (errors or ideas for
improvement) let me know and I may change them in a future
upgrade.

Copywrite information:
For complete copywrite information see the copywrit file in the
doc/ directory. Basically you can use my sources without
restriction in any non-profit application provided that you
also provide source code. If you want to use them in a for-
profit application (including shareware) you need to contact
me first. (I will rarely require money, usually I will just
ask that you put in a credit with my name on it if I think
your program is well written, or require that you remove all
mention of me if I think your program sucks.)

Once again, if you are interested in this toolkit, e-mail me
and I will either e-mail you a copy or post to the net.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2568. linear algebra package

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 17:49:10 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21877@watdragon.waterloo.edu>
Source record: 242612

Now that ver. 1.0 of my toolkit has been completed, it is time
to start working on ver. 2.0.

Currently I am planning on ver. 2.0 to included a library for
working with various implementations of binary trees, as well
as a library which I am currently just calling a linear algebra
package.

My initial proposal for the linear algebra package would include
a number of routines for finding the roots of polynomials and
for working with matrices. The matrices routines would include
finding determinants, eigenvalues, eigenvectors, norms (maybe),
row reduction (solving systems of equations), inversion, and
multiplying matrices. This is a rather incomplete list and I
am hoping that some of you out there can help add to this list.
Please e-mail me and tell me what you would look for in a linear
algebra package. What sort of routines (if you could provide
the location of algorithms, i.e. names of textbooks, that
would also be useful) would you like to see, and what sort
of calling format would you like to see. I won't guarantee
that I will use all your ideas or even that I will respond to
your mail, but I will consider all ideas.

ver. 2.0 of the toolkit (including all updates and corrections
from ver. 1.0, a library for working with binary trees, and
the linear algebra package) should be ready by Christmas but
I can make no guarantees to that effect. (Depends on how much
overtime I get at my new job.)

(P.S. If anyone wants to help write any of it, or if you already
have some routines which you have written but don't want to go
to the trouble of supporting, feel free to e-mail me and we can
probably work something out.)

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2569. Re: Atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 18:36:46 UTC
From: robert@infmx.UUCP
Message-ID: <3584@infmx.UUCP>
Source record: 242613

In article <90031201022042@masnet.uucp> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes:
>It is IMPOSSIBLE for Nintendo to be sing "monopolistic" practices
>against Atari. Check your dictionary. To me, your message sounds like
>standard American sour grapes whne they lose out to better companies. In
>Canada we are used to all sorts of unfair practices coming from the
>Americans, so few of us feel the least bit of sympathy when they're
>outwitted by somebody else.

My, how nationalistic can we get? Gee, I sure hope that someday, somehow, the Great and Noble country of Canada will be able to triumph over the Evil Americans. Isn't it funny how when we (including me, apparently, though I've never been involved in any way with inter-country trade) do it to you, it's "unfair practices" and when someone else does it to us it's "outwitting"?
This isn't the appropriate newsgroup for paranoic nationalistic generalizations. This newsgroup is for paranoic computer-loyalistic generalizations ;-) .

As far as Nintendo is concerned, you're clearly passing judgement without any knowledge of what the complaint is. Perhaps you should *ask* the details first? You may still feel the way you do afterwards (though I should point out that the "monopolistic" practices under discussion would apply to Canadian companies as well as American companies, so if, as is apparently the case, you only care if it happens to Canada, then you might change your tune) but at least you'd sound like you knew what you were talking about.

Robert C.
--
"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

2570. VT52 control codes

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 20:26:27 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003130810.AA20242@ucbvax.Berkeley.EDU>
Source record: 242614

For all those that remember my message about screen scrolling regions
on a VT52 terminal I would just like it to be known that I was half right
and half wrong, unfortunately I was wrong in saying that VT52 can handle
scrolling regions, this is only a feature on VT100 and upwards.

However, I do have a list of VT control codes, but they are aimed more at
VT100 and upwards terminals. I will type them in and post them anyway, but
taking care to point out those that are available under VT52.

Thank you to those who politely pointed out my error, and for those
that want the list that I have, the message is to watch this CHR$(32)!!!

I'll post it as soon as possible.

Simon.

| Simon Chappell (The Masked Rat Fink)
| Computing and Informatics (Final Year), Polytechnic South West (Plymouth)
|
|"Better the pride that resides, in a citizen of the world,
| than the pride that divides, when a colourful rag is unfurled." - RUSH
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
|
| Disclaimer: 'And you believed ME?' <falls on floor laughing>

2571. CGM and GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 20:44:39 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID9248.D900312.T164439.CHIASSA@UDEM>
Source record: 242615

Can a CGM metafile be transformed into a GEM metafile. Has
anyone successfully done this? Are there any Atari ST programs
that can read CGM metafiles?

2572. OCR software

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 20:49:12 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID9259.D900312.T164912.CHIASSA@UDEM>
Source record: 242616

I am looking for OCR software that would work in combination
with my Migraph Hand Scanner. I do alot of work in french so
the software must be able to deal with accents or be taught
ct be able to deal with accents or be taught
how to recognize them. Does anyone have any experience with
this kind of software.

2573. Atari Programming & Spectre Debugging Questions

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 20:57:44 UTC
From: topgun@chaos.cs.brandeis.edu
Message-ID: <1990Mar12.205744.6607@chaos.cs.brandeis.edu>
Source record: 242617

I've gotten the job to convert some Atari software and unfortunately am not totally familar with the machine. I have two pressing questions:

Does Atari the F-line interrupt of the 68000 to call GEM/TOS?
Where can one get a list of these interrupt routines? suggestions on books?

Seperately,
I am running Spectre 128 and need to know what Macintosh debuggers work under the Mac Mode - (MacsBugs, TMON, MacNosy - any others?)

Thanks for your help,

Chandra Bajpai
topgun@brandeis.cs.edu

2574. Corner Clock / Item Selector

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 21:20:00 UTC
From: thamer@sioux.cis.ohio-state.edu
Message-ID: <78168@tut.cis.ohio-state.edu>
Source record: 242618

Anyone know of a program that will put a small corner clock
running on your screen. I know this can be done thru NeoDesk, but
I'm running from Gulam shell.
Also is there any way to access or convert accessories to prg
files. I would love to access the Universal Item Selector, for
example, from Gulam, but now I have to exit to the Gem Desktop to
get to it.

Thanks,

-Mustafa
-=-
"Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here; you talk to me." Max - The Road Warrior

M. Thamer @cis.ohio-state.edu

2575. Re: Spectre GCR Help

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 21:47:11 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003122147.AA21545@fsucs.cs.fsu.edu>
Source record: 242619

In article <305@trwrb.UUCP>, gibson@trwrb.UUCP (Greg Gibson) writes:
>Help. I just bought the GCR and I can not get it to read Mac Disk.
>I connected the cable that comes with the GCR to the GCR and the back
>of my Mega. However, the connection is lose. I as using a Mac Plus Formated
>disk with the System Folder on it. After Spectre.prg ask for the system disk,
>I inserted this disk into drive A. The GCR can not read the disk. It reponses
>with a disk eject request.
>
>Please help
>Gregory gibson (213)812-4386

This might be the shielding problem that I have been hearing about. I believe there is a file on Genie about it, but basically you may have to shield your drive and drive cable with tin foil and wire (wheeee! High tech) to get the GCR to work right. If I ever get one, I will get a real technician to install it!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2576. HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 22:01:19 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <2193@husc6.harvard.edu>
Source record: 242620

Yikes! So I try to put zoo.ttp on my hard drive, and the first time I run it, my ST reboots! Well, it tries to, anyway. It seems to have some trouble recognizing the hard drive, in that it doesn't. So then I use icdfmt.prg to rewrite the partition sector, and I can read the hard drive again. But it won't boot. Actually, it does boot, just too many times. It doesn't stop booting. It sets up the hard drive driver, and the clock driver, and then tries to go to the desktop. Some garbage briefly appears on the screen, and the cycle starts over again. I can get at the stuff on the HD by booting in a contorted sequence, but it would be nice to take less than 5 minutes to boot my hard drive. BTW, it's not icdboot.sys or desktop.inf. I replaced both of those. My guess is that it's something in the boot sector. I'm using a 1040ST with a Seagate 250R, Adaptec 4070, and ICD host adaptor. Any suggestions will be appreciated. Thanks.
Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

2577. Calen Formula FOUND

Newsgroup: comp.sys.atari.st
Date: 1990-03-12 22:45:29 UTC
From: harryk@bucsf.bu.edu
Message-ID: <53783@bu.edu.bu.edu>
Source record: 242621

I would like to thank all the people who answered my question!
In 2 days i received 6 answers...(whaoo it's amazing).....
this net is WONDERFUL!!!

If there is enough interest I can post a summary!

Thanks again!

HARRY KARAYIANNIS

2578. Re: Hard Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 00:12:01 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8686@pogo.WV.TEK.COM>
Source record: 242622

In <1814@loria.crin.fr> domen@cartan.crin.fr (Eric Domenjoud) writes:

>My questions are then:

>1) Did anybody already experience this problem?

Yes, first when using TurboDos from Atari France along with Universal
Item Selector II and then just when using Universal Item Selector II. I have
had no problems since I stopped using Universal Item Selector II.

>2) Are the data clusters 0 and 1 marked as free ($0000) on the ATARI disks?

Clusters 0 and 1 are either marked as 0x0000 or 0xFFF7 depending on your
controller and are not available for data. They are not used because they
don't really exist on the disk. Their presence is a holdover from the orignal
development of the FAT system on DOS machines.

>3) Is it posible that a poorly behaved program allocates these two non
existing data clusters, thinking that they are free?

Not unless they bypass the OS and program the HDC and DMA to read and write
physical sectors. If they do this and screw it up, then you can have problems.

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

2579. Stevie 3.69a

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 00:18:34 UTC
From: adp1@csug.cs.reading.ac.uk
Message-ID: <2125@onion.reading.ac.uk>
Source record: 242623

Has anyone else tried to compile Stevie 3.69a (from comp.sources.misc) for the ST. I tried quickly this evening, after bodging an ascii.h file (it didn't seem to come with one), under Sozobon C. After a few minor source code corrections (: instead of ;, and multiple defined functions, etc) it compiled. It seemed to work, apart from a couple of minor faults (the help function would bomb out occasionally - 1 bomb, and common to previous versions, would bomb out with 1 bomb if any of the arrow keys/help/undo etc were pressed during insert mode, ie not very usable).

The person doing the conversion said that it had not yet been tested out on the ST. (obviously...!!)

Has anybody got the time to do a thorough check, and fix of the source..??

(I haven't..... :-)

Andrew

==========
Andrew Pollard	adp1@uk.ac.reading.cs.csug
Dept of Computer Science	adp1%uk.ac.reading.cs.csug@uk.ac.nsfnet-relay
Reading University	
England	
==========

2580. Wanted, help offered, long overdue reply.

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 00:42:16 UTC
From: blee@plains.UUCP
Message-ID: <3764@plains.UUCP>
Source record: 242624

First of all: I need a moniter cable from a dead monitor.
I am building the RGB->composite converter with the instructions from
Anees Munshi (ver 1.0) does anyone have any hints/tips for me?
One tip that would REALY help is how to order the MC1377 chip, I
haven't found anywhere (read that 'even Motorola') that can get the
right order number...

2: A hint that may or may not be obvious for those of us lucky ones who
can ftp :-) when tring to find a program on terminator try:
'cd /atari', 'mget */firstpart*'
say you are looking for overscan.arc
'mget */overscan*' if it finds a match it will report the path/name and ask
'y/n', answer 'n' and cd to the path. (answering 'y' won't work)

3: A long while back I asked why Uniterm was crashing on my system, I
found out a short time later... Personal Pascal v1.0 does something bad
on 1.2 TOS. To see what I am talking about: go to any dialog menu (in
help screen, not terminal screen) select 'cancel' and quickly go up to
menu bar so that a drop down menu should come up. Vola! cursor disapers,
and nifty junk is left behind mouse!

I claim Personal Pascal is the offending software because other programs
written with it do the same thing: GEM kermit, and another that I can't
remember right now. This behavior has been confirmed by a nice person
who's name I forget. Please at least try it before flaming me!

PS: Please reply if this helps... Its lonely being a Ma***g repairman!

Blaine Lee
blee @ plains.nodak.edu

2581. ARC for UNix / THANKS ALL

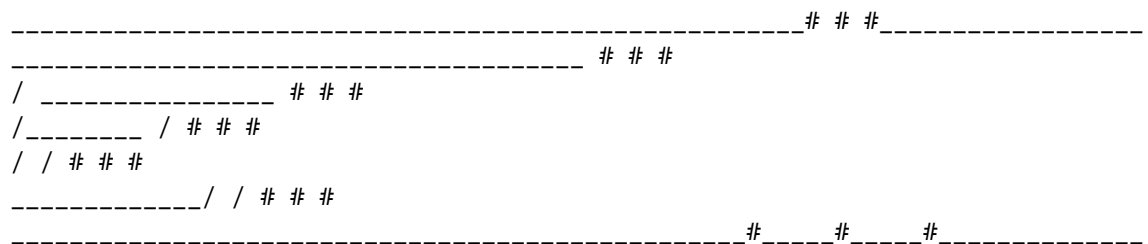
Newsgroup: comp.sys.atari.st
Date: 1990-03-13 02:22:19 UTC
From: schultzd@frith.egr.msu.edu
Message-ID: <6889@cps3xx.UUCP>
Source record: 242625

Wow! The response to my posting was incredible! I found out
what I needed to know, but there is no way I can reply to everyone
who sent me mail...

I'll summarize the messages I received: Basically, ARC has
already been modified for virtually every machine in existence
(the problem is finding a version near you). Apparently, there
an executable arc on terminator. (I would imagine that sources are
there too. In the 'unix' directory!) I guess I won't have
to any programming after all!

Once again, thanx again for all the help. I'll try to forward the
executable that was sent to me to those of you requested it.
I'm in the middle of finals right now, though. Take a look on
terminator.cc.umich.edu and e-mail if you can't find it there...

later days and better problems...



David W. Schultz | |
312 N. Case Hall | schultzd@cpsin.cps.msu.edu | M
Michigan State Univ. | schultzd@frith.egr.msu.edu | S
E. Lansing, MI 48825 | Last Chance: 517 355-7033 | G

Show Me the Way to the Next Whiskey Bar...
Oh, Don't Ask Why...

2582. Re: Atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 03:07:38 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <25FC63FB.8942@maccs.dcss.mcmaster.ca>
Source record: 242626

In article <A1434195052@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <90031201022042@masnet.uucp>,
> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes ...]
>> [some rude remarks about Americans and monopolies]
> [some real info on the story - thanks a lot for the post, Steve]

Yes it is true, that some Americans know very little about
what goes on north of the 49th parallel, but I still *hate*
remarks like these. I've met some pretty ignorant Canadians
too. And, I actually *like* to see a Canuck Buck that isn't
worth as much as the Yankee Dollar. :-) That is, from a
pro-Canadian economic point of view.
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

2583. MEGA 2 booting problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 04:27:13 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <2435@rodan.acs.syr.edu>
Source record: 242627

Howdy all...

I am having a problem with my MEGA 2. When I attempt to boot up (turn the power switch on) there is a pulsating sound in sync with the rapid flashing of the power indicator light on the keyboard. I remember someone posting a similar problem with the MEGA2 a while back and I was wondering if that person could step forward and let me know what was done to correct the problem.

My machine is still under warranty, but since my company purchased it through the developers program, the only way to have it fixed free of charge is send it back to Atari to get a replacement. Problem is, they don't have any replacements handy and I would be indefinitely stuck without a machine. I *could* try to fix it myself, but that would void my warranty (opening the case). If I did that and found the problem to be something serious (that I couldn't fix) I"d be stuck without a warranty and would have to pay a replacement charge for a replacement machine. Seems like a no-win situation!

So, my question goes out to all those who have experienced this problem... If you fixed the problem that causes this pulsating, what WAS the problem, and what would be involved for me to fix it myself?

Thanks in advance

Ron DiNapoli

2584. Re: Wanted, help offered, long overdue reply.

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 04:50:14 UTC
From: kerchen@muztag.ucdavis.edu
Message-ID: <7000@ucdavis.ucdavis.edu>
Source record: 242628

In article <3764@plains.UUCP> blee@plains.UUCP (Blaine Lee CME4FUN!) writes:

>First of all: I need a moniter cable from a dead monitor.
>I am building the RGB->composite converter with the instructions from
>Anees Munshi (ver 1.0) does anyone have any hints/tips for me?
>One tip that would REALY help is how to order the MC1377 chip, I
>haven't found anywhere (read that 'even Motorola') that can get the
>right order number...
>

I suggest that you check out the Nov. 1988 (?) issue of Radio
Electronics. It's got an article on building an RGB-to-NTSC converter
and it talks specifically about using it with the ST (as well as IBM).
If you can't find this issue (and note that I'm not sure about the
issue date--the issue was around that time) I can send you a
photocopy of the article. There are a few errors in the ST monitor
pinout, but other than that it's pretty good. The author also offers
a kit which supposedly contains all the parts necessary for the ST
version of the converter (including the monitor connector) but some
of them (the monitor connector and delay line) weren't included
in the kit which I recieved. So, beware if you choose that route;
I'm still fighting to get those parts.
The kit costs something like $35, plus a few bucks for postage.
Otherwise, getting some of the parts, like the MC1377, can be
a real pain in the pooper (but, I suppose you already know this).
I hope this helps.

Paul Kerchen kerchen@kongur.ucdavis.edu
kerchen@iris.ucdavis.edu

2585. Re: Wanted, help offered, long overdue reply.

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 04:52:52 UTC
From: kerchen@muztag.ucdavis.edu
Message-ID: <7001@ucdavis.ucdavis.edu>
Source record: 242629

Oops, in my recent follow up to this subject, I mentioned that the RGB-to-NTSC converter was in the Nov `88 issue of RE. I meant to say that it can be found in the Nov `89 issue of RE. Sorry if I rocked anyone's world with this little mistake.

Paul Kerchen kerchen@kongur.ucdavis.edu
kerchen@iris.ucdavis.edu

2586. Re: Mac Emulator, what to buy?

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 05:33:29 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4471@jhunix.HCF.JHU.EDU>
Source record: 242630

In article <6243@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:

>Let's not get carried away here. Yes, the GCR is an amazing product and it by
>itself works beautifully. It will NOT work flawlessly, due to other problems
>in the system. Namely, some really awful cut corners in some Mega computers.
>My Mega 2 refuses to write to Mac disks on the internal drive. It isn't a
>shielding problem. We shielded that drive to HELL and it still wouldn't work.
>
>Friend of mine who works at an Atari store looked at my chipset. He couldn't
>recognize it... I wonder just what the h... <oops, sorry, flame off> Atari
>did when assembling this computer (it's a Rev. 5.0 motherboard).
>
>(btw, it isn't the mechanism either)
>
>Spectre GCR is great. Mega 2's aren't.
>
>Mike

I wouldn't be so hard on Mega 2's. I will grant that I don't have a Spectre GCR (yet) but a Spectre 128 with a Translator, but I can say that not only will the Translator not work on the internal drive of my Mega 2, but it wouldn't work on the internal drives of half the 1040's I tried it on, nor would it work with most of the external drives I tried. Oddly enough, the external drive it works best on is my good old drive for my original 520. I think it's a matter of drive speed or some such thing, rather than the computer itself. Otherwise my Mega 2 has performed well (OK, well until the power supply died after about 5 months, but Atari did agree to fix it for free). In using a 1040 while my Mega is under repair, I appreciate the "little" enhancements to the Mega 2--you'd be surprised how much difference the detached keyboard and case design make when going back to the old system for a few weeks.

Eric

2587. Re: Atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 05:38:34 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4472@jhunix.HCF.JHU.EDU>
Source record: 242631

Regarding this Nintendo thing, another interesting note:

From the _Atlantic Monthly_, March 1990:

"Editors' Note
Lawyers for Nintendo of America have informed us that people who use the term _Nintendo neck_ (Word Watch, December _Atlantic_) are doing so without authorization. The lawyers want us to use the term _video-game neck_ instead. _Caveat orator._"

Eric

2588. Re: Corner Clock / Item Selector

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 05:50:56 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4473@jhunix.HCF.JHU.EDU>
Source record: 242632

In article <78168@tut.cis.ohio-state.edu> M T <thamer@cis.ohio-state.edu> writes:
>
> Anyone know of a program that will put a small corner clock
>running on your screen. I know this can be done thru NeoDesk, but
>I'm running from Gulam shell.

The software that came with the Surreal Time Clock has the option of a corner clock, but of course you need a Surreal Time Clock chip in order for it to work. If you contact the company (or the people who used to run the company, if they are no longer in business) they may be willing to divulge the secret of the corner clock. Or you could try your luck with a dissassmbler.

Eric

2589. Re: Call for opinions

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 08:08:02 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003121043.AA10175@freya.math.dmswwu>
Source record: 242633

```
In article <2059@atari.UUCP> Allan Pratt writes:
>
> Without going into the gory details, I want to know what you
> programmers out there think of adding the following constraint to
> programming on the ST line of machines:
>
> "You must leave Timer C in the MFP as it was originally programmed."

It sounds if this would allow TOS to run more properly on different
CPUs and clock freq. GO FOR IT!

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
_____________________ correct me if I'm wrong ______________________________
```

2590. TOS 1.4-Sources

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 08:11:08 UTC
From: VBRANDT@DBNUAMA1.BITNET
Message-ID: <9003082022.AA02029@exunido.irb.informatik.uni-dortmund.de>
Source record: 242634

Lieber Matthias,

Du sagtest:
>Du schreibst in comp.sys.atari.st, dasS Du TOS 1.4 disassembliert und die
>'020/'030-Probleme beseitigt hast. Ich wa"re stark an den von Dir erzeugten
>Quellen interessiert.

Ich habe die Arbeit nicht allein gemacht, sondern mit einem Freund (der die
Hauptarbeit erledigt hat), ich meine auch, 'we' geschrieben zu haben.

Jedenfalls werden die Sources demnaechst kommerziell verwertet, und deshalb
koennen wir sie leider nicht herausgeben.

Tut mir leid, dass ich Dir da nicht weiterhelfen kann.

Gruss aus Bonn,

Bitnet: VBRANDT@DBNUAMA1 (will go away some day ...) Volker A. Brandt
UNM409@DBNRHRZ1 (alternative) Angewandte Mathematik
UUCP: ...!unido!DBNUAMA1.bitnet!vbrandt (Bonn, West Germany)
ARPAnet: VBRANDT%DBNUAMA1.BITNET@CUNYVM.CUNY.EDU

2591. Re: Calendar Formula needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 12:43:40 UTC
From: eer36024@uxa.cso.uiuc.edu
Message-ID: <46300089@uxa.cso.uiuc.edu>
Source record: 242635

```
This may be more than what you need. This converts a year, month, and day
to a "Julian Day" number. A Julian Day number MOD 7 = 0=Monday to 6=Sunday.

ALL '/'s = DIV, i.e. A/B = A DIV B = TRUNC(A/B)

JD = 367*Y - 7*(Y+(M+9)/12)/4 - 3*((Y+(M-9)/7)/100+1)/4 + 275*M/9+D+1721029
```

2592. Establishing an Archive for Selected Current Notes Material

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 13:48:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9003140801.AA17009@ucbvax.Berkeley.EDU>
Source record: 242636

Dear Net Readers:

Current Notes Magazine would like to upload some material to an FTP site as a public service. This would include some articles of recent interest, tables of contents for recent issues, and catalog listings for their PD library. I would appreciate it if the manager of any interested archive site would contact me to discuss this possibility.

Please send E-Mail to JOHNBARNES@ENH.NIST.GOV.

Thank You
John Barnes,
Current Notes' Junkyard Pussycat

P.S. One of the articles is the Junkyard Pussycat Column on "Life on the Internet" that appeared in the March issue. The piece is too long to send as a digest entry.

2593. Re: Corner Clock / Item Selector

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 14:41:06 UTC
From: verwer@ruuinf.cs.ruu.nl
Message-ID: <2642@ruuinf.cs.ruu.nl>
Source record: 242637

In article <78168@tut.cis.ohio-state.edu> M T <thamer@cis.ohio-state.edu> writes:
> Anyone know of a program that will put a small corner clock
>running on your screen. I know this can be done thru NeoDesk, but
>I'm running from Gulam shell.

Lars-Erik Osterud (sp?) posted such a program to the net a few times ago. It diplays a cloch in the upper right-hand corner of the screen. It also displays disk accesses (e.g. << C: read from C: , >> A: write to A:). The program was called timedrv, I think. If it is not on your system, you can ftp it from sol.cs.ruu.nl, or you can email me and I'll send it to you.

--
Nico Verwer | verwer@cs.ruu.nl
Dept. of Computer Science, University of Utrecht | +31 30 533921
p.o. box 80.089
3508 TB Utrecht
The Netherlands

2594. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 14:46:21 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1404@lzsc.ATT.COM>
Source record: 242638

In article <1990Mar10.174051.24717@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
> Ignac does have a point. If the entire world knew about the 40 folder
> bug from day one (ok, maybe day two), why didn't you techno-programmo-
> studs fix the thing in your subsequent 2 releases of TOS?
>
Come on fellas, it was fixed. You just don't understand.

Before Tos 1.4, Every FOLDER that was touched counted as 1. If the limit was 40, then 40 touches and you started getting corruption and death.

Tos 1.4 counts 1 for every FOLDER CURRENTLY OPEN. This is now a depth problem. And you get an error message if the limit is exceeded. Now only the USER knows how deep his folders are. FOLDRXXX allows the system to be TUNED to the users needs. After all, there is a price paid for large XXX, namely lost RAM for programs.

Atari wins this one. You lose.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2595. Re: WordPerfect & crosslinked files

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 15:00:39 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1405@lzsc.ATT.COM>
Source record: 242639

In article <2345@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> From article <90030820215399@masnet.uucp>, by derek.linfield@canremote.uucp (DEREK LINFIELD):
> > Have you checked your HD since you installed WP? I'm curious to see if
> > others are having the crosslinked file problem I'm having.
>
> I can confirm that on my hard disk partition with WordPerfect installed
> I have found (via DLII) some 'lost clusters'. I recovered them and
> found that they contained the text of Wordperfect documents. I believe
> they came from WP's .TMP files, and maybe they weren't cleaned up
> properly after exiting the program. It's possible that WP may at some
> time have been exited incorrectly.
>

Any program that has files OPEN for writing that crashes, or is rebooted
will lose clusters for you. This is because the directory isn't updated
until the final close. Up until then, each write just keeps allocating
and filling clusters.

You may see this more with WP because it is doing document backups periodically
for you. (My wife thinks this is its best feature). So there is more
likelyhood of it writing when you forget and reboot without exiting WP.

I use fsck.prg to fix this kind of problem. It may not fix everything, but
it does this very well.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2596. Re: TOS 1.4-Sources

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 15:04:47 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1408@lzsc.ATT.COM>
Source record: 242640

In article <9003082022.AA02029@exunido.irb.informatik.uni-dortmund.de>,
VBRANDT@DBNUAMA1.BITNET writes:
> Lieber Matthias,
>
> Du sagtest:
> >Du schreibst in comp.sys.atari.st, dasS Du TOS 1.4 disassembliert und die
> >'020/'030-Probleme beseitigt hast. Ich wa"re stark an den von Dir erzeugten
> >Quellen interessiert.
>
> Ich habe die Arbeit nicht allein gemacht, sondern mit einem Freund (der die
> Hauptarbeit erledigt hat), ich meine auch, 'we' geschrieben zu haben.
>
> Jedenfalls werden die Sources demnaechst kommerziell verwertet, und deshalb
> koennen wir sie leider nicht herausgeben.
>
> Tut mir leid, dass ich Dir da nicht weiterhelfen kann.
>
Summary: good! is it available in english?

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2597. Data Structure Toolkit

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 15:34:17 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <21918@watdragon.waterloo.edu>
Source record: 242641

Due to the large amount of e-mail I received I have decided to post my toolkit to the sources archive. I must say I was surprised by the number of responses; when I first posted to see how many were interested (about 6 or 7 months ago) I got almost no response (only 2 or 3 replies) so I scrapped the project, resurrecting it only a short while ago when I needed some of the routines for something else.

I also received a couple of responses saying they thought my toolkit was too trivial and should contain things like AVL and B+ trees. To these people I say that you are correct and that it should (and likely will some day) but I decided to post what I have already completed so that others can use it and perhaps weed out any bugs that I have missed.

If you have routines that you would like to see in such a toolkit please let me know and I may include them in a future release. In addition, if you have code which you have written but do not want to go to the trouble of putting it in a package to make available to others, I would be interested in including relevant stuff in a future version of this toolkit.

As I mentioned yesterday, my next version of the toolkit will contain a linear algebra package. I have received a few responses as to what people would like to see in it and I would like to receive more ideas.

Thanks for all your replies.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

2598. PD RCP

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 15:56:04 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1990Mar13.155604.3490@ccu.umanitoba.ca>
Source record: 242642

I am just finishing a resource construction program (RCP) that I am planning on putting into the public domain. Before I post it I would appreciate some alpha/beta testing to iron out any problems that I may have overlooked. It was written with Laser C and I have tested it with GEM programs compiled with Laser C. Anyone like to help me out by testing it?
To Richard Covert: Can't seem to find a path to you to send e-mail. You are quite welcome to port xxed to MWC and to post the sources for those interested. You might want to wait until I post version 1.1, which I will do (to panarthea, binaries and sources) within a week or two. I prefer that you do not post binaries of the ported or modified code. Any ideas, fixes or modifications should be sent to me and I can then repost. This way we will keep multiple versions from proliferating.
jim...

Jim Charlton charltn@ccu.umanitoba.ca
Department of Chemistry
University of Manitoba
Winnipeg, CANADA R3T 2N2
Tel (204) 474-9267
(204) 261-7267 (home)

2599. Re: Redirection

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 16:05:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <90031312305021@masnet.uucp>
Source record: 242643

How can I redirect the output of a program that normally outputs to a printer to a file instead? (the EPSME.PRG print utility with Dr T's Copyist). I'm using a 1040ST.
---
* Via ProDoor 3.1R

2600. Re: Rwabs/Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 16:47:33 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1594@engage.enet.dec.com>
Source record: 242644

In article <2121@onion.reading.ac.uk>, adp1@csug.cs.reading.ac.uk writes...
>A)...
> I tried yesterday to write a program to read in the FAT table and the root
>directory off a disk using the Rwabs(..) call in sozobon C. It seemed to do
...
I can upload some code that does this if you like. It is not usefull per se, it
just reads the fats on a specified disk and looks for sectors marked bad in
the FAT. Works on floppies and hard disks. Let me know if you want to see it.

>B)...
...
>with a 2 pin round pin plug on it!!). It seems to have some kind of clock in
>it, but it is really strange, it seems to remember the time and date at which
>it was turned off at, as long as the length of time isn't longer than about a
By the sounds of it it does not have a a built in clock (or at least you are
not making use of it). I have had the same thing happen with an external
floppy drive connected. I think what is happening is that enough power is
bleeding back through the DMA/floppy cable back into the ST. The power level
is just enough to keep some memory (presumably in the IKB) from loosing the
time which stored in it. This is all just a guess of course...

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2601. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 17:40:49 UTC
From: markhof@exunido.uucp
Message-ID: <2042@laura.UUCP>
Source record: 242645

In article <9003061242.AA04420@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
>In article <1080.25efe70e@miavx1.acs.muohio.edu> Ryan Collins writes:
>
>> It [Gemini] requires TOS 1.2, 1.4, or 1.6. So if you have 1.0,
>> thats probably your problem, like mine.
>
>This can't be the problem. Of course Gemini checks the TOS version
>and displays an error message on old roms.

That's not true. I tried Gemini on two different ST's, one with the old ROMs, one with new ROMs. In the first case, I got just TWO BOMBS, but all was fine in the second case...

2602. GCC Problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 17:57:37 UTC
From: tar@naucse.UUCP
Message-ID: <1945@naucse.UUCP>
Source record: 242646

I am currently attempting to build the GEM programming envelope library from Compute!'s ST Applications Guide (Programming in C). Since I am using GNU C v. 1.37 instead of the Alcyon C as in the book, I have run into a small problem.

In one of the functions named 'doarrows.c', there is the line:
#include <document.h>

My distribution of GNU C does not have the said header file, and I cannot find an equivalent within ANY of the header files. When attempting to compile the function, I get the warning that:

NLINES (not defined)
NCHARS (not defined)

I presume that these are defined in <document.h>. Could some kind soul who has the Developer's Kit tell me whether or not there is a <document.h> include file? And if so, what values are NLINES and NCHARS supposed to be defined as having?

Thank you in advance for any help.

--
Timothy A. Roeder - Northern Arizona University/Univeristy of Arizona
UUCP: ...!arizona!naucse!tar
Internet: arizona.edu!naucse!tar -- troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.BITNET

2603. Programs/help needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 18:23:31 UTC
From: jamesio@nuchat.UUCP
Message-ID: <20379@nuchat.UUCP>
Source record: 242647

I am looking for a few types of programs for an Atari 1040ST. Here is a list of a few that I need:

A GIF picture viewer
A Common Lisp compiler
A plain ascii file editor (possibly handling multiple files)
An ANSI C compiler (with all docs, and files included)
A program to unpack the files posted on COMP.BINARIES.ATARI.ST

If you have any of these files, please reply to me via mail, for I do not read this newsfeed. Thanks.

Also, try to include any notes on how to convert them back to normal programs.

James

--

jamesio@nuchat.UUCP
jamesio@nuchat.sccsi.com

2604. The 1990 Canadian Atari Users Convention - Sun Apr 1/90

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 18:42:53 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <35179@watmath.waterloo.edu>
Source record: 242648
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,kw.general,uw.general

(from their pamphlet)

The Toronto Atari Federation presents
The 1990 Canadian Atari Users Convention
Sunday April 1, 1990
10 AM - 6 PM
The Airport Hilton International Hotel
5875 Airport Road

Check us out

* Over 30 Atari Dealers and Developers
* User groups from across North America
* Hourly draws for great door prizes
* ST and 8 bit Experts
* Public Domain Software
* Products and Software for Everyone...
from the Expert to the Novice, Musicians to Gamers
* Displays of everything from Desktop Publishing to Children's
Educational products.

Seminar Schedule

Time Room Topic

12:00 A&B Meet Atari
1:00 A STOS - game creation on the ST
1:00 B Hyperlink - Hypertext product from JMG
1:30 A Quick ST II - Branch Always Software
1:30 B Stalker - ST Telecommunications
2:00 A Pushing the Atari 8 Bit to the limit
2:00 B The Atari Macintosh..Spectre GCR
2:30 A NeoDesk - The ST alternative
2:30 B Atari ST basics ... Tips and Tricks
3:00 A Intrinsic Software - Dave Lewis
3:00 B The XEGS vs Nintendo !!!
3:30 A PC Emulation on the ST
4:00 A Music and the ST

(floor plan showing only layout - no booths named except TAF and Atari)

(map of Toronto - Hotel near (Lester B.) Pearson International Airport)

If you are taking the TTC, the Malton #58 bus from Lawrence West subway
station will bring you right to the Hotel.

You could win!
This complete Desktop Publishing System from Atari.

Including: The Atari Mega ST2 Computer, SM124 Mono Monitor,
MegaFile 30 Hard Drive, SLM804 Laser Printer. As well as the
Calamus Desktop publishing software system from ISD
Marketing...Calamus Vector Font Editor and Calamus Outline.
Total valued at over $5,000.00.

Plus Hundreds of dollars worth of other prizes every hour..

Be a part of the
Atari Event of the Year!

All this with your Admission fee..
$6.00 for Adults $4.00 Children (under 12)

TAF Info Line (416)425-5357
TAF On-Line BBS (416)235-0318
Atari Corp. (416)479-1266
Hilton Hotel (416)667-9900

(end of pamphlet)

Note: I am not even a member of TAF let alone on the planning committee
for this convention. So I know very little else than what is stated above.
Contact TAF for details.

So what is my interest in all this?

I am on the executive of the Kitchener-Waterloo Eight Sixteen Thirty-two
(KWEST) Atari user group which will have a booth at the convention and
also will help organize car-pools from the K-W area.

So drop by our booth and say hi and see what we've got.

KWEST kwest@watserv1.waterloo.edu
c/o Dani Roloson daroloson@watmath.waterloo.edu
#8 - 43 Benton St.
Kitchener, Ont.
N2G 3H1
(519) 579-3695

2605. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 18:43:00 UTC
From: ZDEE050@ELM.CC.KCL.AC.UK
Message-ID: <9003140803.AA17147@ucbvax.Berkeley.EDU>
Source record: 242649

Hello!

So, UK.AC.LANCS.PD-SOFT no longer gets Atari-info16. Guess this means that either a new site was not found for the european link or Lancs have not managed to follow it. Does anyone knowwhere on an FTP/archive these files are being stored?

Also I was surprised not to get any replies from my message about SAMPLERS. If anyone knows of a STEREO/TWO-OUTPUT SAMPLER for the ST could you PLEASE reply!

As I can no longer read these files, could you mail me direct please.

Thanks,

Fraser Stephens.

2606. ARC & UNix

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 19:04:45 UTC
From: schultzd@frith.egr.msu.edu
Message-ID: <6904@cps3xx.UUCP>
Source record: 242650

Just trying to correct a mistake about my last posting. I (incorrectly) stated that executable for arc was in terminator. That was WRONG! Only the source is on terminator (arcsrc.tar.Z). It is tarred and compressed by unix in the unix directory...

I don't have time to get it out and see how it works off terminator. (After finals definitely!) Thanks again to all the people out there who helped me out on this one...

Later...

schultzd@frith.egr.msu.edu

2607. VT control codes (listlongish list)

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 19:17:36 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003140801.AA16974@ucbvax.Berkeley.EDU>
Source record: 242651

```
<Start of document>

MODES

TO SET TO RESET
MODE NAME MODE SEQUENCE MODE SEQUENCE

Line feed/new line New line ESC [20h Line feed ESC [20l*
Cursor key mode Application ESC [?1h Cursor ESC [?1l*
ANSI/VT52 mode ANSI VT52 ESC [?2l*
Column mode 132 col ESC [?3h 80 col ESC [?3l*
Scrolling mode Smooth ESC [?4h Jump ESC [?4l*

Screen mode Reverse ESC [?5h Normal ESC [?5l*
Origin mode Relative ESC [?6h Absolute ESC [?6l*
Wraparound On ESC [?7h Off ESC [?7l*
Auto repeat On ESC [?8h Off ESC [?8l*
Interlace On ESC [?9h Off ESC [?9l*
Keypad mode Application ESC = Numeric ESC >

* The last character of the sequence is a lowercase L

CURSOR MOVEMENT COMMANDS

Cursor up ESC [ Pn A
Cursor down ESC [ Pn B
Cursor forward (right) ESC [ Pn C
Cursor backward (left) ESC [ Pn D
Direct cursor addressing ESC [ Pl; Pc H * or
ESC [ Pl; Pc f *
Index ESC D
New line ESC E
Reverse index ESC M
Save cursor and attributes ESC 7
Restore cursor and attributes ESC 8

* Pl = line number, Pc = column number

LINE SIZE (DOUBLE-HEIGHT AND DOUBLE-WIDTH) COMMANDS

Change this line to double-height top half ESC #3
Change this line to double-height bottom half ESC #4
Change this line to single-width single-height ESC #5
Change this line to double-width single-height ESC #6

CHARACTER ATTRIBUTES

ESC [ Ps; Ps; Ps; ... ;Ps m
```

Ps refers to a selective parameter. Multiple parameters are seperated by
the semi-colon character. The parameters are executed in order and have
the following meanings:

0 or none All attributes off
1 Bold on
4 Underscore on
5 Blink on
7 Reverse video on

All other parameter values are ignored.

ERASING

From cursor to end of line ESC [K or ESC [0 K
From beginning of line to cursor ESC [1 K
Entire line containing cursor ESC [2 K
From cursor to end of screen ESC [J or ESC [0 J
From beginning of screen to cursor ESC [1 J
Entire screen ESC [2 J

SCROLLING REGION

ESC [Pt; Pb r

Pt is the number of the top line of the scrolling region; Pb is the number
of the bottom line of the scrolling region and must be greater than Pt.

TAB STOPS

Set tab at current column ESC H
Clear tab at current column ESC [g or ESC [0 g
Clear all tabs ESC [3 g

<End of document>

NOTES ON USING THESE VT SCREEN CONTROL CODES

Ignore any spaces in the codes that I have shown. Remember that the case
is very important. Note that the 'ESC' is representative of the control
code with the ASCII code of 27. Do not type any of the '*' characters,
they are only there to draw your attention to various aspects. For some
of the escape sequences you _do_ actually use numbers, so where you
have things like Pc = column number, actually substitute an integer
number instead.

I do not know exactly which VT series terminals these are supposed to run
on but I know that they worked on the VT320 terminal that I used during my
placement year. These escape sequences were supplied during a DEC course
but do not have any copyright attached to them so I _think_ that it
should be OK to pass them to friends.

THE ATARI ST VT52 EMULATOR

After a little research through some books I found a list of the VT52
codes implemeted in the Atari VT52 emulator. These codes are slightly

different from the above "official" codes, but try them and see. :-)

Cursor up ESC A
Cursor down ESC B
Cursor right ESC C
Cursor left ESC D
Clear home ESC E
Cursor home ESC H
Cursor up ESC I
Clear below cursor ESC J
Clear remainder of line ESC K
Insert line ESC L
Delete line ESC M
Position cursor ESC Y + chr$(32+line) + chr$(32+column)
Select character colour ESC b + chr$(colour_number)
Select background colour ESC c + chr$(colour_number)
Clear screen to cursor position ESC d
Enable cursor ESC e
Disable cursor ESC f
Save cursor position ESC j
Set cursor to the saved position ESC k
Clear line ESC l
Clear from start ESC o
Reverse on ESC p
Reverse off ESC q
Automatic overflow on ESC v
Automatic overflow off ESC w

I hope that the above lists help in some respects. I make no guarantee
about the accuracy of the above information. I also take no responsibility
if it makes your computer or monitor blow up, or _ANY OTHER_ bad thing
happens as a result of your reading this text.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| The box said nothing, only this time louder.
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

2608. Re: GCC Problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 21:15:58 UTC
From: tar@naucse.UUCP
Message-ID: <1946@naucse.UUCP>
Source record: 242652

In regards to my post about help finding a particular header file,
please disregard. I discovered the necessary header file <document.h>
buried deep within the book that I am using at the moment.

Things would be MUCH easier if the authors had documented (preferably in
an index) extacly which functions/headers files/etc., can be found in
the text and which are found only in the Developers Kit.

Sorry for any wasted bandwidth.

Regards,

--
Timothy A. Roeder - Northern Arizona University/Univeristy of Arizona
UUCP: ...!arizona!naucse!tar
Internet: arizona.edu!naucse!tar -- troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.BITNET

2609. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 22:49:25 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <2207@husc6.harvard.edu>
Source record: 242653

Okay, I'm back again with new problems. This hard drive isn't more than
two weeks old, and has been behaving very erratically. I already explained
about the failure in which it wouldn't respond until I rewrote the partition
sector, and then one of the files was corrupted. That was yesterday. Today,
it again wouldn't boot. Checking the directory, I found that all the entries
were there, but garbled. I looked at it with disk doctor, and found that
about every other byte in the directory sector had been scrambled. Also,
the directory sector had been moved from #91 to #99. I tried to fix that,
and then the HD stopped responding at all. I rewrote the partition sector
again, and it basically got fixed, except that I had to reinstall ICDBOOT.SYS,
and I had two directory sectors: the original one at #91, and the scrambled
one at #99. This is the second time in two days that things got weird, and
this time I didn't even do anything that could be a likely cause. One clue:
I get "sense 20" error messages all the time. (Once it said "msense 20.")
I know that Bill White has gotten these as well, and found them to be
harmless, but I wonder if they're related to the problem. Any ideas, anyone?
I have a Seagate 250R, an Adaptec 4070, and the ICD host adaptor. I use the
most recent version of the ICD software, and I have control.acc, starstrk.acc,
and trbocolr.acc installed, with settime.prg in the auto folder. The
applications I use include Flash, 1st Word+, Opus, TeX with dvidsk, zoo.ttp,
and lately, disk doctor. Thanks for any help!
Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

2610. Re: Booting PC Speed from Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 23:00:00 UTC
From: root@clubber.UUCP
Message-ID: <2711232@clubber.UUCP>
Source record: 242654

> 6. re-run PC Speed and ZIP, the system just hangs.
>
> What did I do wrong?
>
> I am still getting stack overflow messages if I switch menus in dBASE III
> Plus too fast (takes more effort than before I resoldered my board socket
> but it still happens).

I can't solve your problems, but share them. If you use version 1.25 of
the PC-Speed software, fprget about it. This version was buggy. At least
on 3 different hardware-configurations it was not possible to change
DOS-partitions. also the stack-overflows happened (not only with dBase).

Using version 1.30 has made things a lot better, but it still happens
that programs hang up. But it's the nearly 'normal' rate and the
problems do not appear continously. If you get other solutions than those
posted in this newsgroup, youre kindly requested to email.

bey!
--ROLAND..
--

Roland Hoffmann | UUCP: ...!doitcr!nadia!delos!clubber!roland
Kennenburger Str. 32 |
| COMPUTER-FREAKS DO IT WITH INTERFACE
7300 Esslingen a.N. | STILL THE AGE OF AQUARIUS! (ALF)

TEL: 0711/379974 BTX: 0711379974 0001 TELEX: VIA BTX

2611. Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 23:36:00 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.de
Message-ID: <93
Source record: 242655

Dear networkers,

I know that this has come up before, but it hasn't been answered to the
group (as far as I can see from the archive).
Has anybody some informations about an ETHERNET card for the ST ?
If so, I'd appreciate information about

- where is it connected to (DMA, ROM port) ?
- internet protocols available (telnet, ftp, rlogin) ?
- which terminal emulations (vt200 etc.) ?
- vendor and price
- availability

If there is sufficient interest, I'll summarize the answers and post it to the
net.

Thanks in advance,
Thomas.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

2612. Re: GEMINI... My evil twin.. HELP?

Newsgroup: comp.sys.atari.st
Date: 1990-03-13 23:50:46 UTC
From: icsu8053@nero
Message-ID: <3513@caesar.cs.montana.edu>
Source record: 242656

Could someone please post Gemini 1.1? If not, where can it be found? GEnie?
What has been changed from version 1.0? So many questions, so little time.

>Greetings,
> RIPLEY
>
>--
>Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
>Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
>D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
>Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

Thanks,

Craig

/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~~~~/
/ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

--
/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~~~~/
/ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

2613. Drive problem?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 00:12:34 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22665@uflorida.cis.ufl.EDU>
Source record: 242657

HELP!

I am having a little problem. My 1040 ST won't boot when my SF314
external disk drive is hooked up to the machine. It won't boot at
all. We switched cables, and it worked for a while, but now--lo and
behold...it has stopped. What the HELL could be going on? The
external drive is not that old.

--
=-=-=-

2614. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 01:43:20 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3070@water.waterloo.edu>
Source record: 242658

In article <11352@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>100-140K of text per issue, huh? It'd be best to break something like that
>into a few smaller articles. Maybe even a good idea to put stuff like that
>in its own newsgroup.

I support the idea of a separate news group.
This one is "comp.sys.atari.st". How about "comp.sys.atari.st.mags".
Or "comp.mag.atari.st".

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2615. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 03:09:26 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar14.030926.3626@murdoch.acc.Virginia.EDU>
Source record: 242659

In article <3070@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <11352@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>100-140K of text per issue, huh? It'd be best to break something like that
>>into a few smaller articles. Maybe even a good idea to put stuff like that
>>in its own newsgroup.
>
>I support the idea of a separate news group.
>This one is "comp.sys.atari.st". How about "comp.sys.atari.st.mags".
>Or "comp.mag.atari.st".

I don't think this is appropriate for several reasons:

1) The mags, unedited, contain things which are inappropriate for the comp.* hierarchy. They also contain duplicate material.

2) The existing mailing lists ought to be a good judge of the actual readership -- and they aren't that big, around 250 readers each. The load on the Internet is much lower for this size list than a real comp.* newsgroup. (Despite the fact that only 100 relative votes are needed to form a group, actual readership for most groups with a few hundred votes is in the several thousands. I'm not so sure a new newsgroup would even pass.)

Remember, I started these mailing lists last time the issue came up of distributing these mags via newsgroup. Although I have occasionally let the mags lag as far as 2 or 3 weeks behind real-time, I think I've provided a better solution than a newgroup, given the volume that we have.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2616. Accurate Timing

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 03:22:49 UTC
From: fortin@seas.gwu.edu
Message-ID: <1671@sparko.gwu.edu>
Source record: 242660

I need to do some accurate timing (milliseconds). Are there any C functions to get the real time clock with that accuracy. I can use event_multi to wait for a certain amount of time (and a keypress), but I want to know how much time actually passed if it returns because of a keyboard event instead of a timer event. Any suggestions?

-Bob Fortin

2617. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 03:38:31 UTC
From: mccann@rbdc
Message-ID: <1990Mar14.033831.5496@rbdc>
Source record: 242661

I have a question. Does anyone know if it is possible with InterLink (or other terms) to filter out ansi control codes? If so how? (I mean, from entering a capture buffer). Thanx.

EOFZZ

2618. 5.25" drive problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 07:07:00 UTC
From: euaanu@eua.ericsson.se
Message-ID: <2734@erix.ericsson.se>
Source record: 242662

I'm trying to connect a 5.25" 360k drive to my 520STE (now expanded
to 2M with 1M SIMMs). The problem is (I guess) that the step rate
is to high so the drive can't step as fast as required. How can I lower
the step rate? I saw someone mention a program to put in your
auto folder. Does anybody have this program? If so, please e-mail me
a copy.
Another problem is that the drive isn't selected properly. If I set
the drive select strap to DS1 (or any other position) the drive
doesn't get selected. I have to put the strap in the MX position,
which means that it is always selected, but then I can't use the
internal drive... Could it be that the DS output from the computer
doesn't have enough sink capability, so I have to put a buffer on the
DS output???

Regards
Arto Nummelin
-
--
e-mail address: euaanu@euas20.ericsson.se

2619. GEMINI v1.1 (questions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 07:15:02 UTC
From: harryk@bucsf.bu.edu
Message-ID: <53918@bu.edu.bu.edu>
Source record: 242663

In the last two days I saw two articles talking about GEMINI v1.1 which is supposed to be "much-much" better than v1.0 (which i currently have)

Since I like this program very much, I would like to ask 3 questions before I decide to send my registration fee to the author(Fisher if I remember well)

1. Has v1.1 solved the problem with the GULAM Shell?
(v1.0 is not capable of running any other application after 'gulam' has been executed once)

2. Is an icon-editor included with this new version?

3. Is there any option allowing GEMINI to deallocate the memory it uses when another application is launched from the GEMINI desktop(as NeoDesk does)?

Since I don't have NeoDesk and I liked GEMINI very much, I will register, providing that at least problem#1 (above) has been solved!

Thanks in advance.......

HARRY KARAYIANNIS
4th Year Computer Science
Boston University
US E-mail: harryk@bucsf.bu.edu
or cscrzcc@buacca.bu.edu

--------- SORRIE FOR ANIE MISPELSS ----------
I'm just another Greek

2620. .GEM to .IMG Converter needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 08:17:27 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <1467@watserv1.waterloo.edu>
Source record: 242664

Hello. I need a program to convert an Easy Draw .GEM or .EZD
picture file to a .IMG file (all in monochrome). If you have a program
that you can send me or can direct me to a program I would appreciate
it. I do not have access to Genie.

Brett L Maraldo

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

2621. GCC crashes

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 09:14:05 UTC
From: nmutsaer@ruunsa.fys.ruu.nl
Message-ID: <849@ruunsa.fys.ruu.nl>
Source record: 242665

Recently I tried to use gcc 1.37 on my 1040ST (1 Meg). As I started compiling,
I saw my screen being scrambled, it takes probably too much memory.
I reduced the stacksize according to the instructions to 128K, it should
be able to run in 1 Meg then. But still it doesn't work.
Does anyone know what I'm doing wrong, or if it is possible in the first
place to run gcc 1.37 in 1 Meg?

Peter Mutsaers,

email: nmutsaer@ruunsa.fys.ruu.nl

2622. Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 09:18:00 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.de
Message-ID: <94
Source record: 242666

Dear networkers,

I know that this has come up before, but it hasn't been answered to the
group (as far as I can see from the archive).
Has anybody some informations about an ETHERNET card for the ST ?
If so, I'd appreciate information about

- where is it connected to (DMA, ROM port) ?
- internet protocols available (telnet, ftp, rlogin) ?
- which terminal emulations (vt200 etc.) ?
- vendor and price
- availability

If there is sufficient interest, I'll summarize the answers and post it to the
net.

Thanks in advance,
Thomas.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

2623. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 09:35:07 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Mar14103507@orion.laas.fr>
Source record: 242667

In article <1478@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
| 1 - Branch Always Software *ALWAYS* will post a demo of our latest stuff
on ALL online services (Compuserve, BIX, GEnie) and we feel (or at
least I do) that people on Usenet who don't have access to the above
online services (ie: most Europeans) benifit from having the demos
posted to comp.binaries.atari.st as well
True!

| Do you Usenet folks feel that the posting of our demos of our products here
| is a worthwhile endevour, or should we stop?

I personally appreciate seeing demo versions come through the net! It
lets me comfortably compare.

| Are Usenet folks REALLY care all that much if a commercial endorsement is
| made in the demo??

As long as the final commercial product does not follow the same path,
I don't mind too much. As for Usenet rules...

| (and hell, why should Compuserve, GEnie and BIX get all the good stuff
| anyways?????)

True again. But do they really get all the good stuff?

Please folks, I do not want to restart the shareware controvery that's
going on already in another newsgroup.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!mcvax!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

2624. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 09:49:12 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <805@nikhefh.nikhef.nl>
Source record: 242668

In article <1404@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) writes:
> In article <1990Mar10.174051.24717@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
> > Ignac does have a point. If the entire world knew about the 40 folder
> > bug from day one (ok, maybe day two), why didn't you techno-programmo-
> > studs fix the thing in your subsequent 2 releases of TOS?
> >
> Come on fellas, it was fixed. You just don't understand.
>
> Before Tos 1.4, Every FOLDER that was touched counted as 1. If the limit
> was 40, then 40 touches and you started getting corruption and death.
>
> Tos 1.4 counts 1 for every FOLDER CURRENTLY OPEN. This is now a depth
> problem. And you get an error message if the limit is exceeded. Now only
> the USER knows how deep his folders are. FOLDRXXX allows the system to
> be TUNED to the users needs. After all, there is a price paid for large
> XXX, namely lost RAM for programs.
>
> Atari wins this one. You lose.

Not quite. We have still had some problems here with TOS 1.4, necessitating
the use of FOLDRXXX.
FOLDRXXX also concerns the space available for Malloc headers.
Atari has improved that now also but at a very bad cost.
In one program I had Malloced more than 100 memory blocks of 16 Kbytes
(clearly a Mega-ST). Then I released these blocks. After that the computer
was for about half a minute nearly unusable, because the internal
garbage collection in GEMDOS to set all the blocks straight
`take some time'.
So Atari has solved the problem only half. There are fewer bugs but it is
still a very poor solution.

Another question: How comes that on MS-DOS the floppy is so much faster
(and noisier)?

Jos Vermaseren

2625. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 14:39:47 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3073@water.waterloo.edu>
Source record: 242669

In article <1404@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
> ...
>
>Before Tos 1.4, Every FOLDER that was touched counted as 1. If the limit
>was 40, then 40 touches and you started getting corruption and death.
>
>Tos 1.4 counts 1 for every FOLDER CURRENTLY OPEN. This is now a depth
>problem. And you get an error message if the limit is exceeded. Now only
>the USER knows how deep his folders are. FOLDRXXX allows the system to
>be TUNED to the users needs. After all, there is a price paid for large
>XXX, namely lost RAM for programs.
>
>Atari wins this one. You lose.

I have a slightly different perspective.
With the fixes in in Rainbow TOS (1.4), we all win.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2626. Wrong group (Was: Computer Wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 14:55:20 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3074@water.waterloo.edu>
Source record: 242670

In article <409@digi.UUCP> rgoseweh@digi.UUCP (Roy Gosewehr) writes:
>Atari 130XE system for sale. System includes the following:

Please folks. Post to the proper group.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2627. Re: Re: Redirection

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 15:10:26 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750053@hpsad.HP.COM>
Source record: 242671

There is a program called BARREL that will do this. I think it can be ftp'd from terminator.cc.umich.edu (35.1.33.8). The name of the file is called appropriately, barrel.arc.

Randy Hosler

2628. Re: Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 16:03:36 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1420@lzsc.ATT.COM>
Source record: 242672

In article <93:kruel@vax.rz.uni-wuerzburg.dbp.de>, kruel@vax.rz.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
> Dear networkers,
>
> I know that this has come up before, but it hasn't been answered to the
> group (as far as I can see from the archive).
> Has anybody some informations about an ETHERNET card for the ST ?
> If so, I'd appreciate information about
>
> - where is it connected to (DMA, ROM port) ?
> - internet protocols available (telnet, ftp, rlogin) ?
> - which terminal emulations (vt200 etc.) ?
> - vendor and price
> - availability
>
Adaptec sells a SCSI to Ethernet board.
Installed, it cost $500-$1000 per node; so not much work has been done
in the Atari world to support it with software.

Modern SCSI interfaces for the Atari, such as the BMS-200 can handle chaining
these boards along with the Disk Drive interfaces.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2629. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 16:39:59 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar14.163959.8891@cunixf.cc.columbia.edu>
Source record: 242673

Thanks for the reply, Howard. From Ignac's post, I assumed (get's you in trouble sometimes) that the bug was in its original annoying form. If, as you say, the "problem" has been made into one of limited depth then I guess for most users that is enough of a fix. Sorry if it seemed like I was being harsh. <blush>

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2630. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 16:50:23 UTC
From: alex@athertn.Atherton.COM
Message-ID: <19921@laurel.athertn.Atherton.COM>
Source record: 242674

Ken Clubok
clubok@husc4.harvard.edu writes about problmes he's having with his hard drive, to wit, lots of bad sectors, problems reading from the disc, etc.

One thing to check, if you've assembled the drive yourself, is to see if the Adaptec controller card is sitting too close to the drive's own controller electronics. I had a variation of your problem which went like this:

Everything opened up and laid on the table--drive, controller, BMS board; in this configuration, everything was seperated, and the drive would format and read/write just fine.

Everything boxed up in the case, Adaptec board mounted to bottom of drive, next to drive electronics: Can't format drive, too many bad sectors.
(So how come they put mounting holes for a controller on the bottom of the drive then???)

Cobble up a mounting bracket, move Adaptec to top of drive. Now the drive controller cable (34 pin) and drive data cable (20 pin) are coming up the back of the drive and over onto the Adaptec; they are no longer running next to the drive electronics. Result: Can format drive, and use it, but get intermittent read/write errors, (often filenames 'change' with one or two characters becoming garbage).

Ok, now I'm getting pissed. Get out the aluminum foil and the soldering iron. Make a sandwich of cardboard and aluminum foil (carboard outside) and put one between adaptec and drive. Do the same thing for the back of the drive, so that the drive control and data cables are outside of the sandwich, and the back of the drive is on the inside. Do the same for the bottom of the drive. Enclose my SCSI<->ASCI board in another couple of these sandwiches. Run ground wires from the aluminum to the ground on the various boards.

Everything works fine now. Shees!

Moral: You may need shielding, lots of it.

Hope this helps!

--
|--|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "Mmmm...Ooo, say...Yummm......Blewuechh! Tiggers _don't_ like honey." |

2631. PostScript output for TimeWorks Publisher.

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 18:14:55 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <6477@sbcs.sunysb.edu>
Source record: 242675

Hello everyone!

This is my first post so I am sorry if there are any mistakes. I am in great need of a program to redirect PostScript printer output from TimeWorks Desktop Publisher to a file. Does anyone have a program to do this?
I want to save the file to disk then upload it to the schools laser printer.
I need this program as soon as possible. I can be reached at:

mrose@csserv1.ic.sunysb.edu
or
mrose@ccvm.sunysb.edu

Thank very much, sorry to use up bandwidth! :-)

-Michael Rose

2632. Using GNU emacs on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 18:39:50 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1826@ncrcam.Cambridge.NCR.COM>
Source record: 242676

Hello,

I have finally had time to play with GNU emacs on the ST (thanks Mr. Roeder).
I have gotten most of it working, but I am still having two problems.

First, I cannot get the shell function to work. I have a 1040 upgraded to
4 meg of memory. I tried setting up a ramdisk, but that didn't seem to
help either. I either get an cmd exit error -33 or 2 bombs from gulam or
4 bombs "Illegal Instruction" from msh. Anybody have any ideas.

Second, I cannot get the mouse functions to do anything but move the mouse.
What am I missing. The cursor will not move. What should I do, include or
initialize that I am missing.

Any help is appreciated.

mike

2633. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 18:44:46 UTC
From: jlemon@cory.Berkeley.EDU
Message-ID: <23032@pasteur.Berkeley.EDU>
Source record: 242677

In article <3070@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <11352@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>100-140K of text per issue, huh? It'd be best to break something like that
>>into a few smaller articles. Maybe even a good idea to put stuff like that
>>in its own newsgroup.
>
>I support the idea of a separate news group.
>This one is "comp.sys.atari.st". How about "comp.sys.atari.st.mags".
>Or "comp.mag.atari.st".

Alternate titles:
"comp.mag.atari.st.garbage"
"comp.sys.atari.st.zero_bandwidth"
"/dev/null"

Sorry. I couldn't resist this one. (so what am I doing reading them?!) :-0
--
Jonathan ...ucbvax!cory!jlemon or jlemon@cory.Berkeley.EDU
(.signature under attack by shoddy magazines.. please stand by...)

2634. 5.25" drive problems on the STe

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 21:02:09 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Mar14.210209.21517@sun.soe.clarkson.edu>
Source record: 242678

From article <2734@erix.ericsson.se>, by euaanu@eua.ericsson.se (Arto Nummelin):
> I'm trying to connect a 5.25" 360k drive to my 520STE (now expanded
> to 2M with 1M SIMMs). The problem is (I guess) that the step rate
> is to high so the drive can't step as fast as required. How can I lower
> the step rate? I saw someone mention a program to put in your
> auto folder. Does anybody have this program? If so, please e-mail me
> a copy.

I have an INDUS GT-1000 external 5.25" drive, and my 1040STe hates it.
The booting software that came with the drive won't work on the STe.
And Future Systems (the makers of the drive) knew nothing about it.
They were nice enough to send me another program that they thought might
help, but no...

Recently my drive was giving me a NEW problem! (besides the fact that if
the GT-1000 is connected and off, the internal drive corrupts disks when
it trys to write to them)..
When I try to look at the external disk, it wants me to insert disk B into
drive A, as if the external drive wasn't even there!! BUT, to make things
weirder, PC-DITTO accesses it fine!!
I tried it on a friend's MEGA2, and had the problem the first time, rebooted
and didn't have the problem since... On my computer either (but I haven't
tried it many times...)

AAron nAAs
opielask@clutx.clarkson.edu
or naas17@snypotba.bitnet

2635. 520 ST schematics

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 21:05:21 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar14.210521.834@ns.network.com>
Source record: 242679

> I read your reference on the .edu Atari bbs on cct schematics,
> could you please give me the details of the appropriate book,
> so I can try & get hold of a copy, ie title , year, authors,
> or ISBN no, or lib. of congress no.

The original 520 ST schematic (circa 1986) appears in a publication supplement to Sam's Photofact service. Sam's publishes schematics for consumer electronic products (TV's, radios, personal computers, VCR's etc.) They sell these schematics to radio/TV repair services. Libraries often purchase sets of these schematics for public reference.

Each year, Sam's also publishes an Index organized by manufacturer of all their published schematics. So one would first look in the Photofact Index to find the actual Photofact publication number for a given product model number.

In the Atari 520 ST case, it is published in a separate category called Computerfacts, something like number CSC12 ?

Not every library will have Photofact sets, nor do I know the extent of international distribution. If your library has Photofacts at all, there is a good chance that they have the Computerfacts set. Otherwise they probably don't have it.

You might also want to check and see if a similar publication exists in your own country. Again, check with your library.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2636. Mailing list. (was Re: INFO-ATARI16 Digest V90 #311)

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 21:13:31 UTC
From: rjd@cs.brown.edu
Message-ID: <32788@brunix.UUCP>
Source record: 242680

I'd like to request the following three addresses to be added to the
mailing list:

plutchak%brnpsg.SPAN@star.stanford.edu
mustard%brnpsg.SPAN@star.stanford.edu
demillo@juliet.ll.mit.edu

Thanks.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2637. Spectre GCR,Multisync Mon,Cordless Mouse

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 21:52:31 UTC
From: gibson@trwrb.UUCP
Message-ID: <307@trwrb.UUCP>
Source record: 242681

Spectre GCR:
A few days ago I posted an article stating I could not get my Spectre GCR to read Mac disks. Well, I have solve that problem. My GCR to Mega 2 cable was to loose. The rubber insulation on the cable fitting was to thick for flopy disk port on the back of the Mega2. I used a knife to remove about 1/8 inch of rubber so the cable would fit tightly. Now my GCR will read, write, and format Mac disks.

The Spectre GCR will also read Magic Sac formated disks.
Also, I did not have to reformat my hard drive when I converted a Gemdos partition to a Spectre partition. The Spectre GCR will accept hard drive partitions created by the Magic Sac but a Magic Sac partition does not work as well as a Spectre partition. The Spectre uses HFS and the Magic Sac uses MFS file system. So I copied the files from my Magic Sac partition to my Spectre partition and convert the Magic Sac partition to a Spectre partition.

I also managed to transfer a spreadsheet .wks file created by VIP to the Mac for loading into Excel. I did a xmodem binary upload to a mainframe followed by a xmodem binary download to the Mac Mode. The download must be done with MacBinary disabled.
I am very happy with my GCR.

Multisync:
I received letters asking me about my Nec GS(black & white) Multisync monitor. I got an article from comp.sys.atari.bin describing how my friend made the box that allowed me to use the Nec Multisync GS in all three Atari screen modes, High, Med, Low Res. The box works on both the color and b&w Nec Multisync. My box cost about $40 to make. At that time, the Atari monitor plug cost $20. I also had to buy a case, switches and resistors.
These boxes are currently commericallly availble. In the "ST Informer", one such box is advertised:

Talon Technology Group
(619) 792-6511

Omniswitch $90

The GS is as good as the Atari in mono mode. However, I expect my GS to live longer than my Atari mono. The GS is better than the Atari for text in medium mode.

The GS will also work is low rez mode. The low rez mode picture is sharp and clear. The Atari color monitor is better than the GS in low rez mode however, the GS is an acceptable option. Also, the GS does not have a speaker or amplifier.

I use two monitors, the Atari color and the GS. I use the monitor switch box made by Practical Solutions to switch between monitors. This switch box provides a audio RCA plug (stero plug) that I have connected to a tape recorder to provide sound when I am using the GS.

If I were forced to used only one monitor, I might lean toward using the Nec GS multisync instead of the Nec color multisync because of the GS screen is excellant in high res mode.

Cordless mouse:

I have had the cordless mouse for over a month without changing batteries. The mouse shuts off when not in use. The cordless is more comfortable to use than the Atari mouse. However, the Atari mouse seems to respond faster to quick left and right motion than the cordless mouse. The only time I see the difference is when playing a game that requires quick mouse motion.

Gregory S. Gibson
gibson@pigpen.dsd.trw.com.

2638. RUNNING SZ/RZ WITH UNITERM 2.0E HELP NEEDED!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-14 23:31:00 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <25FED434.29064@paris.ics.uci.edu>
Source record: 242682

Recently I obtain a copy of rz/sz zmodem external protocol. I would like to set it up with my Uniterm 2.0e. Would someone please telI me how to set up my keyboard macro or a macro file? I need for it to access a particular drive, not the drive where the rz/sz resides. Also how much system buffer do I need to put in?? Thanks for all the help!!!

thanks in advance!!

Wayne

2639. NEC P560XL Printer FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 00:17:54 UTC
From: aman@xroads.UUCP
Message-ID: <1010@xroads.UUCP>
Source record: 242683
Cross-posted to: comp.sys.amiga,comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.mac,comp.sys.ibm.pc,misc.forsale

I have an NEC P5XL 24-pin dot-matrix wide carriage color printer for sale. It is 100% Epson LQ Compatible, in brand-new condition, and has 360dpi resolution and has 350CPS speed. It is a rugged, well-built printer that has one of the best MTBF (Mean Time Before Failure) ratings of any printer on the market. The printer would be best suited for a business type environment where it would be printing constantly (has a built in fan that kicks on when printing to cool printer). I have several ribbons (including color) as well as the tractor feed option (printer also comes with cut-sheet guide) that I will bundle with the printer for no extra charge. I am asking $650 (firm) for the printer as the printer is worth $750 used at this time. Anybody seriously interested please send me mail!! I will ship it COD ONLY!

Chris Minshall

p.s.
The printer is also compatible with any software that works with an "NEC Pinwriter"![A

--
\ / C r o s s r o a d s C o m m u n i c a t i o n s
/\ (602) 941-2005 300|1200 Baud 24 hrs/day
/ \ hplabs!hp-sdd!crash!xroads!aman

2640. LYNX info--as in ordering; WHERE/HOW TO...

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 01:59:59 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <4950@cuphub.cup.edu>
Source record: 242684

FOR THOSE OF YOU WISHING TO OBTAIN A "LYNX":

The Sears catalog order number is: 1-800-366-3000 (24hrs., toll-free)

You MUST ORDER BY ITEM NUMBER!!!

Here are the item numbers I have for what's available:

(*all prices are un US dollars--This number accepts SEARSCharge or MC/VISA
or DISCOVER chargecards)

Item Price Order Number

Atari LYNX.....$159.00.....49-TD-75425

ElectroCop.....34.50.....49-TD-75431
Blue Lightning.....34.50.....49-TD-75434
Gates of Zendocon.....34.50.....49-TD-75432
Gauntlet-III.....38.50.....49-TD-75433

Comments:

ElectroCop---- Kinda like RoboCop.....same idea basically...

Blue Lightning---- *THE BEST DAMN GRAPHICS OF ALMOST ANY FLIGHT/ATTACK
SIMULATOR!* Better than "Afterburner" on ANY platform
including the arcade-level.
Yes. This game is THAT good!!! Blows away all
implementations of Afterburner. The Trench/canyon
flight sequences are GGRREEAATT!!

The Gates of Zendocon---- A Defender-like combat game. Compare with
R*Type; except only better!
[Yep. This is also HIGHLY recommended!]

Gauntlet-III---- :-(THIS SUCKER *STILL* HASN'T BEEN RELEASED to my knowledge.
Rumored to support 4 LYNXs (4-players) in daisy-chain
type configuration...

NOTE: CALIFORNIA GAMES IS INCLUDED!!! This one blows the ST version away!
[almost...] :-)

I hope this helps some of you LYNXless NETrats.

Later,
+---+---+
!Dan Karbowsky kar7481@pitt!cuphub! S U P P O R T T H E S T ! ! ! !
!102 Lee Drive _____/ Call the ATARI ELITE of PITTSBURGH'S !
!Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 !

```
!15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! !
! / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***!
!(412)929-4023 /---Also--Now the NEW H.Q. of the Atari-Users-Association--- !
! / For more info, send email TITLED "AUA-INFO-REQUEST" !
+-------------+-------------------------------------------------------------+
```

2641. How to use f_force and I/O redirection!

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 03:06:14 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <6510@sbcs.sunysb.edu>
Source record: 242685

Hello Everyone!

I am still trying to find a program to redirect output from the serial port to a disk file (to save postscript output from TimeWorks Desktop Publisher to disk). If anyone knows of such a program please send me the file as soon as possible. In the meantime my friend is currently working on a program to do this, however he has not ever used f_force before, and can not seem to get it to work. Does anyone know how to use f_force properly, or know of another way? I know UltraScript comes with a program to save TimeWorks Desktop Publisher PostScript files to disk to be printed by UltraScript, so I know that it is possible.

I am in desperate need of this right NOW!!! Someone please help me! :-)

I can be reached at:

mrose@ccserv1.ic.sunysb.edu
or
mrose@ccvm.sunysb.edu

Thanks again, sorry for taking up bandwidth! ;-)

-Michael R. Rose

p.s. I haven't made a signature file yet! ;-)

2642. Re: Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 04:09:09 UTC
From: pietrzak@chandra.CES.CWRU.Edu
Message-ID: <1990Mar15.040909.24563@usenet.ins.cwru.edu>
Source record: 242686

In article <1420@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>
>Adaptec sells a SCSI to Ethernet board.
>Installed, it cost $500-$1000 per node; so not much work has been done
>in the Atari world to support it with software.
>
>Modern SCSI interfaces for the Atari, such as the BMS-200 can handle chaining
>these boards along with the Disk Drive interfaces.
>
>Howard C. Johnson
>ATT Bell Labs
>att!lzsc!hcj
>hcj@lzsc.att.com

Has anyone heard anything more about this product? I contacted Adaptec
last year about it; they are marketing it as a macintosh product, despite
the potential portability of the "nodem". I might be able to throw together
some software for it, if I ever had the cash to invest in it!

Oh Well

J P pietrzak@ces.cwru.edu

2643. Re: 520 ST schematics

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 06:48:31 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar15.064831.5786@ns.network.com>
Source record: 242687

>The original 520 ST schematic (circa 1986) appears in a publication
>supplement to Sam's Photofact service. Sam's publishes schematics
>for consumer electronic products (TV's, radios, personal computers,
>VCR's etc.) They sell these schematics to radio/TV repair services.
>Libraries often purchase sets of these schematics for public reference.

Sams Photofacts can also be ordered from:

Howard W Sams + Co
4300 West 62nd St
Indianapolis, Indiana 46268 USA

Phone 1-800-428-SAMS

The Atari 520ST is in Computerfacts CSCS12.

I'm not sure of the price, but it is probably in the neighborhood
of $30.00 American. Could be more, could be less.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2644. Word counter

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 08:01:01 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9003150801.AA28563@cie.uoregon.edu>
Source record: 242688

Hello. Pardon me if I'm in the wrong place for this, but I was wondering if anyone out there knew of a program that would do word counts on ST-Writer files? Please reply by E-Mail to reduce wear on the bandwidth.

Thanks...

James Charles Lynn *
jamesl@cie.uoregon.edu *
Eugene, Oregon *

2645. Terminator adress

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 08:01:31 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9003150801.AA13212@ucbvax.Berkeley.EDU>
Source record: 242689

```
Dear netters,
does anyone know why i don't receive nothing from Info-Atari16 for
one week now?
Thomas Neser <So01@Dmarum8.Bitnet>
```

2646. Hooking a Microsoft mouse to the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 08:06:26 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <9003150806.AA14089@ucbvax.Berkeley.EDU>
Source record: 242690

Thanks Mickey for reposting Jeffs note on connecting MS mouse to ST

HOWEVER, It appears to me that microsoft has changed their mouse cable
the number of lines and the shape of the connecter are very different
from what you described. (I have the latest MS 400 DPI serial-ps/2 mouse,
did I make a mistake? should I have gotten the bus mouse?)

For example pin 5 on the MS mouse isn't connected to anything in mouse
also on my ST mouse I can press the left button and note resistance on my
volt meter go to zero when I make the approriate connections (between pin 6
and 8) I cann't find any equivalent correlation on the MS mouse, (Though
I haven't tryed every possible iteration). Strangely, resistance does drop
(electricity travels through, me no EE;) through some combinations
of lines but pressing mouse buttons never seems to make any difference.

The MS mouse apears to use only lines 2,3,4,5,7 of an AT (9 pin) serial
connector (and the casing)

Can someone e-mail me the solution to this problem (the correct wiring,
or tell me I goofed and bought the wrong mouse).

by the way I haven't received anything form info-atari16 for about a
week so you better e-mail me directly.

signed,
desparate

Thanks,
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)

2647. Atari ST ftp site

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 08:32:13 UTC
From: hv@uwasa.fi
Message-ID: <1990Mar15.083213.9888@uwasa.fi>
Source record: 242691
Cross-posted to: comp.sys.atari.st,sfnet.atk.atari

I have started today a new collection of Atari ST PD programs
at funic.funet.fi (128.214.6.100). Directory is pub/atari and
its subdirectories.

This machine is part of FUNET (Finnish University Network) project
that is meant to be the central anonymous ftp site in Finland.
You can find as well many other directories (mac,msdos,amiga
etc) there. This site has special features...

Mail concerning Atari part of this site can be addressed to:
----
atari@funic.funet.fi OR hv@funic.funet.fi OR hv@uwasa.fi

Be forewarned that this start is a little bit slow one because
I'm afraid that time can be the problem.

--
----------------Harri Valkama (hv@uwasa.fi)-------------
University of Vaasa, Finland
anonymous ftp site (128.214.12.3) PC and Mac directories

2648. Re: Need help with Kermit/Xmodem

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 09:17:05 UTC
From: pfuetz@zgdvda.UUCP
Message-ID: <1520@zgdvda.UUCP>
Source record: 242692

Hallo!

It could even be a "SET FILE TYPE BINARY" or a "SET FILE TYPE FIXED",
depending on the filestructure under VMS (only if the files are binary,
ascii should be no problem).
Sincerly,
Matthias
--
@work: | Matthias Pfuetzner | @home:
ZGDV, Wilhelminenstrasse 7 | 6100 Darmstadt, FRG | Lichtenbergstrasse 73
+49 6151 1000-22 or -77 \ <- Tel.nr. -> / +49 6151 75717
pfuetzner@agd.fhg.de pfuetzner@zgdvda.UUCP XBR1YD3U@DDATHD21.BITNET

2649. Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 10:34:19 UTC
From: meijer@nvpna1.prl.philips.nl
Message-ID: <1235@prles2.prl.philips.nl>
Source record: 242693

Just a few questions:
1) How can i print a file on my printer when i'm in GEMINI?

2) Is it possible to start a program with one keystroke in
GEMINI (ie ESC SHIFT C for Calamus)?

3) If i start a program which uses lots of memory it wont
run when started from GEMINI, is there a fix?

Otto Meijer Tel: (7)42667
WAGp 324 meijer::nvpnaa
Nat.Lab. meijer@prle.prl.philips.nl
Holland (c) 1989

2650. Help wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 14:04:44 UTC
From: tsakogia@r4.uk.ac.man.cs
Message-ID: <TSAKOGIA.90Mar15140444@r4.uk.ac.man.cs>
Source record: 242694

Does anybody out there know how to get atari st programs from the
following site:

xanth.cs.odu.edu

Please, reply by e-mail to: haliapap@p4.cs.man.ac.uk or to this newsgroup.

Thank you in anticipation.

2651. Re: Wrong group (Was: Computer Wanted)

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 14:16:48 UTC
From: rgoseweh@digi.UUCP
Message-ID: <412@digi.UUCP>
Source record: 242695

In article <3074@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <409@digi.UUCP> rgoseweh@digi.UUCP (Roy Gosewehr) writes:
>>Atari 130XE system for sale. System includes the following:
>
>Please folks. Post to the proper group.
>
> Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.

Well excuuuuuse me! I was simply replying to a previous (albeit incorrect)
post in THIS newsgroup requesting such a computer. I could not get e-mail
to work.

Roy C. Gosewehr

2652. GEMINI: I love it! (2 questions, 1 hint)

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 14:51:00 UTC
From: STOOP@KVI.NL
Message-ID: <C46B6D5ED85FA0129B@KVI.nl>
Source record: 242696

It's been mighty quit out here on the net lately. Figure everyone with TOS 1.2
and up is trying to figure out GEMINI... I got my copy from LISTSERV@UOGUELPH.
It came with the latest AMC_GDOS and CLIPBOARD.ACC.
<> Query: Anybody know of progams supporting CLIPBOARD.ACC?
<> Question: First thing I did with GEMINI was copying the
sexiest-you-ever-saw icon of TEX.TTP to the desktop and rename it TeX.
Info on this icon says now it's an "alias" of E:\BIN\TEX.TTP. On the disk
with label TEX.DSK.
Dragging a *.tex file icon onto the TeX icon now starts TeX running in the
console window. Next successfull thing was to set the following alias in
mupfel (the shell that runs in the console window):
alias latex 'tex &lplain'
Typing
latex small.tex
now yields the expected results. This aliasing saves me a shell script
latex.mup. Now you can guess wat I wanted and tried (unsuccessfully):
Having an icon for the alias latex 'tex &lplain' (no shell script).
I tried this by editing GEMINI.INF but most of the time this resulted in the
icon not being executable.
<> HINTS: Throw away gemini.inf as it contains a lot of useless and annoying
settings that you cannot get rid of otherwise.
BOTTOM LINE: I am very much tempted to trow away the best shell i ever had
(so far): GPshell (CRAFT) just like I did with GULAM after I got GPshell.

CONGRETULATIONS TO THE MAKERS OF GEMINI

2653. RAM Chips

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 15:04:32 UTC
From: felner@inf.ethz.ch
Message-ID: <16426@ethz-inf.UUCP>
Source record: 242697

I am doing my own 2/4 MB RAM expansion for my old 260ST. However, 1MB Chips and SIMMs are terribly expensive here in Europe. Since I am soon going to New York City for a few days, I'd like to buy the stuff over there.

Therefore, does anybody know of a place in NYC where I can get this stuff cheap (like $9 per 1MB chip or $80 per 1MB SIMM). It should be somewhere in Manhattan.

Also, what speed do I need. As far as I know anything less than 150ns is OK. Is that correct?

Any pointers appreciated.

Thanks, Tomas

2654. Re: 5.25" drive problems on the STe

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 15:28:47 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1428@lzsc.ATT.COM>
Source record: 242698

In article <1990Mar14.210209.21517@sun.soe.clarkson.edu>, opielask@clutx.clarkson.edu (,,,2684025) writes:
> From article <2734@erix.ericsson.se>, by euaanu@eua.ericsson.se (Arto Nummelin):
> > I'm trying to connect a 5.25" 360k drive to my 520STE (now expanded
> > to 2M with 1M SIMMs). The problem is (I guess) that the step rate
> > is to high so the drive can't step as fast as required. How can I lower
> > the step rate? I saw someone mention a program to put in your
> > auto folder. Does anybody have this program? If so, please e-mail me
> > a copy.
>
> I have an INDUS GT-1000 external 5.25" drive, and my 1040STe hates it.
> The booting software that came with the drive won't work on the STe.
> And Future Systems (the makers of the drive) knew nothing about it.
> They were nice enough to send me another program that they thought might
> help, but no...
>
TOS 1.4 and TOS 1.6 (STe) have added a BIOS call to change the floppy
seek rate without punching numbers into memory.

```
XBIOS function 41
oldrate = Floprate(devno,newrate);
short devno,newrate;
devno is 0=a 1 =b; newrate=1 12MS, the slowest for 5.25 drives.

MWC assembler:
move.w $1, -(a7) / slowest
move.w $0, -(a7) / or use $1 if drive B:
move.w $41,-(a7)
trap 0x14
addq.l $6, a7
```

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2655. HD Partitioning?

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 15:57:47 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750054@hpsad.HP.COM>
Source record: 242699

Hi all,

I recently purchased a used 20 meg Supra drive. It came to me pre-formatted into two 10 meg partitions. My question: Can I zero out partition D and re-format it into 2 or 3 partitions without affecting partition C? (I have lots of stuff on it)

Thanks for any and all help,
Randy Hosler

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677

2656. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 16:09:39 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Mar15.160939.16350@murdoch.acc.Virginia.EDU>
Source record: 242700

In article <805@nikhefh.nikhef.nl> t68@nikhefh.nikhef.nl (Jos Vermaseren) writes:

>In one program I had Malloced more than 100 memory blocks of 16 Kbytes
>(clearly a Mega-ST).

All the descriptions of Malloc() that I've ever seen include the information that you should not malloc more than 20 blocks per process. This is a fundamental limitation, and Atari never said they removed it. You should Malloc bigger blocks and then parcel out sub-blocks, see dLibs' malloc() for an example.

PS Yes, Jos, I know you know this, I'm not trying to insult your intelligence.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2657. Re: 5.25" drive problems on the STe

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 16:40:51 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Mar15.164051.18952@sun.soe.clarkson.edu>
Source record: 242501

From article <1990Mar14.210209.21517@sun.soe.clarkson.edu>, by opielask@clutx.clarkson.edu (,,,2684025):
> Recently my drive was giving me a NEW problem! (besides the fact that if
> the GT-1000 is connected and off, the internal drive corrupts disks when
> it trys to write to them)..
> When I try to look at the external disk, it wants me to insert disk B into
> drive A, as if the external drive wasn't even there!! BUT, to make things
> weirder, PC-DITTO accesses it fine!!
> I tried it on a friend's MEGA2, and had the problem the first time, rebooted
> and didn't have the problem since... On my computer either (but I haven't
> tried it many times...)

Well... It looks as if the problem is still there.
My computer will recognize the external Indus GT-1000 5.25" drive,
MAYBE once in 15 boots, and no matter what programs I boot up with.

BUT, pc-ditto recognizes it EVERY SINGLE TIME.

WHY?

I am going to check the cable, but I doubt I will find it faulty.

ANY help would be appreciated.

AAron nAAs

2658. Re: GEMINI v1.1 (questions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 16:46:31 UTC
From: alex@athertn.Atherton.COM
Message-ID: <19942@laurel.athertn.Atherton.COM>
Source record: 242502

About Gemini 1.1:

> 2. Is an icon-editor included with this new version?

I'm not sure, but if someone can mail me a copy of Gemini,
I'll see if I can't make it work with PiE (which I'm doing
a complete re-write of, anyway). Also, if anyone knows the
file format of Gemini icons, it'll be a piece of cake for me
to make PiE write 'em out that way.

(PiE is my icon paint system)

--
|---|
|--alex | alex@Atherton.COM | Caution! Falling Opinions, next 6 miles |
| New Net Address!!: UUCP: {uunet,ucbvax}!unisoft!bdt!dsdeng!alex |
| "Mmmm...Ooo, say...Yummm......Blewuechh! Tiggers _don't_ like honey." |

2659. Re: Computer Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 18:07:04 UTC
From: cciolori@telesci.UUCP
Message-ID: <1078@telesci.UUCP>
Source record: 242503

In article <409@digi.UUCP>, rgoseweh@digi.UUCP (Roy Gosewehr) writes:
> Atari 130XE system for sale. System includes the following:
>
> The hardware alone is worth around $1000 retail. I will sell
> everything listed above for $550 plus shipping or I will sell the
> system *without* monitor for $350 plus shipping. Items not for sale
> separately. If interested, reply to this message or contact:

Am I the only one who thinks this price is WAY too high.
Correct me if I'm wrong, but can't you but a NEW 520ST for $550.00?
try lowering the price a little. No, a lot.

Chris....

2660. The 'Phantom Typest'--It's back: in TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 18:51:15 UTC
From: beroll@ecs.umass.edu
Message-ID: <9343.25ffe423@ecs.umass.edu>
Source record: 242504

I know you are all getting tired of reading about this phenomannon (sp?) but it happened to me in a way that sounds unique. I've had it in WordWriter ST, but now I got it while in my desk top. Heres what happened.

I was trying to put Uniterm in an AUTO folder so I could (be lazy) and run it as the computer was turned on. It didn't work (any ideas?) and I got 4 bombs (I for got what that means) and then after the bombs I was returned to my desktop. I couldn't do anything without noving the mouse after it. To open a file I had to double click it then move the mouse. I was uning no desk acc's just my 1040 ST(f) with 1 meg and TOS (1.2 I beleive).

I was able to replicate the problem every time I tried to boot up with the uniterm program in an AUTO folder.

Dave

David Beroll
University of Massachusetts
College of Mechanical Engineering

Bitnet:BEROLL@umaecs.bitnet
Intnet:BEROLL@ecs.umass.edu

2661. Re: Terminator adress

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 19:07:31 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22683@uflorida.cis.ufl.EDU>
Source record: 242505

Can anyone tell me what Info-Atari16 is? I've asked this before
but have never gotten a reply.
It sounds like maybe it is some kind of a newsletter...if so, how
do I subscribe, what is the address?

--
=-=-=-

2662. ST Internal Clocks

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 19:44:00 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID3778.D900315.T154400.CHIASSA@UDEM>
Source record: 242506

Now that the warrenty on my ST has expired along with my external
clock cartridge I am thinking of an internal clock. I have heard
that it is possible to install a Dallas semiconductor Smart Watch
but which type? Will it install in any 1040ST(F) and is it a
simple operation. Where can I get the software to set the clock?
Is the above worth the effort considering that ST/ime is available
from ZUBAIR for $59.00 US?
Thanks

2663. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 20:14:00 UTC
From: STIBOREK@VAXB.ACS.UNT.EDU
Message-ID: <9003160823.AA16465@ucbvax.Berkeley.EDU>
Source record: 242507

HELP

2664. XEDIT-like editor available

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 20:27:00 UTC
From: BD05@DKAUNI2.BITNET
Message-ID: <"90-03-15-12:27:34.74*BD05"@DKAUNI2.BITNET>
Source record: 242508

Roland Waldi
Universitaet Karlsruhe DESY
Inst. fuer Exp. Kernphysik F15
Physikhochhaus, P.O.Box 6980 Notkestr. 85
D-7500 Karlsruhe D-2000 Hamburg 52
Tel. (721)-608-3559 (40)-8998-3637
BD05 at DKAUNI2.BITNET F15WAL at DHHDESY3.BITNET

A few months ago I asked whether there is interest in an XEDIT-like editor. From the replies I got the impression, that there are people who appreciate this kind of editors, but certainly not as many making extensive efforts - like writing a good manual - worthwhile. So I decided to put WEDIT as is out as shareware. It has been posted to Steven Grimm at panarthea; I think you can obtain it from there already (you are really fast, Steven!).

If you dislike XEDIT, don't waste net bandwidth to obtain WEDIT; although it has additional features like file wildcard support, it will not be to your liking.

If you like XEDIT, or are open minded to concepts different from UNIX, you will probably like WEDIT and can give it a try.
For comparison, I did some benchmarks with a 6000 line file on a Megafile 60 harddisk (for more details, see WEDIT.INF):

Editor	load	search	change1	change2	store
WEDIT 1.00	21s	4.6s	97s	8s	8s
TEMPUS 1.01	6s	2.6s	91s	11s	9s
GNOME 2.1	36s	25 s	290s	147s	33s
1st_WORD 1.06	170s	150 s	560s	340s	240s

Here are also some words about CMS and UNIX: This is a matter of taste, of course, but to correct the bias on this net: Many people I know - including myself - prefer CMS to UNIX. Of course, you have to have the appropriate tools, a bare system of either flavour is rather cumbersome. In this sense, I think that UNIX-systems could gain much in user-friendlyness, if an XEDIT-like editor existed in their world.

Roland Waldi

2665. Computer International of Florida

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 20:32:54 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID3909.D900315.T163254.CHIASSA@UDEM>
Source record: 242509

Can anyone tell me who Computer International of Florida is
and what they sell (hardware, software etc.)

2666. Re: GEMINI v1.1 (questions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 20:51:46 UTC
From: stabl@unipas.fmi.uni-passau.de
Message-ID: <943@unipas.fmi.uni-passau.de>
Source record: 242510

In article <53918@bu.edu.bu.edu> harryk@bucsf.bu.edu (Harry Karayiannis) writes:
> 1. Has v1.1 solved the problem with the GULAM Shell?
> (v1.0 is not capable of running any other application after 'gulam' has
> been executed once)
No, I discovered the same problem, too.
Who can help?

> 2. Is an icon-editor included with this new version?
No.

--
\ Robert Stabl =|= stabl@unipas.fmi.uni-passau.de /
\ Dept. of Computer Science |=| stabl%unipas.fmi.uni-passau.de@unido.BITNET /
/ University of Passau =|= stabl%unipas.fmi.uni-passau.de@relay.CS.NET \
/ West Germany |=| ...!uunet!unido!unipas!stabl \

2667. Re: RAM Chips

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 21:57:34 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2462@rodan.acs.syr.edu>
Source record: 242511

In article <16426@ethz-inf.UUCP> felner@inf.ethz.ch (Tomas Felner) writes:
>I am doing my own 2/4 MB RAM expansion for my old 260ST. However, 1MB Chips
>and SIMMs are terribly expensive here in Europe. Since I am soon going to
>New York City for a few days, I'd like to buy the stuff over there.
>
>Therefore, does anybody know of a place in NYC where I can get this stuff
>cheap (like $9 per 1MB chip or $80 per 1MB SIMM). It should be somewhere
>in Manhattan.

Why don't you try mail order instead? The Chip Merchant sells
1MB x 8 80NS SIMMS (CMOS w/5 year guarantee) $69.00US

The Chip Merchant
9285 Chesapeake Dr.
Suite L
San Diego, CA 92123
(FAX) (619) 268-0874
(Orders) (800) 426-6375
(Info) (619) 268-4774

---jb

P.S. - 80NS is more than adequate.

2668. Tex on color system???

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 22:08:41 UTC
From: whack@nmsu.edu
Message-ID: <573@opus.NMSU.EDU>
Source record: 242512

I am in the process of setting up Tex/LaTex on my 1040ST at home.
I know a 1040 is a little small to run Tex on but I do have the
1Meg version from terminator(?). Anyway, looking at the .dvi
file that came with 'dvist' it has become apparent that I am
in need of a preveiwer for my color monitor, if it is possible.

Please let me know what possibilities there are for me, as I plan
on using Tex to work on my dissertation at home.

Thank you for you time.

Warren J. Hack
whack@hubble.nmsu.edu
Dept. of Astronomy, New Mexico State

2669. 32-Bit compress for ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-15 23:00:00 UTC
From: dietrich@fromuu.UUCP
Message-ID: <3482022@fromuu.UUCP>
Source record: 242513

Hello,

is a 32-Bit compress for the Atari ST available?
We (Hi Rodney! :-) need it for a news-system...

Byebye

Dietrich
--
Dietrich Froemming|dietrich@fromuu.UUCP |Das wars. Du hast
Tel# +49 8152 5579|dietrich%suninfo@sunmuc.UUCP |es zu weit getrieben.
Fax# +49 8152 8577|BIX&DASnet: dfroemming@BYTECOSY.DASnet| - Axel Fischer -

2670. Redirecting output from serial port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 00:03:13 UTC
From: bovet@hao.hao.ucar.edu
Message-ID: <6664@ncar.ucar.edu>
Source record: 242514

In article <6510@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose) writes:
>Hello Everyone!
>
>I am still trying to find a program to redirect output from the serial port
>to a disk file (to save postscript output from TimeWorks Desktop Publisher
>to disk). If anyone knows of such a program please send me the file as
>soon as possible. In the meantime my friend is currently working on a
...
Moshe Braner wrote a very similar program called Barrel some time ago to capture output destined for the printer (thank you Moshe!). I found it relatively easy to use his techniques to capture output destined for a printer on the parallel port, translate escape sequences intended for a daisywheel printer into the appropriate codes for my HP Deskjet, and send them back out to the serial port. It would be very easy to convert his original program to capture serial output to disk. I would expect that Barrel would be available on a number of archive sites. If not I suppose I could repost it here.

Ray

2671. gemini doc transl. to english?

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 00:24:07 UTC
From: mikew@wheeler
Message-ID: <3713@tahoe.unr.edu>
Source record: 242515

Does anyone have an English translation of the document files
distributed with GEMINI?

clipbrd.doc
gemini.doc
mupfel.doc
readme.doc
venus.doc

I would appreciate it if you could possibly e-mail a copy - or better
yet- post to this group. I'm sure others would be interested.

Thanks.

____
Mike Whitbeck	
Desert Research Inst.	mikew@wheeler.wrc.unr.edu
POB 60220	
RENO, NV 89506	702-673-7348
_____________________	_____________________

Never attribute to malice what can be explained by incompetance.
(because incompetance really is so much more common than deliberate
malice)- J. Martin in "To Rise Above Principle"

~ ____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |_____________________|__RENO___NEVADA_____________|

2672. Re: PostScript output for TimeWorks Publisher.

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 01:31:59 UTC
From: la062594@zach.fit.edu
Message-ID: <813@winnie.fit.edu>
Source record: 242516

In article 8680, Michael Rose asks:

> I am in graet need of a program to redirect Postscript printer output from
> Timeworks Desktop Publisher to a file. Does anyone have a program to do this?

I have a desk accessory (shareware) which I have been using for quite a while
for just this purpose, called PS Capture. I will post it to Terminator tonight...

John Karp

2673. SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 03:32:41 UTC
From: blee@plains.UUCP
Message-ID: <3790@plains.UUCP>
Source record: 242517

I am puzzled from the inconsistancy I see in SCSI controlers. I seem to hear of many problems with the ICD controler, and that the BMS controler handles more and better commands (group 1). With that in mind, I look in most ads and postings and see that ICD predominates... What am I missing? They seem even to be listed for the same price, which confuses me even more.

On a side note: Will someone give me the list of GOOD drives or rather ones to keep away from (I am thinking about the N series of Seagate).

Concerning Personal Pascal: I was told that the reason for the mouse screw-ups were because of improper order of calls... I have no experience with this, whether this is internal to PP or was caused by the individuals I have no idea.

Of course I have no connection with Seagate, Berkley Micro Systems, or ICD...

Blaine Lee
blee @ plains.nodak.edu

2674. Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 03:42:41 UTC
From: news@blackbird.afit.af.mil
Message-ID: <1542@blackbird.afit.af.mil>
Source record: 242518

Could some kind soul PLEASE send me Gemini or point to where I can get it via ftp. I tried to uudecode then unzoo it but zoo didn't like it. Thanks a million. Oh, yeah. What happen to DC Desktop; saw the posting, saw the ad, missed the program release.

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

2675. Midi Rings

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 04:54:29 UTC
From: scott@vortex.uoregon.edu
Message-ID: <1990Mar16.045429.21246@cs.uoregon.edu>
Source record: 242519

I was thinking recently about how to crunch some big problems that
are very well suited to parallel algorithms and not knowing much about
networks thought this:

Connect several ataris with midi cables in a ring so that
the one on the left sends output to the right and gets input
from the left. You then assign each computer a reference #
and just preceed any packet with the number.

To send to one computer send the packet to the right.
If a computer receives a packet not for it, it just retransmits.

This would work great for raytracing and I bet it would be
really cheap compared to more expensive machines plus you could
play some really neat games.

Also, I need some help to read my atari disks with my source code on my
new 386 machine. They are the same format aren't they? What do I do to
the disks so my 386 can read them? I need to be able to do this with my
386 since I can't get to the atari for quite awhile. Thanks.

2676. Re: RUNNING SZ/RZ WITH UNITERM 2.0E HELP NEEDED!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 05:29:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11420@stag.math.lsa.umich.edu>
Source record: 242520

In article <25FED434.29064@paris.ics.uci.edu> wngai@paris.ics.uci.edu (Wayne Ngai) writes:
>Recently I obtain a copy of rz/sz zmodem external protocol. I would like
>to set it up with my Uniterm 2.0e. Would someone please telI me how to set
>up my keyboard macro or a macro file? I need for it to access a particular
>drive, not the drive where the rz/sz resides. Also how much system buffer
>do I need to put in?? Thanks for all the help!!!
>
>
>thanks in advance!!
>
>Wayne

Here're a couple of my function key definitions. (I only use 3 or 4 total
anyway...)
F1: %cop(1,$PATH)%pa('n:\\bin')%ru('gulam.prg','')%pa($1)
F2: %inp('Zmodem Rec:')%ru('c:\\comm\\zmdm\\rz.ttp',$temp)
F3: %inp('Zmodem Put:')%ru('c:\\comm\\zmdm\\sz.ttp',$temp)

There are probably other good ways to do this, but this works for me.
The F1 definition saves the current path into variable 1, sets the path
to my bin directory so gulam will find it's gulam.g file, runs it, then
restores the old path.

The Zmodem Receive and Put definitions prompt for a filespec, which is
left in the temp variable, and uses that as an argument to rz or sz.

Put as much system buffer as you can spare, since rz and sz will both
use all of available memory as file buffer. The smarter statement, I
suppose, is put as much as you will need - 128K plus the size of the
largest file you expect to transfer would be a good guess. On my Mega-4,
I use 2 Meg, so Gulam isn't crippled when I spawn it off.
--
-- Howard Chu @ University of Michigan

2677. Re: Redirecting output from serial port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 07:21:54 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <806@nikhefh.nikhef.nl>
Source record: 242521

In article <6664@ncar.ucar.edu> bovet@hao.hao.ucar.edu (Ray Bovet) writes:
>Moshe Braner wrote a very similar program called Barrel some time ago to
>capture output destined for the printer (thank you Moshe!). I found it

Except that barrel only holds 120K worth of stuff at the most. That is
exactly half a TeX page in Epson codes. Dunno how big you PS is...

2678. Trouble with Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 08:20:36 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9003151034.AA06706@hugin.math.dmswwu>
Source record: 242522

Hello, world!

I've read the mails about trouble with Gemini and I am very
sorry about this. However, this version was not posted by us
(the authors). Someone else has done that. We never thought of
delivering Software with german documentation to the english
speaking part of the world, because you really need the docs
to use all its features.

Another point is that you got the first version of Gemini
(Gemini 1.0) and not the actual version 1.1. But we cannot
deliver Gemini 1.1, because it is completely german, even the
menus and dialogs.

Yes, we will make an english version, but this will take a little
while.

I'm sorry about your problems. We want to make good software.
Don't be too much disappointed, watch out for the 'official'
version.

Thanx.


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|_____________________________________________________|#
#######################################################
```

2679. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 09:27:08 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <807@nikhefh.nikhef.nl>
Source record: 242523

In article <1990Mar15.160939.16350@murdoch.acc.Virginia.EDU>,
gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:
>
> >In one program I had Malloced more than 100 memory blocks of 16 Kbytes
> >(clearly a Mega-ST).
>
> All the descriptions of Malloc() that I've ever seen include the
> information that you should not malloc more than 20 blocks per
> process. This is a fundamental limitation, and Atari never said they
> removed it. You should Malloc bigger blocks and then parcel out
> sub-blocks, see dLibs' malloc() for an example.
>

In the days of youthful enthousiasm I disassembled and discompiled
GEMDOS. It turns out that the OS-pool is a common area for all
internal headers. They are sitting there in the order that they are
needed. In the old version it was impossible to really return these
blocks to the pool, and because these blocks have different sizes there
would be a horrible mess and once you allocated a block for a malloc
header it could only be used as such afterwards.
There was room for a little over 200 malloc blocks or a little over
40 pairs of folder blocks (each folder needed two).
So having more than 200 mallocs going at the same time would transform
the 40 folder bug into a 2 folder bug (I tried this out once by running
only on a floppy with a little program that did this type of malloccing).

In TOS1.4 the blocks are returned to the pool (as far as I understand,
because I haven't disassembled that one). This is a great improvement.
In addition the folder blocks are released when they aren't needed
anymore (that was the main part of the 40-folder bug).
That I am greatful for.

Apparently now the rule is to limit the malloc calls to 'not too many'
because the mechanism that returns the blocks to the pool has rather
poor behaviour in the limit that the number of malloc blocks is
large. I found this experimentally because I had a large file in an
editor, and after its garbage collections after a global replace
were rather funny. So the first suspect was the editor. But on other
systems it behaved properly, so this made GEMDOS suspect.

The size of 16 Kbytes was taken with great care:
If the blocks are too large there is inefficient use of memory when
the last block is allocated.
If they are too small you need too many of them.
Other problem if they are too large: This size keeps the time of the

tasks in the own garbage collections quite reasonable, so you never notice them at all.
Problem with dynamic sizes: You need more code and it is slower.
In micro computers you want too keep the size of your tools as small as possible.The 16K worked perfectly till the garbage collections of GEMDOS gave it some annoyance factor.

This was what I was trying to explain, but I admit I was a little terse about it. Over the whole TOS 1.4 is a great improvement, but I believe there is still room for a TOS 2.0

Jos Vermaseren

2680. Re: Rwabs/Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 12:17:26 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000025@ux1.cso.uiuc.edu>
Source record: 242524

You must first do a call to get_bpb before attempting an Rwabs to the hard drive. You should also use 0x10|rwfkag when using Rwabs on the hard drive.

From my experience anyway.

P.S. Supra & ICD have told me that their drivers support using -1 for secno and an added long on the stack to read physical sectors.

- Greg

2681. MEGA-2/STe PRICING

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 12:17:30 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000026@ux1.cso.uiuc.edu>
Source record: 242525

Could someone please e-mail the lowest price they have seen
and where of a 1040STe or Mega 2 ST?

Thanks in advance.

-- Greg

2682. Re: GEMINI Icons

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 14:04:00 UTC
From: david.megginson@crs1.uucp
Message-ID: <90031610263622@masnet.uucp>
Source record: 242526

Gemini keeps all of its icons in a separate resource file. KResource works fine for editing them, and I'm sure the same applies to any other Resource File Construction Kit (you can also copy icons from other resource files). Remember, though, that for every big icon you have to have a corresponding little one. Go nuts!

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

2683. Ni-cads and cordless mouse + a question WAS RE: Mouse replacements

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 15:01:38 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1157.2600b983@miavx1.acs.muohio.edu>
Source record: 242534

In article <5791.25fb6bfb@jane.uh.edu>, cosc10hv@jane.uh.edu (Paul Sears) writes:
> In article <27720@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
>> Rather than going with the MicroSoft mouse I might suggest Practical Solutions
>> cordless mouse - it has a feel a good as the IBM mouse but no cord! Costs
>> a lot less too...
>>
>> Peter Szymonik
>
> BTW, some of the people I know use the cordless mouse and really have had only
> one problem - the mouse uses 2 AA batteries in about 2 weeks (sometimes less).
> There is a discussion going on one of the local bbs's here about using
> rechargables and even lithium (sp?) batteries. Overall, I heard that it is a
> good mouse...
>
Actually, it uses 2 AAA batteries, and for me they last about a week. It all depends on how much you use it. (My computer gets almost constant use. After my first set of alkalines died, I went to the store and picked up 2 sets of GE rechargables (about $6 a set), and a charging unit (about $10). I have had NO problems with these batteries. The only problem I seem to have is when I move the mouse in very small amounts (Fine adjustment of the pointer to click on something small) it seems to hesitate. Sometimes if I move it slow enough, I can move it across my whole mouse pad without moving the pointer. Has anyone else noticed this? I would appreciate receiveing E-mail from people about this, because if it is a problem with my mouse alone, then I would like to get it replaced. If it is a problem with the design of the mouse (ie a feature) I will just have to get used to it.

If you respond to this here, please also send me E-mail, because I will be at home for spring break and will probably miss it.

Thanks
>
> --
> | Paul Sears University of Houston |
> | "ThunderCat" -------------------- |
> | COSC10HV@Elroy.Uh.Edu |
> |[129.7.1.2] or TECHJW@Elroy.Uh.Edu |
> |____|
>
> 'the greater an individual's power over others,
> the greater the evil that might possibly originate with him'
> - PROPAGANDA, off the CD, A SECRET WISH
>
>
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

2684. Lawsuit for nintendo, was Re: atari and the Everyday Pe

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 15:13:38 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1159.2600bc54@miavx1.acs.muohio.edu>
Source record: 242535

In article <A1434195052@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <90031201022042@masnet.uucp>,
> david.schreiber@canremote.uucp (DAVID SCHREIBER) writes ...]
>
>> It is IMPOSSIBLE for Nintendo to be sing "monopolistic" practices
>> against Atari. Check your dictionary.
>
> Oh, really? It says:
>
> I don't think anyone is close to filing any criminal charges, but similar
> allegations are contained in the Atari Games (Tengen) civil suit. (Atari
> Games is not affiliated with Atari Corp.)

Actually, according to an article in April's STart magazine (Vol4, Number 9):

"Atari has filed suit against Nintendo and
codefendant Pepsico. The suit cites
false advertising, unfair trade practices
and unfair competition. All this comes
as a result of ads that Atari claim
were deceiveing because of references
to nonexistent color features on
Nintendo's GameBoy. Nintendo is
currently under Federal investigation
for alleged monopolistic competition
and unfair trade practices."
>
> --
> Steve Yelvington at the lake in Minnesota
> UUCP path: ... umn-cs.cs.umn.edu!thelake!steve
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

2685. Re: 40-Folder Bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 15:13:40 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <19309@cs.yale.edu>
Source record: 242533

In article <1482@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko)
writes:
>
>
>just a simple question: if the same foldrxxx.prg fixe both tos 1.0 and tos
>1.4, why wasn't foldrxxx.prg put in the tos 1.4 roms at release time? makes
>sense to me!
>
The so-called 40-folder "bug", which caused TOS to waste memory in its
static memory pool and to misbehave when that pool was exhausted,
was fixed in TOS 1.4. But the pool is still statically allocated,
and you can still run out of TOS memory. foldrxxx.prg doesn't "fix"
anything. It simply lets you increase the size of that pool. In TOS
1.0 this lessens the chance that the "bug" will bite. In TOS 1.4 it
lessens the chance that TOS will run out of its private memory.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

2686. Re: ST Internal Clocks

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 16:31:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1408767088@thelake.mn.org>
Source record: 242537

[In article <ID3778.D900315.T154400.CHIASSA@UDEM>,
CHIASSA@UDEM.BITNET (Alyre CHIASSON) writes ...]

> Now that the warrenty on my ST has expired along with my external
> clock cartridge I am thinking of an internal clock.

Before you spend the time/energy/money on a clock, consider whether you're
going to upgrade to a hard disk drive. Most of the currently available
SCSI host adaptors have onboard clocks.

--
Steve Yelvington at the lake in Minnesota
UUCP path: ... umn-cs.cs.umn.edu!thelake!steve

2687. Re: Tex on color system???

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 17:14:34 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750055@hpsad.HP.COM>
Source record: 242527

> Anyway, looking at the .dvi
>file that came with 'dvist' it has become apparent that I am
>in need of a preveiwer for my color monitor, if it is possible.

>Please let me know what possibilities there are for me, as I plan
>on using Tex to work on my dissertation at home.

Has anyone tried to run the previewer on a color system using the
mono emulator?

-Bob

2688. Re: ST Internal Clocks

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 18:38:38 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1440@lzsc.ATT.COM>
Source record: 242528

In article <ID3778.D900315.T154400.CHIASSA@UDEM>, CHIASSA@UDEM.BITNET (Alyre CHIASSON) writes:
> Now that the warrenty on my ST has expired along with my external
> clock cartridge I am thinking of an internal clock. I have heard
> that it is possible to install a Dallas semiconductor Smart Watch
> but which type? Will it install in any 1040ST(F) and is it a
> simple operation. Where can I get the software to set the clock?
> Is the above worth the effort considering that ST/ime is available
> from ZUBAIR for $59.00 US?

Yes the Dallas semicon. Smart Watch will work.
Their basic unit is built in a socket that you put under a ROM.

This works, as is, on earlier ST 512's.

When the power supply was added for the ST1024 it was placed over the row of ROM chips. Some third parties have made a little paddle board that allows the ROM socket to be remoted so that it is not under the P.S. This allows normal use of the Dallas component.
Terrific Corp, St Marys MA, USA is one such supplier.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2689. Blitz info wanted.

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 20:11:16 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <2121.26014864@cc.helsinki.fi>
Source record: 242540

I would like to know where I could get the instructions for the Blitz copying cable and the software for it. Could somebody please mail them to me or tell a ftp site or something? Thanks in advance.

Jouni Alkio, Finland

2690. Re: GEMINI v1.1 (questions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 21:04:52 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Mar16150452@curie.ces.cwru.edu>
Source record: 242536

In article <943@unipas.fmi.uni-passau.de> stabl@unipas.fmi.uni-passau.de (Robert Stabl) writes:

> 1. Has v1.1 solved the problem with the GULAM Shell?
> (v1.0 is not capable of running any other application after 'gulam' has
> been executed once)
No, I discovered the same problem, too.
Who can help?

GEMINI (mufpel or whoever) wants SHELL_P to be in a certain state (thats why you have to run shell0.prg before running gemini). Gulam changes shell_p, but never restores is back to what it was. this causes heart aches for gemini. writing a simple wrapper function which saves shell_p execs gulam, and retores it before exit should solve the problem, until gulam is fixed to behave itself.

> 2. Is an icon-editor included with this new version?
No.

Use any old icon editor (there must be alteast a dozen pd ones), go into a resource editor (i use rcs3), and replace the images in gemiinc.rsc.

a request to the authors of gemini: please distribute the .dfn files along with the .rsc files in the next release. this will make life much simpler when hacking the resource files.

nice work!
--

--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2691. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 22:44:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar16.224434.10948@chinet.chi.il.us>
Source record: 242539

In article <3790@plains.UUCP> blee@plains.UUCP (Blaine Lee CME4FUN!) writes:
>
>I am puzzled from the inconsistancy I see in SCSI controlers. I seem
>to hear of many problems with the ICD controler, and that the BMS controler
>handles more and better commands (group 1). With that in mind, I look
>in most ads and postings and see that ICD predominates... What am I missing?
>They seem even to be listed for the same price, which confuses me even more.
>
>On a side note: Will someone give me the list of GOOD drives or rather
>ones to keep away from (I am thinking about the N series of Seagate).
>
I'll say what I've gathered. The only SCSI controller for any personal
computer that handles the Seagate 296N at 1:1 interleave is the BMS-200.
That's the most finicky drive around, as far as timing of commands and
responses is concerned. There are lots of nice things about the BMS-200.

ICD makes a line of products incorporating their own host adapter, and which
work best with the controller software that ICD writes. Their host adapter
allows the longest cable run between it and the hard drive.

So the BMS card is a better reduction to practice of the 'ideal' SCSI concept,
while the ICD card is the cornerstone of a system of available accessories.
You get what you need more, I guess.
Steve J.

2692. Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-16 23:00:00 UTC
From: peterii@joshua2.UUCP
Message-ID: <7446844@joshua2.UUCP>
Source record: 242529

In article <9003100804.AA03794@ucbvax.Berkeley.EDU> DUJARDIN@FRESE51.BITNET writes:
> In France (and, I suppose, in Europe too), there is no trouble about
> expanding
> memory on STes. Every Atari retailer offers STes up to 4 MB, and I've seen
> someone buying a 8 MB machine.
^^^^^^^^^^^^

How is that possible ?
There are only 4 slots to put SIMMs in ... Each has got up to 1 MB, that is
a maximum of 4 MB, isn't it ??

> (...)
> BTW, Atari
> doesn't sell 520 STEs at this moment, because it would be cheaper to buy a
> 1040-expanded 520 than a true 1040 (as an expanded Mega ST1 is cheaper than a
> Mega ST2 or ST4). Indeed, memory expansion goes cheaper and cheaper : an 1 MB
> SIMM now costs here 890 FF (about $ 150), and a 4160 STE is 6990 FF ($ 1100

It may be true that upgrading a 500k ST to a 1M St would be cheaper than
buying a original 1M machine, but in any case, ATARI is not going to sell
any 500k machines in future (and they don't sell them now either).
The minimum ram size is 1M.

pii

--
-> peterii%joshua2@nadia.UUCP <-
-> real name : Peter Bechtold <-
-> voice : +49 711 813240 <-

2693. MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 00:37:33 UTC
From: MBERNAR@ERENJ.BITNET
Message-ID: <9003170802.AA10398@ucbvax.Berkeley.EDU>
Source record: 242548

Bruce Szablak complained about what he termed as "shadowing" in multisync monitors when used in the ST hi rez mode. My guess is that this is a problem with the cable instead of the monitor. Most cables I've seen don't use 75 Ohm coax cable for the monochrome video output. This impedance mismatch between the ST's video output and the monitor's input results in the "shadows" in the horizontal direction. This effect is more noticable in the high rez mode since the scan rate (I can't remember the exact number) is much higher that the medium and low rez modes.

In addition, the common practice of connecting the monochrome signal to the Red, Blue and Green video inputs of a multisync monitors adds to the mismatch.

Regards,
Marcelino Bernardo
mbernar@erenj.bitnet

2694. 520ST w/TOS1.4 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 01:07:00 UTC
From: HAMMOUDH@Wabash.BITNET
Message-ID: <9003180809.AA21728@ucbvax.Berkeley.EDU>
Source record: 242530

I have a 520ST with TOS 1.4 (installed and working beautifully!). I am in desperate need of a memory upgrade, preferably to 2.5 megabytes (I like to use desk accessories). Where can I obtain everything I need to do this? Is there any way it can be done for under $400 dollars (US) and where I do NOT have to send it away?

Thanks in advance. If anyone knows how to help me, please email me.

Hassen K. Hammoud

HAMMOUDH@WABASH.BITNET

2695. NEED BOOT DISK LOCATION

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 02:10:48 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000027@ux1.cso.uiuc.edu>
Source record: 242538

I would like to write a 50Hz booter for some game software
I sent home to my brother in Switzerland. I would like
to set the monitor to 50Hz (I know the zero page flag), in
HiSoft Basic and then jump to the boot disk routine.

Can someone send me the address or method of doing this?

e.g.

supexec changeto50Hz
call bootdisk

Where is this routine located in the TOS1.0 ROMS?

Anyone?

Thanks in advance.

-- Greg
l

2696. hardware problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 02:20:59 UTC
From: jriegel@polyslo.CalPoly.EDU
Message-ID: <26019f0b.3b9c@polyslo.CalPoly.EDU>
Source record: 242541

I've been having a problem with my 1040ST. Sometimes when I boot it up, the keyboard is "scrambled" and will respond with random key responses no matter which key i press. This happened to an earlier ST I had, which Atari replaced; that was back when the warranty was in effect. Now it's expired. Does anyone know anything about this problem, or has anyone encountered it in the past?

-Jeff
jriegel@polyslo.calpoly.edu

2697. Re: Redirecting output from serial port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 02:34:47 UTC
From: hedley@iit
Message-ID: <122@iit.UUCP>
Source record: 242531

I tried hacking a trap catcher that would catch the output from Timeworks going to the serial port (i.e. Lazywriter), and send this to disk. I got a lot of bombs, sometimes it worked. Basically what you want to do is catch the serial output and input (Lazywriter backchannel info although discarded by TWDTP, is still read), and perform an Fwrite call, I seemed to run into a re-entrancy problem here, you are now one call in the rom via the serial out and you attempt another call this time to the file system.... This all may have been poor coding on my part I was under pressure because UltraScript (the Atari release anyway...) was going out bundled with TWDTP and we had no way to print from it! Anyway, finally after numerous proddings to the UK they (TWDTP) wrote a new .sys file, much better than a crude port catcher since they had the ability to do it cleanly, and I had serious doubts about getting my catcher working bug free. I know that one method is to use RAM and save during a non-critical time but that is a mess too. There must be a way to hack the stack so when you get back to user mode instead of being in TWDTP you are in a small hack routine and then ultimately you return to TWDTP.....

Hedley

--
{decwrl|sun}!imagen!iit!hedley | Integrated Information Tech.
hedley@imagen.com | Santa Clara, CA. (408)-727-1885 x49

2698. Re: Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 05:23:26 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003170524.AA01479@fsucs.cs.fsu.edu>
Source record: 242543

In article <93:kruel@vax.rz.uni-wuerzburg.dbp.de>, kruel@vax.rz.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:
>Dear networkers,
>
> I know that this has come up before, but it hasn't been answered to the
>group (as far as I can see from the archive).
> Has anybody some informations about an ETHERNET card for the ST ?
> Thomas.
>
>Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
> D-8700 Wuerzburg, West Germany
>BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
>EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

I have heard of a network called Midi-Net available for the ST. Cost is about $150 per terminal, and uses the Midi ports in the back of the machine. I do not know if it conforms to ethernet protocol (it consists of a box with two Midi cables, and what appear to be thin Ethernet coaxial connectors, but I am not sure). The product has only recently appeared in adds (I believe I saw one in STart magazine).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2699. Re: 5.25" drive problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 05:26:29 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003170528.AA01557@fsucs.cs.fsu.edu>
Source record: 242544

In article <2734@erix.ericsson.se>, euaanu@euas20.ericsson.se (Arto Nummelin) writes:
>I'm trying to connect a 5.25" 360k drive to my 520STE (now expanded
>to 2M with 1M SIMMs). The problem is (I guess) that the step rate
>is to high so the drive can't step as fast as required. How can I lower
>the step rate? I saw someone mention a program to put in your
>auto folder. Does anybody have this program? If so, please e-mail me
>a copy.
>Another problem is that the drive isn't selected properly. If I set
>the drive select strap to DS1 (or any other position) the drive
>doesn't get selected. I have to put the strap in the MX position,
>which means that it is always selected, but then I can't use the
>internal drive... Could it be that the DS output from the computer
>doesn't have enough sink capability, so I have to put a buffer on the
>DS output???
>
>Regards
>Arto Nummelin
>-
>--
>e-mail address: euaanu@euas20.ericsson.se
>---

I believe DC Formatter (a shareware product) has an option to write a boot
sector that automatically selects the step rate for drive B. A nifty solution
to your problem. If you cannot locate a copy, email me.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2700. Re: MEGA-2/STe PRICING

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 05:40:40 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003170541.AA01766@fsucs.cs.fsu.edu>
Source record: 242542

```
In article <16000026@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
>
> Could someone please e-mail the lowest price they have seen
> and where of a 1040STe or Mega 2 ST?
>
> Thanks in advance.
>
> -- Greg

I have heard (unconfirmed) that Mega2ST's are being discontinued, due to
cheaper memory prices.

--

------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

2701. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 06:25:17 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11434@stag.math.lsa.umich.edu>
Source record: 242545

In article <1990Mar16.224434.10948@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
%I'll say what I've gathered. The only SCSI controller for any personal
%computer that handles the Seagate 296N at 1:1 interleave is the BMS-200.
%That's the most finicky drive around, as far as timing of commands and
%responses is concerned. There are lots of nice things about the BMS-200.
%
%ICD makes a line of products incorporating their own host adapter, and which
%work best with the controller software that ICD writes. Their host adapter
%allows the longest cable run between it and the hard drive.
%
%So the BMS card is a better reduction to practice of the 'ideal' SCSI concept,
%while the ICD card is the cornerstone of a system of available accessories.
%You get what you need more, I guess.
% Steve J.

Just an offhand question - do either of these cards allow the DMA system
to continue to function if the attached SCSI bus is powered off? My old
Supra card did, but my current one (smoked the old one - oops!) doesn't.
(So if the hard drive is plugged in but turned off, the floppy drive is
no longer usable.)

Does the ICD card support enough of the SCSI command set to plug in
exabyte tape drives or SCSI ethernet boards?

--
-- Howard Chu @ University of Michigan

2702. EZ-Ram problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 07:25:50 UTC
From: a1532@mindlink.UUCP
Message-ID: <1329@mindlink.UUCP>
Source record: 242532

I've recently upgraded my 520 ST to 2.5 megs with an EZ-RAM board and I've had a few problems. The first 2 megs of memory (from address $0000 to $200000) is fine, but I have problems with the 512 K bank at the end of memory($20000-$27FFFF). When I do word-length or long-length reads from this area, I sometimes get the wrong value back. With byte reads, this almost never happens. Secondly, only the lower half of a word gets munged up on the read. Has anyone else had problems like these and does anyone have a solution?

2703. Malloc() in C and the 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 07:28:43 UTC
From: jjung@alcor.usc.edu
Message-ID: <8672@chaph.usc.edu>
Source record: 242546

There's been a bit of discussion in this newsgroup recently about how the infamous "40 folder bug" can be induced if too many memory blocks are allocated with Malloc().

I'm currently developing an application for the ST in C that uses dynamic storage of linked lists. As a consequence, I'm Malloc()ing blocks of memory left and right. Since I don't want to encounter this bug, I'd like to know if anyone has a solution for me to use?

Someone posted in this thread that a solution is to Malloc() one large block at the start of the application, then divide it into smaller blocks with malloc() calls. Does anyone have a sample program or actual code to demonstrate this principle? I'm developing with Laser C; the documentation does not specify any problems with using Malloc(), and the entry for malloc() gives me the impression that it is just a UN*X-compatable alias.

Any information will be truly apprciated, either by mail or by a posted reply. Thanks in advance.

John

2704. Re: GEMINI v1.1 (questions)

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 08:01:13 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9003161215.AA00620@hugin.math.dmswwu>
Source record: 242547

In article <53918@bu.edu.bu.edu> (Harry Karayiannis) writes:

> In the last two days I saw two articles talking about GEMINI v1.1 which is
> supposed to be "much-much" better than v1.0 (which i currently have)
>
> Since I like this program very much, I would like to ask 3 questions before
> I decide to send my registration fee to the author(Fisher if I remember well

Disclaimer: I was never, am not and will never be named 'Fisher'. My name
if Eissing (pronounce it Icing) and I am one of the two authors of Gemini.
I wrote the 'Venus' part of Gemini.

> 1. Has v1.1 solved the problem with the GULAM Shell?
> (v1.0 is not capable of running any other application after 'gulam' has
> been executed once)

Gemini makes heavy use of the system() pointer (shell_p is the official name)
and swipes it using the XBRA protocol. GULAM also installs its own pointer
and overwrites Gemini's pointer. But it doesn't deinstall this pointer
on exit. On exit of GULAM shell_p points to freed memory, Gemini jumps
through this vector and BANG! So, this is an (easy to fix) bug in GULAM.
We can't do anything about it.

> 2. Is an icon-editor included with this new version?

No! Use any standard resource construction set instead to edit GEMINIIC.RSC.

> 3. Is there any option allowing GEMINI to deallocate the memory it uses whe
> another application is launched from the GEMINI desktop(as NeoDesk does)

Not in version 1.1. But the next version will. It's already built in the
version we're hacking on.


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|_____________________________________________________|#
#############################################################
```

2705. Gnu SmallTalk V1.0 port to atariST available

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 12:17:24 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90Mar17061724@curie.ces.cwru.edu>
Source record: 242549

GNU SmallTalk V1.0 ported to the atariST is available for
anonymous FTP from dsrgsun.ces.cwru.edu in pub/atari/smalltalk.zoo

requirements:
- a 4Meg atariSt (it will not run on a 2/2.5 Meg machine)
- a decent shell
- optional: tos-gcc V1.37.1 if you want to re-compile it

warning:
- this is the first version of the port, so it probably has
lots of bugs, over and above any bugs in the origonal gnu
code. it does pass all the regression tests with just one
diff.

thanks to the author Steve Byrne for an excellnt job!

here is the (relevant part of) README from the Gnu distribution:

GNU Smalltalk version 1.0 (initial release)
by Steve Byrne

The files in this directory and its subdirectories constitute the complete
source code for GNU Smalltalk. The files are organized as follows:

. The source files, both .st (Smalltalk) and C files
examples Some working example Smalltalk files
test Regression testing files

About GNU Smalltalk

GNU Smalltalk attempts to be a reasonably faithful implementation of
Smalltalk-80 {tm ParcPlace Systems} as described in the "Blue Book", also know
as "Smalltalk-80, the Language and its Implementation", by Adele Goldberg and
David Robson. The syntax that the language accepts and the byte codes that the
virtual machine interprets are exactly as they appear in the Blue Book. Most
of the primitives are the same as well, although due to the differing nature of
the implementation some of the primitives haven't been implemented, and other
new ones have been.

The current implementation has the following features:

* Incremental garbage collector
* Binary image save capability
* C-callout (allows Smalltalk to invoke user-written C code and pass
parameters to it)
* GNU Emacs editing mode
* Highly portable C code implementation
* Optional byte code compilation tracing and byte code execution tracing

* Automatically loaded per-user initialization files

enjoy,
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

2706. STATUS OF INFO-ATARI16

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 15:02:20 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900317.09021981.003545@SFA.CP6>
Source record: 242461

It was with great fear that I read how we were to lose INFO-ATARI16 a while back and it is with great joy that the compilations continue to arrive into my account.
With the above in mind, is this going to continue? INFO-ATARI16 provides a much needed service especially for isolated STers living in a sea of Amigas, Macs, and IBMs (my area). The 'heros' of INFO-ATARI16 should be congratulated for maintaining this incredible service.
However, to guard myself against being cut off again from ST information, I'm wondering if there is a BitNet/UseNet gate allowing me access to the daily postings. I have not found anything on our system through our BitNet setup allowing it. A friend in New Mexico is graciously going to forward the daily postings but I wish I could find a way. Any advice sure would be appreciated.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2707. MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 15:26:24 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900317.09262367.003545@SFA.CP6>
Source record: 242462

I know that multisync monitor recommendations are probably becoming
old, I'd like to hit on this a bit more if it is ok.
I've been loaned a Mitsubishi Diamond Scan and would like to note some
disappointments, but only in monochrome mode. There is no shadowing but
the characters are just not sharp enough. Also to keep the proper balance
between brightness/contrast and sharpness, the brightness/contrast ratio
needs to be rather low or one gets a terrible blooming effect and the
characters begin to blur. On the other hand the monitor is far superior
to the Atari RGB monitor in color mode, one can change screen sizes, and
video from a VCR is marvelous.
The Diamond Scan has spoiled me to multisync's though.
Could some brave soul offer a recommendation of a monitor that gives
the best 'power without the price'? Would it be the NEC 3D? My wants are
for me to not lose anything on output quality, either in RGB or monochrome
mode. RGB needs to be crisp and in color just as it is on the Diamond
Scan and monochrome needs to be as sharp as it is on the Atari monochrome
monitors. The NEC 3D has been mentioned. I'd like to know if it meets
the above 'requirements'. If it does not, I'll just keep the Diamond
Scan and get a monochrome unit bringing us up to another recommendation, what
would be recommendations for monochrome? I don't trust the Atari monochrome
boxes anymore (short life span-- 1 1/2 years then flyback dies).
Many thanks for recommendations. If this has been kicked heavily on
the net before, then reply to me directly to avoid wasting of space and time
on the net. Also, I'll be more than happy to sum up and post on the net
recommendations that answer the following:

1. Is the color RGB output as good as the Atari color RGB?
2. Is the monochrome output as good as the Atari monochrome unit's output?
3. What would be recommendations for a monochrome replacement?

Thanks again...

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2708. Re: BBS software

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 16:50:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1448940657@thelake.mn.org>
Source record: 242452

[In article <2467@ultb.isc.rit.edu>,
clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes ...]

> I need some input concerning BBS software. The board I currently run
> for my user group is running off of Forem ST. Today was the breaking
> point. Forem has been giving me untold grief, and I'd like new
> software. However, very few ST boards run around here, and the ones
> that do/did ran Forem. Ergo, I have no experience with other software.
>
> Would those who call BBS systems PLEASE let me know what you think of
> the software? I've been looking over Michtron 3.0, and it looks nice.
> However, I have yet to call a board running it. If there are any other
> SysOps out there running non-Forem boards, what do YOU think of the
> software? Is it easy to use and flexible (unlike Forem, on both
> accounts).

Michtron has a very slick GEM sysop interface that can function while the BBS is interacting with a caller.

The caller interface is determined by the sysop -- it's very flexible, and the BBS actually interprets a program written in Michtron's own command language. This is both good and bad. It lets you modify it at whim, but it also lets you screw it up. :-)

BBS preferences are like text editor preferences -- often the subject of neoreligious wars. Personally, I'm not a fan of either Michtron or FoReM. I prefer Citadel, which is much easier and faster to use BUT is radically different from most menu-bound BBSes, and therefore confusing to people whose expectations interfere with their perceptions.

The Minnesota Atari ST user group (MAST) runs the ST version of Citadel, as does the Buffalo, NY, user group. The ST version of Citadel is called STadel.

STadel's forte is message networking. There are Citadel systems throughout North America that are interconnected through their own store-and-forward network, plus BIX (the Byte Magazine system). STadel also supports UUCP mail and Usenet newsgroups, such as this one. I used to run a BBS; currently I run a UUCP system and have MAST forward a couple of the Citadel discussions to me in Usenet news format.

STadel is not particularly sysop-configurable -- there are options, but you can't replace the basic (and very sound) structure of the BBS. Users, however, can choose varying user interfaces. And you can install external "door" programs, such as games, questionnaires, bizarre download protocols, etc. (I don't think that is possible with Michtron).

The Citadel model is based on "rooms". Each discussion room also can be made a download room -- you don't have to go to a separate "download area". The rooms are named, not numbered. I think the software supports up to 56 rooms. If you choose to allow them to do so, users can create rooms quite easily. Rooms can be made private and any list of users can be invited into any private room.

STadel has one more advantage: It's shareware, which means you can try it for free and pay only if/when you can figure out where the author lives this month. :-)

The MAST BBS can be contacted at 612-472-6582; the BRASS BBS is 716-692-3843. I think both are "closed" systems; after you connect, type "M" for mail and "E" for enter, then leave a msg for the sysop including your name and a password.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

2709. CSB.....HELP!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 18:23:44 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <2489@ultb.isc.rit.edu>
Source record: 242550

I NEED HELP!!!!!!!!!!!!!!!

I am half way throught CSB and I am stuck!!!

I have completed NETA (priest) and KU (fighter) but I am stuck at the demon director. To go along the DAIN (magic user) path I must have a key to get through the door, I HAVE TWO CHESTS OF KEYS AND NONE WORK!!! To continue along the ROS (ninja) path I must go down a section of the demon director that is blocked by pit (over in the back left corner) I noticed that it has a teleporter behind it because when I throw things down the hall they keep bouncing back and forth for a bit then disappear.

I know that a discussion went around about CSB about 3 months ago but i didn't read it 'cause I didn't have it yet and I didn't want to cheat (yet).

Please help...........

2710. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 18:47:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar17.184746.4642@chinet.chi.il.us>
Source record: 242451

In article <11434@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Just an offhand question - do either of these cards allow the DMA system
>to continue to function if the attached SCSI bus is powered off? My old
>Supra card did, but my current one (smoked the old one - oops!) doesn't.
>(So if the hard drive is plugged in but turned off, the floppy drive is
>no longer usable.)
>
>
When I upgraded from the BMS-100 to the 200, Vance warned me that I'd no
longer be able to boot my ST with the power to the drive turned off. If
you need that ability, I think the BMS-100 boards are still available.
Alternatively, Vance may have mumbled something about the possibility of
adding some expensive fast line drivers if I was into hardware projects
(I don't need to boot my ST with the drive off but connected, and I'm not
into hardware projects, so I wasn't paying attention).
Steve J.

2711. Who sells Smart Watch in Canada?

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 19:11:23 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID2628.D900317.T151123.CHIASSA@UDEM>
Source record: 242464

Anyone have a phone number and name for a Canadian company
that sells the Dallas Semiconductor DS1216E SmartWatch?

2712. Re: MEGA-2/STe PRICING

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 19:14:02 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4513@jhunix.HCF.JHU.EDU>
Source record: 242454

>I have heard (unconfirmed) that Mega2ST's are being discontinued, due to
>cheaper memory prices.
>
> --
> ---------------------------------+--------------------------------------
> Mickey Boyd | "Nobody can be exactly like me.
> FSU Computer Science | Even I have trouble doing it."
> mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
> ---------------------------------+--------------------------------------
> --

According to an Atari Customer Service Rep, Barbara Bentson, this is not true. In January I sent my Mega 2 in for service, and I am now typing on a brand new Mega 2, just off the boat from Tiawan (almost literally). Incidentally, even though Atari USA had a difficult time getting a replacement for me in good time, they were very nice, handled the situation well, did all they could, and when they finally got the new machines in stock they sent it to me by overnight mail. Although faster service would have been nice, it's refreshing to see that the people behind the service are as helpful as seemed humanly possible.

Eric Ruck

PS: Completely off the subject--everyone should go see the movie "My Left Foot."

2713. Re: Midi Rings

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 21:56:59 UTC
From: gilmore@vms.macc.wisc.edu
Message-ID: <3355@dogie.macc.wisc.edu>
Source record: 242453

In article <1990Mar16.045429.21246@cs.uoregon.edu>, scott@vortex.uoregon.edu (scott settlemier) writes...

>I was thinking recently about how to crunch some big problems that
>are very well suited to parallel algorithms and not knowing much about
>networks thought this:
>
> Connect several ataris with midi cables in a ring so that
> the one on the left sends output to the right and gets input
> from the left. You then assign each computer a reference #
> and just preceed any packet with the number.

I have quite a bit of this done for the ST, in GFA (haven't had time to translate to assembly). It sets up a network of machines using MIDI and serial ports (not modems yet, give me a chance). It uses any topology which could be decomposed into a ring, although it routes messages intelligently. So far it has worked well on a small network of 2STs and one Amiga (set-up anyway, GFA for the Amiga doesn't support INP?(), which is stupid, since the system calls exist, adn I haven't had time to figure out how to do the calls frome GFA). However, (Atari's lack of documentation flame deleted), I haven't got it set up to run asynchornously with applications. This means that occasional calls to do_net are required. Incidentally, if anyone knows how to hook up such an asynchronous routine like this, please write. I can't seem to find where things like interrupts are (except for the retrace queue, and I don't really want to muck with that in this case). If you want my network stuff, email.

+---+
| Kitakaze Tatsu Raito Neil Gilmore internet:gilmore@macc.wisc.edu |
| Jararvellir, MACC, UW-Madison bitnet: gilmore@wiscmac3 |
| Middle Kingdom Madison, Wi |
+---+

2714. UW sources & Panarthea instructions

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 22:44:28 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <27972@cup.portal.com>
Source record: 242470

I'm looking for the sources to the server side of uw... I'm considering
porting it over to another OS. Anybody know where I can find this?
Or how about just a protocol spec?

Also, can somebody repost the instructions for using the Panarthea
server? Thanks!
- hbm
---
henry_burdett_messenger@cup.portal.com

2715. Re: PD/shareware Fortran compiler for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-17 23:06:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900317230605.490279@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242463

> (William David Haas)
>
> Don't count on it. We have some *BAD* FORTRAN code here that f2c fails on.
> If the FORTRAN is nice and clean it may work without any problems.
> Expect to hack the converted code to make it work.

> -dav

Thanks for the remark, I will be careful using f2c.

Meanwhile I brought it up. It required mainly a bit of hacking file
names, thanks to the decent gcc system. To test it, I built an Erlgraph
metafile interpreter with it (on our unix box) and it worked. The
Erlgraph (commercial graphics system) code is not very efficient but
rather clean ...

It will be posted soon.

Michael
mjr@dmzrzu71.bitnet

2716. Re: GEMINI: I love it! (2 que

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 01:01:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90031801521990@masnet.uucp>
Source record: 242459

I also love Gemini. I also love MT C-Shell, because it lets me use foreach, etc constructs. Why does Mupfel imitate the Bourne shell instead of CShell? Surely no one prefers Bourne shell, except for picking apart shell archives (which Mupfel doesn't do anyway)? Still, excellent work. I think that Gemini takes another step towards bridging the gap between friendly graphic shells and actually useful line-oriented shells.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

2717. Re: RTX programs

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 01:06:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90031801522007@masnet.uucp>
Source record: 242460

It would be useful for all of us to know what RTX programs are currently under development. Is anyone developing a command-line shell which uses RTX? Any graphic programs? What about text editors which use Popen to pass the text buffer through filter programs like sort or tr?

On the same note, have the Gemini (word included so that this message will pop up on their mail readers) authors considered integrating RTX and Gemini? What a concept!

I love MT-CShell and VSH, but I'm always looking for new things to waste my time learning.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

2718. ETHERNET cards on the ST ? Still awaiting information.

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 01:18:00 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.de
Message-ID: <103
Source record: 242465

Dear networkers,

A few days ago I asked about the availability of ETHERNET cards
for the ST. Up to now there is lot of interest, but little
information.

Besides the fact, that somehow one could port IBM-software for
solutions, where PC-cards are hooked up through SCSI- or VME-
controllers, I've not yet heard about a "hop-down-to-
Computerland-and-buy-one" product.

Phoning some German companies gave same more informations.
Rhotron has a server-based Ethernet connection (expensive),
Biodata is rumored to have something equivalent, GTI is said to
work on it.

I will be on CeBit in Hannover on March 26/27. After then
you'll probably get more informations from me.

Greetings,
Thomas-Martin Kruel.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

2719. GRAPHICS TABLET for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 01:21:00 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.de
Message-ID: <104
Source record: 242466

In a previous article on this group, Mr. John Schmitt
<johns@maccs.dcss.mcmaster.ca> has asked for graphics tablets for
the ST.

We have got one in our department, here is some information:

- Name: SummaSketch Plus

- Manufacturer and vendor:
Summagraphics Corporation
777 State Street Extension,
Fairfield, CT 06430, U.S.A.
Phone (in the U.S.): 203-384-1344

- Features:
- work area approx. 12" x 12"
- four-button mouse
- two-button stylus
- resolution is 1000 lines per inch
- works through a mouse emulator
- both PC and ST-versions exist
- input cable for the ST is hooked between keyboard cable
and ST
- power supply is external

- Package includes an installation program (defining your
work area mainly) and a driver, announcing the device
(don't know what is does exactly).
- documentation is very, very poor (no manual at all).
- 2 years warranty

- Price: approx. 2000.- DM (here in Germany).

A colleague of mine works with it, doing the programming in
GFA-Basic. We digitize old, dusty recorded curves with it. Works
quite satisfactory.

If anybody needs more info, please email directly.

Thomas-Martin Kruel.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

2720. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 02:15:37 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1655@bdt.UUCP>
Source record: 242469

Why do you feel that CPU Report is an:

extremely poor quality "column". If you distributed it to the newsgroups that it theoretically belongs in, you'd be laughed off of Usenet. That's just my opinion.

(Greg Lindahl's words quoted above)

And what are your suggestions to make CPU Report at least palatable to you, anything else?

I would truly appreciate any comments, "constructive criticism", or suggestions that you may have for making CPU Report a better column, as compcomplaints usually have some basis...

2721. Re: Blitz info wanted.

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 05:08:50 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11437@stag.math.lsa.umich.edu>
Source record: 242457

In article <2121.26014864@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
>I would like to know where I could get the instructions for the Blitz
>copying cable and the software for it. Could somebody please mail them
>to me or tell a ftp site or something? Thanks in advance.
>
> Jouni Alkio, Finland

You can get blitz.tar from the ~ftp/atari/new directory on terminatoor,
until it gets moved to its proper place (diskutils, most likely). This
file has software and text docs.
--
-- Howard Chu @ University of Michigan

2722. Re: ST Internal Clocks

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 06:26:04 UTC
From: sbarr@ic.sunysb.edu
Message-ID: <6643@sbcs.sunysb.edu>
Source record: 242458

>[In article <ID3778.D900315.T154400.CHIASSA@UDEM>,
> CHIASSA@UDEM.BITNET (Alyre CHIASSON) writes ...]
>
>> Now that the warrenty on my ST has expired along with my external
>> clock cartridge I am thinking of an internal clock.
>

I am desperately searching for an external (cartridge) clock
for the 1040ST. Does anyone know of such a beast? And the name/address/ph#
of somewhere where I can get a few?

Thanks!

--
:::::::::::::::: - Sanford L. Barr - ::::::::::::::::::::"Never argue with a
___- ARPA: sbarr@libserv1.ic.sunysb.edu _------ :: fool. Most people
____- UUCP: ...!cmcl2!sbcs!libserv1!sbarr _----- :: won't be able to
_____- ..!rutgers!philabs!sbcs!libserv1!sbarr _---- :: tell the difference."

2723. Gnu C

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 07:09:39 UTC
From: ERIC_DANNEWITZ@bdt.UUCP
Message-ID: <1656@bdt.UUCP>
Source record: 242472

Do anyone know where one can get the latest Version of GNU C ? I'd like to find a BBS in 415/408 area or a kind sould who could mail (* SNAIL/EMAIL *) it to me....

Thanks

2724. Re: Address for TDI Software Inc?

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 07:21:19 UTC
From: Matthew_Eric_Seitz@cup.portal.com
Message-ID: <27998@cup.portal.com>
Source record: 242455
Cross-posted to: comp.lang.modula2,comp.sys.atari.st

If TDI is belly up and noone is taking over support for it, any
reccommendations for a Modula-2 compiler (or interpreter, if one exists)
for the Atari ST?

Matt Seitz
Matthew_Eric_Seitz@cup.portal.com

2725. OPUS and charting

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 09:26:02 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <2129564@mtsg.ubc.ca>
Source record: 242456

I'm having some trouble getting hardcopy charts from the opus spreadsheet
program. I vaguely recall reading some comments about quirkiness with
opus and ASSIGN.SYS, which sounds like my problem. Charts appear fine
on the screen, but when I try and print them out from opus directly,
I get "Incorrect Printer Driver", when I try and print out a .geo file
using outprint.prg, I get "The metafile doesn't match the printer for which
it was prepared". As far as I can tell, things are set up correctly: I have
fx80.sys where ASSIGN.SYS says it is, etc. I also notice that when I try
and input a .gem file saved from opus into easydraw 2.?, things get
screwed up: the labels are partly ok, but axes and plots are missing.
I'm using opus v2.0. Any help would be greatly appreciated, either
to me directly, or to the net if you feel it isn't a waste of bandwidth.
Peter. (usermeso@mtsg.ubc.ca or usermeso@ubcmtsg.bitnet)

2726. Re: Tex on color system???

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 09:55:44 UTC
From: stabl@unipas.fmi.uni-passau.de
Message-ID: <949@unipas.fmi.uni-passau.de>
Source record: 242467

In article <573@opus.NMSU.EDU> whack@nmsu.edu (Warren J Hack) writes:
[...]
> Anyway, looking at the .dvi
>file that came with 'dvist' it has become apparent that I am
>in need of a preveiwer for my color monitor, if it is possible.
Within the next few days (weeks ?) I'll post a new version of showdvi
to comp.binaries.atari.st. This version displays DVI files on both
monochrome and color monitors. The fonts to showdvi can be reached at
the ftp site dsrgsun (thanks Jwahar).
>Warren J. Hack
>whack@hubble.nmsu.edu
>Dept. of Astronomy, New Mexico State
Robert Stabl

--
\ Robert Stabl =|= stabl@unipas.fmi.uni-passau.de /
\ Dept. of Computer Science |=| stabl%unipas.fmi.uni-passau.de@unido.BITNET /
/ University of Passau =|= stabl%unipas.fmi.uni-passau.de@relay.CS.NET \
/ West Germany |=| ...!uunet!unido!unipas!stabl \

2727. Current Notes Thanks Rob DeMillo

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 14:23:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9003190801.AA01902@ucbvax.Berkeley.EDU>
Source record: 242486

About Current Notes magazine
About Current Notes magazine

The staff of Current Notes would like to thank Rob DeMillo for his nice testimonial. As one of the staffers (I author a monthly column called "The Junkyard Pussycat") I would like to help correct a few misimpressions that may be floating around. First of all, Current Notes is not published by a consortium of user groups. Current Notes Inc. is an independent entity that tries, first of all, to pay all of its bills and then, if possible, to make a little money.
Unfortunately its honesty sometimes get in the way of a pure pursuit of the profit motive because news sources know that they will be quoted accurately, and developers know that the shortcomings in their products will get detailed scrutiny. The columnists, editors, and reporters are, however, talented people whose output has earned the magazine a good measure of credibility in the Atari market.
CN's writers are not paid. The ability to get something off one's chest every once in a while or to help someone who is floundering seems to be reward enough. The writers are all part-timers with other full-time jobs that give them plenty of things to do. Many of them are employed by the Federal Government and have a strong commitment to public service, hence the emphasis on trying to help ordinary Atari users.
There is a sort of symbiotic relationship with the Washington Area Atari Computer Enthusiasts (WAACE) with which several of the more prominent staffers are associated. This is, indeed, a consortium of user groups in metropolitan Washington DC, Baltimore, and Richmond.
WAACE's main activity is sponsoring the Washington DC AtariFest, about which we will have more later.
CN does not look as slick as some of the national Atari magazines. But, as CN starts its 10th year of existence, it is still operating in the black and its main quality is found in its content. In order to provide a glossier appearance, we would have to increase circulation well above the current level of around 4,000 and then expand to a larger, full-time staff to handle the increased complexity of production and increased circulation. At the present time, the final layout work can be done by a single individual using Atari computers and the SLM804 laser printer.
The honesty that Rob DeMillo finds so engaging can also be an obstacle. Some dealers are reluctant to carry a magazine that might suggest all is not well in the Atari world (potential customers can be scared off!) Some readers have written in complaining bitterly about their inability to buy equipment, software, or service, and then, in the next paragraph, chastise CN for not providing a more upbeat view of the Atari world. Advertisers can also find our candor disconcerting and may

react negatively if their products do not receiving glowing reviews from our authors.
The Current Notes software library is a leading source of well-characterized programs and graphics. It currently contains about 440 ST disks and over 50 Spectre disks. The first 350 or so ST disks in this library are available on CD-ROM for a price of $70. It is thought to be the only Atari product currently available for the Atari CD-ROM drive. The TeX distribution (disks #395-#399) is the best source of this material for a TeX neophyte. A lot of work goes into keeping this library up to date and useful.
Current Notes also lists the stores that carry the magazine several times a year as a means of pointing people to real Atari dealers. There is also a special program for reduced rate subscriptions to user groups and participating groups are listed in every issue as a means of introducing Atarians to local user groups. The magazine pages devoted to the WAACE groups also provide some insight into the state of user group activity in at least one section of the country.
Current Notes can be reached at 122 N. Johnson Rd, Sterling, VA 22170. Phone: 703-450-4761. Their GEnie address is JOE.WATERS. They now accept VISA and Mastercard in payment for subscriptions and disk orders.
Thank you for your attention and I hope that this public service announcement will be found to be within the bounds of proper Net dialog.

John D. Barnes
The Junkyard Pussycat
Internet: JOHNBARNES@ENH.NIST.GOV GEnie: J.D.BARNES

2728. Re: Rwabs/Hard Disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 15:23:12 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <937@percy.cs.bham.ac.uk>
Source record: 242484

In article <2121@onion.reading.ac.uk> adp1@csug.cs.reading.ac.uk writes:
> Hello,
>
> A)...
> I tried yesterday to write a program to read in the FAT table and the root
> directory off a disk using the Rwabs(..) call in sozobon C. It seemed to do
> this fine on disks A and B, but an attempt to do this off my hard disk caused
> a crash/lockup on the Rwabs call.
> [deleted]
> Andrew.

Could someone give a short description of the parameters to Rwabs? All
the ones I've seen say something like the device number is:
0 Floppy A:
1 Floppy B:
2+ Hard disks/networks etc
So, if I wanted to read some sector on drive D:, what would I give?

Thanks!

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2729. ** Computer Stuff For Sale. New items and prices.***

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 17:22:13 UTC
From: lmna_cif@uhura.cc.rochester.edu
Message-ID: <5865@ur-cc.UUCP>
Source record: 242468
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,misc.forsale

```
****************** Atari and Amiga Stuff For Sale ********************
****************************** FOR SALE *******************************

ATARI HARDWARE AND SOFTWARE

ST: Hardware:
1040ST pacakage:
CPU and Internal Disc-drive: old tos in rom
built in MIDI in and out ports
mouse
SC1224 color monitor
all cables
dust cover for CPU
factory discs, many magazine discs and magazines.
DEGAS paint program.

I have the original boxes and the original manuals. The
machine is in excellent shape.
Asking $650 or best offer.

ST Software:
Interlink ST: Awsome Telecommunications program with scripting.
Asking $25 or BO.

Mavis Beacon Teaches Typing: Typing tutor program.
Asking $50 or BO.

EZ Track: Simple midi sequencer program.
Asking $25 or BO.

EZ Score Plus: Very nice begining music scoring program.
Asking $80 or BO.

Alien Fires: Nice adventure/strategy game.
Asking $20 or BO

All programs come with original manuals. If you think the prices are too
high, let me know. I'm only guessing at what I think they are worth.
I'm willing to negotiate.

ATARI 8bit Hardware:
Atari 1027 printer: letter quality, friction feed.
Asking: make an offer

************************ AMIGA SOFTWARE FOR SALE ************************
```

Extend: An AmigaBASIC extension. Version 1.2 or 1.34 (I'm not sure)
Asking $15 or BO

The Karate Kid Part II. An action game.
Asking $10 or BO

Electra Spell. By Abacus. Spelling checker.
Asking $20 or BO

AC/BASIC. Version 1.2 and 1.3. High Performance BASIC compiler.
By Absoft. Large Manual.
Asking $100 or BO

BeckerText. By Abacus. Very nice word processor. Flexible and allows for
limited importation of graphics.
Asking $70 or BO.

Marauder. Obsolete disk copier and de-protector. Still somewhat useful.
Asking BO.

VIP Professional. Integrated Spreadsheet. 1985 version.
Asking $45 or BO.

**************************** Books *********************************

Programers Guide to GEM. Nice book.
Asking $6 or BO.
****

Make me an offer on any of this stuff. All programs come with
original manuals. All discs work. All books in at least good condition.
Email me at the address below, or call me.

Louis M. Nau
University of Rochester
Phone: (716)-274-0234

Louis M. Nau
lmna_cif@uhura.cc.rochester.edu
UUCP: {decvax,harvard,ames,rutgers}!rochester!ur-cc!lmna_cif
--

Louis M. Nau
lmna_cif@uhura.cc.rochester.edu
UUCP: {decvax,harvard,ames,rutgers}!rochester!ur-cc!lmna_cif

2730. Re: Malloc() in C and the 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 19:14:48 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar18.191448.2799@murdoch.acc.Virginia.EDU>
Source record: 242471

In article <8672@chaph.usc.edu> jjung@alcor.usc.edu (John Jung) writes:

>I'm currently developing an application for the ST in C that uses dynamic
>storage of linked lists. As a consequence, I'm Malloc()ing blocks of memory
>left and right. Since I don't want to encounter this bug, I'd like to know
>if anyone has a solution for me to use?

I believe Laser C's malloc() does the "right thing"; you can easily
test it by simply malloc()ing several thousand little blocks and see
what happens. If you want to see source for malloc() that does the
right thing, ftp the source code for dLibs from terminator.cc.umich.edu.
dLibs is a complete library, and also contains nice things such as
the new ANSI str* functions.

Greg Lindahl
gl8f@virginia.edu Astrophysicists for Choice.

2731. For Sale (cheap)

Newsgroup: comp.sys.atari.st
Date: 1990-03-18 22:08:00 UTC
From: CPIAZZA@UMES.UMD.EDU
Message-ID: <9003190802.AA01995@ucbvax.Berkeley.EDU>
Source record: 242488

I have the following items for sale:

55 MB Fujistu hard disk drive $350 or BO.
Adaptec 4010 SCSI disk controller $175 or BO.

Both disk and controller $450 or BO.

I will sell these items together or seperately. They ar both in good
working order, am selling because I have upgraded to more capacity.
To get in touch with me mail me at: CPIAZZA@UMES.BITNET or
call me after 6:00 pm EST at 301-957-4383.

Yours truly,
Charles Piazza (CPIAZZA@UMES.BITNET)

2732. Turtle for the GCR???

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 00:24:18 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900318.18241755.003982@SFA.CP6>
Source record: 242490

Hello all,

I tried to send the following to George Woodside, but it, as you've read before, "bounced". sigh

Hello George,

I would bet that if you wrote a port of Turtle for the GCR and offered it for sell commerically that you'd have a winner. I have tried every commerical and shareware harddrive backup utility for the Macintosh but these just won't work on the GCR.
Anyway to persuade you to convert Turtle for the Mac so that ST GCR folks would have a decent backup utility for their hard drive? Since Spectre GCR typically out performs the Mac on the hard drive, it is a shame that we don't have a good hard drive backup utility. Yes, I know that Dave's MegaMinute Elite does indeed work, but it is for image backup only and you risk losing files if you get the 'slow write' error. I WANT TURTLE GCR!!! Also, I know that it is better to back up the files using the SysQuest mechanisms and cartridges, but not all of us can afford such a wonderful setup.
I just want a nice, dependable hard drive to floppy backup utility for my GCR that WORKS! I WANT TURTLE GCR!!! It would be sooo nice.
I read on the Mac net that DiskFit was tried but would not work.
So, George, among all your other projects, could you possibly consider porting Turtle to the GCR??????

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2733. Hard Disks: Backup & Etc.

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 01:25:58 UTC
From: SOFPJF@VM.UOGUELPH.CA
Message-ID: <9003190803.AA02033@ucbvax.Berkeley.EDU>
Source record: 242489

I am now the proud owner of a hard disk (5 years of floppies - ah well, I used casette tapes on a CoCo before that!). I have a program called CONTENTS which produces a complete directory of all files (within folders, within... like Un*x's ls -lR), but there's a few things I don't like about it. Could someone eMail me a pointer (mail server address, or FTP site) for such a program, perferably with C source? Also a "WHEREIS" utility would be a nice companion, or I could grep the complete listing, I guess (OK, having thought of that, where's a good GREP? ;-)

On another note:
Could someone who has used both Turtle and Vault comment on their pro's and con's? Perferably someone who's done both backup & restore.
The latest turtle is version 2.14? If not, where is it archived?

Please reply to me direct, I'll summarize...

/PJ SofPJF@VM.UoGuelph.Ca

Computers are not intelligent. They only think they are.

2734. Atari 1040ST and hard disk for sale

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 02:18:33 UTC
From: dlb@hao.hao.ucar.edu
Message-ID: <6683@ncar.ucar.edu>
Source record: 242476

FOR SALE:

Atari 1040ST (bought new in January 1988)
Includes:
Atari color monitor
mouse
internal 3.5 inch disk drive

Supra 20MB hard disk drive with original software

Various software:
Mark Williams C
Prospero Fortran
MT-C shell
Balance of Power (game)
assorted public domain software

All cables included
Original boxes and documentation for everything

Asking: $1100 or best offer
(who pays shipping is negotiable)

Call or write:

Derek Buzasi
High Altitude Observatory
National Center for Atmospheric Research
P.O. Box 3000
Boulder, CO 80307

(303) 497-1537 (days)
(303) 786-8981 (eves or weekend)

e-mail address: dlb@hao.ucar.edu

2735. Re: STATUS OF INFO-ATARI16

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 03:17:28 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11442@stag.math.lsa.umich.edu>
Source record: 242477

In article <900317.09021981.003545@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> It was with great fear that I read how we were to lose INFO-ATARI16 a
>while back and it is with great joy that the compilations continue to
>arrive into my account.

We're working on it. We expect to move administration to terminator Real
Soon Now. Just a few technicalities to deal with. I expect that we will
digestify usenet postings before forwarding onto the bitnet and internet
mailing lists, and will provide for bitnet & internet sites to post by
mail. Dunno just yet about genuine moderator services, we barely have
enough people/time to go around as it is.
--
-- Howard Chu @ University of Michigan

2736. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 03:22:38 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11443@stag.math.lsa.umich.edu>
Source record: 242481

I'm somewhat interested in this topic, since I plan to be picking up a few more STs soon and don't want to give up any functionality by splitting up my two Atari monitors just yet. But just a side comment; Larry Rymal mentioned Atari monochrome monitors dying after 1-1/2 years. I've had mine since summer '87, and it's been working fine for a long time, with many periods of extensive use, merciless tweaking (}-)), etc...

But, I'm still interested in having all 3 resolutions available on one monitor, provided I don't lose the clarity I've gotten used to on the monochrome. So please, someone, post a summary, eh?
--
-- Howard Chu @ University of Michigan

2737. Z*Mag article: Atari layoffs.

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 03:59:24 UTC
From: rjd@cs.brown.edu
Message-ID: <33210@brunix.UUCP>
Source record: 242482

Pulled this off of GEnie this weekend. I'm enclosing it here without comment because, frankly, I don't know what to make of it...

This is a special Z*BREAK news flash from

```
////// // // ////// //////
// / /// // // //
// /// // // // ////// //
// / // /// // // O N L I N E
////// // // /////// //
```

The Weekly ATARI NEWS FIRST Online Magazine!
==========
March 16, 1990:

ATARI CORPORTATION LAID OFF 15% of ALL U.S. EMPLOYEES,
EFFECTIVE AT 5PM PACIFIC TIME TODAY.

This cutback and layoff is NOT a temporary measure for those who received their termination notice at the close of business today in the Sunnyvale, California offices of Atari. No expectation of callbacks in the foreseeable future was extended to the employees.

The layoffs occurred at the service level of all departments, but particularly hard hit were Accounts Payable and Credit, losing 50% or more of their staff.

Of the "Name" people that most of the public has any contact with, there were no terminations. Popular figures such as Bob Brodie, Charles Cherry, and others were not directly affected. Additionally, no changes at the executive level were made public.

Conjecture by those near ATARI is that the cutbacks are due to the fact that Atari simply has no product ready for immediate sale, and that the bulk of those laid off had little to do that is essential to the current level of U.S. Operations. The fact that the upper level employees were spared gives some reason to expect that this is not a long-term reduction in overall operation, but more an immediate action for an immediate situation.

CEO of Atari, Sam Trameil, was unavailable for comment or for employee negotiation today, having left the USA for computer shows in Europe earlier in the week.

Z*NET will have more on this story as it develops this week...
look for details in the next Z*NET ONLINE MAGAZINE, issue #513,
available starting Friday, March 23, 1990. And, as usual, Z*NET
will bring you ATARI NEWS FIRST.

==========

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and Z*NET is credited.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2738. Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 04:04:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9003190803.AA02065@ucbvax.Berkeley.EDU>
Source record: 242491

Ok, I've been away for a while and need some info:

My Predicament:

I want to build a hard drive system for my St. Basically I need to buy a
host adapter, a controller card, case, power supply, and hard drive.

I will most likely get a seagate hard drive, and the Icd host adapter.

Now i have also seen from Icd the host adapter + controller kit (either
MFM or RLL).. Now I really have no idea what MFM or RLL means, so If i
buy a seagate hard drive, (Probably something like a 296N (i think thats it)
which kit should i buy, the RLL or the MFM?

Please reply in email.

Thanks for any help.

Frank Rachel
University Of Miami

Frachel@Umiami.Miami.Edu

2739. Re: ST Internal Clocks

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 04:05:08 UTC
From: rjd@cs.brown.edu
Message-ID: <33212@brunix.UUCP>
Source record: 242483

In article <6643@sbcs.sunysb.edu> sbarr@ic.sunysb.edu (Sanford L Barr) writes:
> I am desperately searching for an external (cartridge) clock
>for the 1040ST. Does anyone know of such a beast? And the name/address/ph#
>of somewhere where I can get a few?
>

Yup. I am using one now.

Navarone makes a cartridge clock called (cleverly) The Timekeeper.
Calling any ST mail order house should get you one.

I think they are around $40...its been a few years since I
got mine...

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | BITnet: DEMILLO%BRNPSG.SPAN@STAR.STANFORD.EDU
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2740. Help on Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 05:00:12 UTC
From: SYTANG@CSUGREEN.BITNET
Message-ID: <900318215638EC1.JVMR@CSUGREEN.UCC.COLOSTATE.EDU>
Source record: 242492

Hello STer:
A local user group member has question about Mega 4:
HELP!!!
1.
I have been having numerous problems with my MEGAs since day one. Can anyone help me out? I currently upgraded to a MEGA ST4 and am still having to reset the time each time I turn the machine on to get correct date/timing of my files. I have double check my batteries with an ohm meter and confirmed good contact with the terminals - I can't figure it out.

The other problem is program inconsistancy. When I call up Partner ST from TimeWorks It covers the top menu bar with a checkered Partner ST bar. When I quit Partner, the Partner Menu bar is still at the top, no selections are listed though the drop down menus still work if I go up there. I can get rid of it by activating another program that boots with a program title bar - and then everything is fine. Again, I can't figure it out.

Any suggestions?

Tim
2.
I've been using YardRam for over four years and it works great!!! The operatio of the program is simple. YARD800G.PRG just needs to be renamed as YARD400F.PRG for a 400K RamDisk as F Drive, the previous .prg would be a 800K RamDisk as G Drive. As I said the program is great flexible and once installed as a floppy drive the RamDisk is always there. The only situation I have had a problem with has been with my new MEGA ST4. My 1040 and MEGA ST2 ran fine but the MEGA ST4 has a different memory setup and will not recongnize the RamDisk. Can anybody help me with this?

Please help, I'll transfer the information to local user group BBS as they come in. Thanks in advance for any informations that you can provide.
S.Y. Tang; Colorado State Univ.
sytang@csugreen.ucc.colostate.edu

2741. Re: EZ-Ram problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 05:19:25 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar19.051925.4427@cunixf.cc.columbia.edu>
Source record: 242478

In article <1329@mindlink.UUCP> a1532@mindlink.UUCP (Alan Wong) writes:
>
> I've recently upgraded my 520 ST to 2.5 megs with an EZ-RAM board and I've
>had a few problems. The first 2 megs of memory (from address $0000 to $200000)
>is fine, but I have problems with the 512 K bank at the end
>of memory($20000-$27FFFF). When I do word-length or long-length reads from this
>area, I sometimes get the wrong value back. With byte reads, this almost never
>happens. Secondly, only the lower half of a word gets munged up on the read.
>Has anyone else had problems like these and does anyone have a solution?

Did you connect the extra power leads that are attached to the board to
the power supply?

At first, I blew this off and figured the bus could provide enough power
(WRONGO!) for the extra RAM, but you will get flaky results without them
connected. I used to get intermittent errors until I connected the
buggers. Hope this helps.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2742. Re: Z*Mag article: Atari layoffs.

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 05:24:29 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar19.052429.4082@cunixf.cc.columbia.edu>
Source record: 242479

Yeah, Atari is hurting. Honest, I'll find the time to post the
credit analysis of Atari Corp. They are in deep yogurt.

Since 16mhz 68030's are a dime a dozen now, maybe Atari should
consider a beefier TT (you know, that machine that has been due
REAL SOON NOW for almost a year..hehe).

Hope Atari gets their house in order. It is getting depressing watching
all our US hi-tech companies fold. sigh...

Chris

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2743. umoria update

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 05:38:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar19.053841.780@chinet.chi.il.us>
Source record: 242494

I expected to be done with the port of umoria to the ST using Mark Williams C by now. There'll be a delay, due to a nasty bug which causes only delayed symptoms. Jim Wilson hasn't released the score file management part of the unified code anyway. The executable will be posted as soon as it's ready. There's a decent chance that someone who is handy with GNU C and its debugger might get it working right first (but I doubt it).

Steve J.

2744. HI

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 06:10:00 UTC
From: FRACHEL@UMIAMI.MIAMI.EDU
Message-ID: <9003190803.AA02097@ucbvax.Berkeley.EDU>
Source record: 242493

```
INDEX BINARIES
```

2745. Re: MEGA-2/STe PRICING

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 06:31:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28038@cup.portal.com>
Source record: 242473

Eric Ruck says:
>Incidentally, even though Atari USA had a difficult time getting a
>replacement for me in good time, they were very nice, handled the situation
>well, did all they could, and when they finally got the new machines in
>stock they sent it to me by overnight mail. Although faster service would
>have been nice, it's refreshing to see that the people behind the service
>are as helpful as seemed humanly possible.

I wonder how many of those "helpful people" were among those fired last Friday..?

Atari Corp. seems to have found entirely new ways of looking at "doing business"... (anyone looking for a subject for a collegiate thesis..? Atari could provide a rich resource for "unusual" ways of doing business)

It used to be "Why should we Advertise, when we don't have the product to fill the demand advertising would generate"... now, it seems to be, "Why should we employ people in Accounts Receivable when we don't have any Accounts to Receive...?

Taken to its extreme, with no product to sell, and no people in its offices on a payroll, Atari Corp could serve as a model for corporations of the future... just Jack and Sam, and Lenny and Garry... sitting around an oak table, deciding which products NOT to ship this month... and raking in the $$$$...

BobR

(In case you missed the Z-Rag report, Atari Corp has fired 15% of its US work force as of 5PM last Friday... gives you a nice, warm, secure feeling doesn't it...?)

2746. Re: CSB.....HELP!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 06:46:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28039@cup.portal.com>
Source record: 242474

D.R. Paradis asks about "Chaos Strikes Back"...

The Diabolical Demon Director is indeed diabolical...

To get through ROS, you need to show the "Eye" that you are a Ninja..
(In the area where you need to transport a Skeleton behind an iron grate door.. in ROS you have to kill him with rocks, arrows or darts...)

This is down the stairs where the NETA way above the DDD starts..

For DAIN, the "Cross Key" that you need will be given at the "Value for Valuables" area... or, if you have lockpicks, you can pick the Cross Key lock...

If you're still stuck, the NEW hintbook for Chaos Strikes Back should be available sometime in April..

BobR

2747. Re: Malloc() in C and the 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 07:46:57 UTC
From: klute@trillian.informatik.uni-dortmund.de
Message-ID: <2058@laura.UUCP>
Source record: 242480

In article <8672@chaph.usc.edu>, jjung@alcor.usc.edu (John Jung) writes:
> I'm currently developing an application for the ST in C that uses dynamic
> storage of linked lists. As a consequence, I'm Malloc()ing blocks of memory
> left and right. Since I don't want to encounter this bug, I'd like to know
> if anyone has a solution for me to use?
> I'm developing with Laser C.

You don't have to worry at all. Simply avoid using Malloc and
use malloc all the time. Laser C will allocate a large memory
chunk with Malloc whenever neccessary and pass it on to you in
(smaller) chunks you request with malloc.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2748. Writing text to an offscreen bitmap

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 07:52:39 UTC
From: pa2027@sdcc13.ucsd.edu
Message-ID: <9206@sdcc6.ucsd.edu>
Source record: 242485

I'm double-buffering using the phys & logical base stuff successfully, but I need to write some vg_text to the offscreen bitmap. It appears to only write to the screen being shown, which shows the annoying re-draw and flicker that I'm trying to avoid by using double-buffering. Could someone e-mail some sample C code or an explanation as to how to do this... should I use vg_text or some Line A stuff or what?

thanks in advance,
Brad

--
Michael Butler - "Water, water everywhere nor any drop to drink"- S.T. Coleridge and Iron Maiden//// Brad McQuaid - When reality obscures your dreams, mind becomes a graveyard of memories, that wander like the lonely breeze... -Fates Warning, No Exit

2749. form

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 08:02:25 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9003190802.AA01959@ucbvax.Berkeley.EDU>
Source record: 242487

Dear netters,
could anybody please mail me the first part of the formpackage from
prog-a16?
Thomas Neser <So01@Dmarum8.Bitnet>

2750. Atari ST System For Sale...Lotsa Stuff

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 10:58:44 UTC
From: gra2432@cuphub.cup.edu
Message-ID: <5251@cuphub.cup.edu>
Source record: 242497

Atari System for sale!!!

Hardware: Atari 1040 ST (Not FM)
Atari SC1224 Color Monitor
Atari SM124 Monochrome Monitor
Atari SF314 External DS/DD Disk Drive

Spectre 128 Cartridge
Apple 128k ROM's

Software: GFA Basic 3.0
Degas Elite
Word Writer ST
IS Talk and Bridge
Financial Cookbook
NeoDesk
Lots of other PD Utilities, Applications, and
Games

Books: Programming the 68000
Atari ST GEM Programmer's Reference Guide
GFA Basic Programmers Refernece Guide Volume 1
Programming with GFA Basic 3.0
GFA Basic Quick Programmer's Reference Guide
Copmpute's 1ST Book of Atari ST

The Atari Hardware alone retails for $1269.80 (Price
Quoted from a major NY Mail Order Firm). I am asking
$1300.00 for the entire package. I will not split up the
system. Also I have a Panasonic KX-P1091i 9 pin dot matrix
printer and a Weltec 1200 baud modem that I'm selling.
They can be sold with the system. For an additional $175.

My name is: Donald Gray

I can be reached at: gra2432 @ pitt!cuphub.cup.edu OR

109 Monessen St.
Belle Vernon, PA 15012

(412) 929-2193 -- Don't be afraid to
leave a message on my answering
machine!!!!

2751. FOLDER 40 bug - New TOS 1.4/1.6 Memory Management Problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 11:40:29 UTC
From: U0179@DGOGWDG5.BITNET
Message-ID: <9003200806.AA28240@ucbvax.Berkeley.EDU>
Source record: 242475

Hello 'Netters',

Because of the second 'offical' Patch for the TOS 1.4 version I have
investigated some time to analyse the new/old problems with the memory
management routines within the new TOS releases.

The so called '40 folder bug' is really fixed but...:

...there are some NEW errors/problems within these routines!

The biggest one was the totaly wrong code for the 'post garbage collection' of
memory descriptors (Allan Pratt fix this with 'poolfix3' patch).

Some background information:

In the new version of TOS (1.4,1.6,x.x?) the handling of the system internal
memory (pool) has completly changed. Now there can be up to four memory
descriptors (MDs) placed within one pool block. Those special pool blocks
are not more available for other purposes like folder descriptions etc.
until all four MD's within this MD container are released (I have named those
special pool blocks 'MD container').

A MD is need by GEMDOS to describe the usage (allocated,free), location, size
and ownership of (user) memory chunks.
MD's are registered (with regard of there usage state) in two memory management
lists (the ALLOCATED and the FREE list). The roots of these lists are registered
within a structure called 'memory parameter block'(MPB). In this MPB is a third
information located, the ROVING pointer. This pointer is used to avoid the
concentration of small blocks at the front of the memory space after repeatedly
using of allocation/free user memory. For more information of the theorie of
memory management implementation see: Donald E. Knuth, The Art of Computer
Programming, Volume 1, Chapter 2.5 with exercise 6 (First fit method with a
roving ptr). A MD becomes unused if two free (user) memory chunks (with its
own MD's) are consecutive so that its memory could be described by one common
MD.

After some alloc/free operations there could be some MD containers exist, wich
contains one,two,three or four placeholders for unused MD's.

Assumed,
at any time, one will open a new file, this needs at least one WHOLE pool block,
but there are only some (partionally) filled MD containers available, what
could we do ? Right, we could try to compact MD containers so that we get
one pool block with four unused MD's.

.. and this should be done by the erronous implemented routine. Some
errors of this routine are:

a) the implemented algorithms locks itself to find MD container
with unused MD's with a smaller unused count as at there first hit,
b) if they found only one MD container with unused MD's in it, they
treat the next pool block (REGARDLESS of its usage eg. file,folder
etc. descriptor!!) as MD container and destroyes its contents,
c) after moving MD's between MD container they forgot to update the
roving pointer, so that this pointer will point into the desert.

THIS IS A NEW ERROR OF TOS 1.4/1.6 AND HAVE NOTHING TO DO WITH THE OLD KNOWN 40
FOLDER PROBLEM.

The usage of Allans POOLFIX3 patch it strongly recomended! By the way, Allan,
your patch should save all registers like the ROM GEMDOS handler do it.

If somewhat is interested in the replacement (within (ep)rom) code, please let
me know. I think, I could publishing this code here without problems because
I am using a totaly different algorithms. Any comments, ATARI?

Now the other errors/problems (not complete!) I have found through the journey
of the TOS 1.4 memory management :
- mshrink: call of mshrink with newsize=0, the MD of this memory
space will be released within pool but forgotten to be unlinked from
allocated list.
- ptermres: the information of the memory allocated by this process
will be released from the allocated chain but not within pool.
- the message: *** OUT OF INTERNAL MEMORY also displayed, if the
memory management encounters errors within pool management, then
the usage of FOLDRxxx is not the right way to correct this problem.
- some 'dead code' within routines wich never be reached.
- some 'optimizing' modifications made by atari forces that the new
code really becomes 'un-optimized'.
(In german: der Schuss ging nach hinter los - I do not know the
english equivalent, sorry). In some routines they change register
usage against 'in-direct' access of routine parameters, this will
be one processor cmd less, but on the other side each reference
of a parameter will we longer (size&time)! See malloc, pool
allocation code and so on.
- malloc: there is no need to look for the largest memory block
available if we use this function for really allocating memory.
- malloc: if you got via malloc(..-1..) the information, that there
is stil memory available, for example 500000 bytes, and you request
400000 bytes of it, you should get it (I mean). This needs one
additional MD for the remaining memory space. If the pool is full,
GEMDOS gives you NO memory in this situation! Why? I think, GEMDOS
should give at this point the totaly remaining memory to the user.
If the user request more after this, the information call of
malloc(..-1..) should return zero and the allocation request also
fails.

To correct all these problems one have to publish the total memory management
code. If I do it here, (I assume) I get problems with ATARI's copyrights.

Winfried Huebner

+---+
| BITNET: U0179 at DGoGWDG5 (W.Huebner) |
| VAXMAIL: PSI%45551032808::GWDGV1::WHUEBNER |
| West Germany |
+---+--------------------+
| All opinions are my own, and not necessarily always correct ... |
| You know >>> NOBODY IS PERFECT <<< |
+---+

2752. MNP Level 5 Compression

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 14:11:44 UTC
From: 4225_5132@uwovax.uwo.ca
Message-ID: <5410.2604a250@uwovax.uwo.ca>
Source record: 242357

Is Imodem or a similar package available for the ST. Information on that
or any other MNP supported protocall would be much appreciated.

Andrew Semple Andrew.Semple@hydra.uwo.ca
2nd Year Applied Math/Computer Science ads@hydra.uwo.ca
The University of Western Ontario
London, Ontario
Canada "Perfection is the result of extensive correction" -Emery

2753. A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 15:26:01 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <8602@mentor.cc.purdue.edu>
Source record: 242495

1) What is a blitter chip? What does it do?

2) Can anyone recommend a sound digitizer for the 1040st?
--
	g4r	Why should I be tarred with
Purdue University	mentor.cc.purdue.edu	the epithet 'loony' merely
Computer Science Major	Drew Burnett	because I have a pet halibut ?
--+

2754. How about: 'Introduction to comp.sys.atari' ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 15:52:35 UTC
From: mike@abekrd.UUCP
Message-ID: <942@abekrd.UUCP>
Source record: 242353

We continually see the same questions being asked:

how do I access terminator ?
where do I get Tex ?
How do I upgrade to 1 Meg ? etc, etc.

How about someone starting a 'Welcome to comp.sys.atari.st' to be posted
monthly ala comp.unix.questions or wizards (and even c.s.amiga) ?

I would be happy to volunteer, but note: I have no technical ST knowledge,
I am on the wrong side of the Atlantic.

What do you think ? If people want, I'll summarize...

Mike.

____
Mike Quinn | NET: mike@abekrd.co.uk
Abekas Video Systems Ltd. | UUCP: ...!mcvax!ukc!{reading,pyrltd}!abekrd!mike
12 Portman Rd, Reading, | PHONE: +44 734 585421 _____________________________
Berkshire. RG3 1EA. | FAX: +44 734 597267 | When the ship lifts, all
United Kingdom. | TELEX: 847579 | bills are paid, no regrets
--
____
Mike Quinn | NET: mike@abekrd.co.uk
Abekas Video Systems Ltd. | UUCP: ...!mcvax!ukc!{reading,pyrltd}!abekrd!mike
12 Portman Rd, Reading, | PHONE: +44 734 585421 ____________________
Berkshire. RG3 1EA. | FAX: +44 734 597267 | If I had a brain,
United Kingdom. | TELEX: 847579 | it would hurt!

2755. Re: Turtle for the GCR???

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 16:04:00 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <11144@ttidca.TTI.COM>
Source record: 242359

In article <900318.18241755.003982@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
...[edited]...
>So, George, among all your other projects, could you possibly
>consider porting Turtle to the GCR??????

It's not likely.

I'm really not interested in the MAC. I have an MS-DOS system (no comments,
please) that I'm just starting to learn about, and at the office we're heading
into Suns. MACs do not loom prominently in the near future.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2756. Re: HD Partitioning?

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 17:37:17 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1610@engage.enet.dec.com>
Source record: 242498

In article <750054@hpsad.HP.COM>, randyh@hpsad.HP.COM (Randy Hosler) writes...
>into two 10 meg partitions. My question: Can I zero out partition D and
>re-format it into 2 or 3 partitions without affecting partition C? (I have
Not with any software that I know of. Of course you could probably write
something that would do what you want.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

2757. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 18:26:09 UTC
From: apratt@atari.UUCP
Message-ID: <2074@atari.UUCP>
Source record: 242496

OK, kids, here's the scoop: I don't know anything, I only report what I think is true. I'm a real person behind the glass screen you see, and I can be wrong or misinformed.

Don't blame the messenger: if you don't like Atari's policy, say so, but don't say it in such a way as to blame me. Also, it won't help much to say it on Usenet. Write to Sam T. if you want to be heard.

As it happens, I *am* misinformed about the RAM situation, and I'm REALLY sorry I got in the middle of this. It turns out that a policy decision was made a while ago to the effect that SIMMs (the socketed kind) are to be used when building STe's. I don't know if any were built before that decision, and whether SIPs were used in them. As has been pointed out, using SIMMs makes a machine upgradable without solder. It does NOT make them user-upgradable, at least not in the USA, where opening the shield (or maybe the case) voids your warranty. Furthermore, policy decisions are subject to revision by future policy, so I still maintain it's a bad idea to assume that an STe has SIMMs rather than SIPs.

Finally, a side note: using SIMMs is not all rosy. The advantages of (dealer-)upgradability must be balanced against the disadvantages inherent in socketed SIMMs. They're less reliable: the sockets break, the contacts get dirty, the SIMMs come loose, etc. So your upgradable STe is less reliable than it would have been with soldered-in SIPs, along with being more expensive because socket+SIMM usually costs more than a SIP alone (I think). Lower reliability also translates into higher production costs because it lowers the yield in manufacturing, making the cost-per-shippable-unit higher.

Remember, what I say here is *not* "The Voice of Atari" and in fact what ANYBODY says is to be interpreted in the context of what that person knows to be true, or has "heard" is true, and how likely it is that the person would have heard if the policy changed. I am *not* likely to be up-to-date on policy in manufacturing, because it's FAR from my concern, and I pass things along only to be helpful, not to be official.

My disclaimer: Read it. Live it. Be it.
==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

2758. SIMMs/SIPPs in the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 18:57:10 UTC
From: kjetilho@ifi.uio.no
Message-ID: <2754@ifi.uio.no>
Source record: 242499

I just read in the English mag Popular Computing Weekly
that Atari has problems getting a licence for their STE's
from the American RFC (Radio Frequency Control?)

Apparantly the SIMM-sockets output too much radio noise,
or something like that... It seems to me that SIMMs
could cost Atari Corp. quite a lot more than the <$1
claimed here at the net!

This might explain why SIMMs are promised in European STEs,
while Atari US are very careful not to promise anything...

Kjetil T. Homme

2759. (was serial) Redirecting output from Parallel port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 18:59:26 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <20702@dartvax.Dartmouth.EDU>
Source record: 242351

I have a simular problem. I have CAD 3D 1.0 (should I get 2.0?) and
the printer/plotter drivers. I would like to convert my CAD 3D files
to HPGL. The plotter drivers do this (by definition) but will not
save the converted stuff to a file. I called Antic and found out they
only answer technical questions on Monday and Friday between 9 and 12.
I actually got through today and the guy who answered the phone couldn't
tell me how to do it. I did get him to promise to suggest this feature
to the author though.

So, meanwhile, does anyone know how to do this? Is there a hacked version
of barrel that captures the parallel port?

-dav

2760. HP Laser Jet Driver for Degas Elite

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 19:21:20 UTC
From: mreiss@ncrcam.Cambridge.NCR.COM
Message-ID: <1832@ncrcam.Cambridge.NCR.COM>
Source record: 242354

Hi,

I bought Degas Elite several years ago before I'd even heard of an HP Laser Jet printer. Now I have one that I use regulary. I'm wondering if there is a driver that I can get? Is there one for sale? Shareware? PD? I need to get one fairly soon any help?

mike

2761. Re: Turtle for the GCR???

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 19:24:04 UTC
From: matthews@umd5.umd.edu
Message-ID: <6283@umd5.umd.edu>
Source record: 242500

In article <900318.18241755.003982@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
[stuff deleted]
> I would bet that if you wrote a port of Turtle for the GCR and offered
>it for sell commerically that you'd have a winner. I have tried every
>commerical and shareware harddrive backup utility for the Macintosh but
>these just won't work on the GCR.

That'd be kinda hard. The Mac's file system is totally different from the ST's.
Besides, I just backed up and restored my hard drive with DiskFit 1.4 (1.5
should get here tomorrow; ordered it from Mac Zone 1-800-248-0800 for $61 total)
It isn't quite as fast as Turtle (and, quite frankly, it wouldn't work on my
Mega 2 - what else is new? - because it kept turning my HFS disks into MFS ones)
but it does work.

[more stuff deleted]

Don't get me wrong; I would love a Turtle GCR too, but it won't be the same
Turtle we all know and love due to major differences. Unless of course Mr.
Woodside pulls off another miracle.

>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Mike

2762. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 20:44:26 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440110@hplsla.HP.COM>
Source record: 242362

```
| Just an offhand question - do either of these cards allow the DMA system
| to continue to function if the attached SCSI bus is powered off? My old
| Supra card did, but my current one (smoked the old one - oops!) doesn't.
| (So if the hard drive is plugged in but turned off, the floppy drive is
| no longer usable.)
|
| -- Howard Chu @ University of Michigan
| ----------
```

My ICD host adaptor allows this. Seems like an essential feature if you play games that can't be put on the hard drive!

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%%%

2763. Re: Alternative Modula 2

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 21:33:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90031918343079@masnet.uucp>
Source record: 242371

>From: Matthew_Eric_Seitz@cup.portal.com
>Subj: Address for TDI Software Inc?
> If TDI is belly up and noone is taking over support for it, any
>reccommendations for a Modula-2 compiler (or interpreter, if one
>exists) for the Atari ST?
>
> Matt Seitz
> Matthew_Eric_Seitz@cup.portal.com

I understand that Megamax/Application Systems offers a Modula 2 package for the ST. If the company supports the package as well as it has its C compiler (Laser C), I'd call it a good deal among commercial offerings.

Mark
Onyschuk

(tellabs.canada@canremote.UUCP)
---
* Via ProDoor 3.1R

2764. Hard Drive pProformace?erformance

Newsgroup: comp.sys.atari.st
Date: 1990-03-19 21:46:00 UTC
From: STIBOREK@VAXB.ACS.UNT.EDU
Message-ID: <9003200810.AA28434@ucbvax.Berkeley.EDU>
Source record: 242368

Hello All
I'am planing to construct a hard drive system based on the
Seagate embedded SCSI ST 296N 85 Meg Hard Drive. I was wondering if
anyone has purchase this unit and would comment on it's performance/and
or any problems that you have had with this Mec.
Please reply E-Mail
Thanks John Stiborek

= This mail comes to you through twisting tunnels of logic, =
= across endless plains of ideas, through mountains of symbolism =
= and endless universes of alternate truths.... =
= =
= John STiborek | UUCP - Ntvax!Vaxb.acs.UNT.edu!STiborek =
= BITNET - STiborek.UNTvax | ARPA - STiborek.Vaxb.acs.UNT =
= GENIE - J.STiborek | "Join the Revolution" =

2765. Atari/Notator/DX7 help needed!

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 00:00:25 UTC
From: gdr@PacBell.COM
Message-ID: <34532@pbhya.PacBell.COM>
Source record: 242361
Cross-posted to: comp.music,comp.sys.atari.st,rec.music.makers

Is there anyone else out there running Notator/Creator on an Atari ST
with a DX-7?

I'm trying to get started with it but the manual is less than clear.
The problem seems to be that it is not recording data from the DX.
I've checked the cables and set some options in the MIDI menu, to no
avail.

I also have some other basic questions that just don't seem to be covered
in the manual, like how to play a piece you've put together on the
note-editing screen. Please respond via email.

Guy Ridley
pacbell!pbhya!gdr

2766. FOR SALE: 1040STf

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 00:30:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9003210802.AA11268@ucbvax.Berkeley.EDU>
Source record: 242352

I tried this before but had no luck, so I'll try again.

I have the following for sale:

1040STf computer, excellent condition.
SM124 Monochrome monitor, excellent condition.
Commodore 1702 Composite monitor.
Video Key, RGB to Composite converter.
- The video key and composite monitor provide an
excellent substitue for the SC1124 color monitor,
providing quality low-res color output at virtually
half the cost of the atari monitor
- the video key also allows you to record your computer
games, animations, or whatever you want, on most VCR's
as long as the VCR has composite input
- the monitor can be used as a television if your VCR
has composite output
Mouse with new, extra long, super flex cable.
Joystick

All for $900 (I might go for $850).

I also have ALOT of software for this system, if you are interested in
the software, send me a message.

Thanks,

****
Chris Edgington /--- /---
Comuter Science Major / /-
Edgingtc@Wabash /--- /---
JFK Blown Away, What Else Do I Have To Say??????
- Billy Joel

2767. Missed Parts to GNUEmacs... Help?

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 00:48:28 UTC
From: jdg@elmgate.UUCP
Message-ID: <1232@elmgate.UUCP>
Source record: 242360

Would it be possible for someone to mail me parts 1 2 & 7 of the semi-recent GNUEmacs file posted. It'd be very apprecaited... Thanks.

--
Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
(716)-726-0084
Eastman Kodak makes film not comments. Therefore these comments are mine not theirs.

2768. Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 01:27:45 UTC
From: agostino@sherlock.cs.concordia.ca
Message-ID: <1956@clyde.concordia.ca>
Source record: 242358

Hello netters! Catch any fish lately? (pause) Ok. 'Twas a horrible joke. Well, seriously, I'd just like to say that...

Uniterm V2.0e 009 (yes--zero zero nine) can be found at terminator.cc.umich.edu as

atari/new/uni20e.arc

Can't wait 'till V3.0 comes along.............. :-)

Uniterm's great stuff!!

Agostino Deligia | "If the bears don't eat you,
agostino@sunkisd.cs.concordia.ca | it's home."
agostino@concour.cs.concordia.ca | --Binbiniqegabenik

2769. Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 03:33:31 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900319.21333002.006066@SFA.CP6>
Source record: 242374

Hello all,

This is not a direct quote since I'm doing this from memory but the
March 19th Dallas Morning News announced that Apple announced a RISC
graphics chip that is supposed to make windows, circles, text, etc.
draw up to 30 times faster than a 'standard Mac' whatever that is. The
same article stated that the Mac's RISC unit 'is the first chip of this
nature' on the market or something to that effect.
The ballyhoo was so intense in the article that the reader would
really think that this was indeed a 'first'.
Now I'm just a dumb 'Joe End User' but what about the blitter chips
for the Atari ST and Commodore Amiga? The article also continued with
phraseology similar to that of the ST and Amiga in that it said that the
main CPU could now get on with traffic managing tasks rather than the
actual graphics management. Still sounds like a blitter to me. If this
is indeed a first then WHAT ABOUT the ST and Amiga chips? I mean, seriously!!?

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2770. streport

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 04:04:00 UTC
From: V053QHYX@UBVMSC.CC.BUFFALO.EDU
Message-ID: <C10A5335EE5F8018E3@UBVMS.BITNET>
Source record: 242375

how Can I get the latest issues of streport or zmag??can I subscribe
through usenet???
Jeremy

2771. Current Notes Info File at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 04:22:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9003200811.AA28489@ucbvax.Berkeley.EDU>
Source record: 242369

The operators of the Terminator archive have graciously agreed
to post information submitted by Current Notes Magazine in a special
subdirectory. The first posting is an ARCed file that contains
tables of contents for selected issues, a list of user groups, a list
of Atari dealers who carry the magazine (this is perhaps as good a
list of U.S. Atari dealers as there is), the complete catalog of Current
Notes PD disks, and other information.

Additional postings will follow soon. Announcements of such
postings will be placed on the Net when they occur.

The file that has been posted is named CNFACTS1.ARC and it is in
the /atari/magazine/curnotes directory.

Thank you for your attention.

John D. Barnes <=> JOHNBARNES@ENH.NIST.GOV

2772. WAACE AtariFest '90, Wash DC, 6 and 7 October

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 04:27:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9003200812.AA28526@ucbvax.Berkeley.EDU>
Source record: 242370

<headlin2>For Immediate Release
<headline>WAACE AtariFest '90

The Washington Area Atari Computer Enthusiasts will hold WAACE AtariFest 1990 on October 6 and 7 1990. This event will be the premier East Coast event for people who are interested in software and hardware for Atari computers. The show will be staged at the Sheraton Reston Hotel in Reston, VA. Show hours will be from 10 am to 7 pm on both days. In addition to the shopping bargains available from over thirty vendors there will be a full round of demonstrations, tutorials, and seminars. A banquet on Saturday evening will feature a special speaker on Atari matters and Current Notes Magazine's "Author of the Year" award. Special mixers will cap off the evening's festivities. Approximately 3000 visitors from all over the USA, Canada, and other foreign countries attended the 1989 edition of the show.
Admission charges are $5 for one day, with a 2-day pass available at $7. A discount rate is available for ticket purchases by user groups. Children under 12 will be admitted free.

The Sheraton Reston Hotel is a spacious, attractive facility located in a parklike setting near Washington, DC. The hotel is offering a special room rate of $59 per night plus tax to Fest goers who reserve by August 6th. The hotel room rate includes 2-day passes to the show for room occupants.

The WAACE show has established itself as the premier Atari event for East Coast Atari fans. Bob Brodie, Atari Corporation's, goodwill ambassador, has labelled the WAACE show as one of the two "must see" events for Atarians held in the USA.

John D. Barnes
WAACE AtariFest '90 Vendor Coordinator

2773. Re: Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 08:06:09 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9003191149.AA08286@hugin.math.dmswwu>
Source record: 242373

In article <1235> Otto Meijer writes:

> Just a few questions:
> 1) How can i print a file on my printer when i'm in GEMINI?
In think we are speaking of version 1.0. You can type
'cat filename >prn:' in MUPFEL or you can make a batch file 'print.mup'
which does the job.

> 2) Is it possible to start a program with one keystroke in
> GEMINI (ie ESC SHIFT C for Calamus)?
No, in future versions there will be shortcuts for programs, but in the
available versions there is no possibility.

> 3) If i start a program which uses lots of memory it wont
> run when started from GEMINI, is there a fix?
Yes, the version we're developing at the moment can start programs
via shel_write, so Gemini can free all memory.


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|_____________________________________________________|#
#########################################################
```

2774. Re: Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 08:06:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9003191155.AA17336@freya.math.dmswwu>
Source record: 242367

In article <2880@gos.ukc.ac.uk> David Clear writes:
>
> If some code was written to replace TRAP #13 (BIOS) with something that checke
> for character I/O function numbers and, if found, jumped through these new
> vectors (the vectors would, of course, initially point to the BIOS routines
> (or other routines which then called the BIOS)), would this allow GEMINI to
> work or is there more to it than that?
>
This COULD be done. But this would unnecessarely slow down the system. So
why support this evil old TOS from the long-gone dark days?
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
____________________ correct me if I'm wrong ______________________________

2775. Scientific plotting

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 08:25:24 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGKFCXKBBQDH.at.UMPA>
Source record: 242355

Does anyone know of any ST programs that can be used to generate
isometric views and contour plots ?
Preferably output in .GEM or .IMG format.

Also does anyone know of any format convertors - .GEM <-> .IMG
HPGL <-> .GEM, .GEM <-> PS and any other formats?

Thanks
Steve C.

2776. Re: How about: 'Introduction to comp.sys.atari' ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 08:28:12 UTC
From: knop@duteca
Message-ID: <745@duteca.UUCP>
Source record: 242356

In article <942@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:
>
>We continually see the same questions being asked:
>
> how do I access terminator ?
> where do I get Tex ?
> How do I upgrade to 1 Meg ? etc, etc.
Pleas add to this
How to limit distribution of "For sale" advertisements to
your own country/continent.
I'm getting very annoyed by all those Americans that apparently
assume that Europeans might be interested in buying an Atari ST
equipment (with 120V power supply) and even pay shipping costs...
There were a lot of those in the last few days!
--

_____ __ __ __ __ ____ _____ _____ ______ _____ _____
| _ \ | |/ || \| | / \ | _ \ | _ \ | ___|| _ \ / ___|
| __/ _ | < | || || || __/ | __/ | >__ | < __ \
|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

2777. fastload (null filling the BBS)

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 10:28:24 UTC
From: hans@duttnph.tudelft.nl
Message-ID: <1190@dutrun.UUCP>
Source record: 242378

I found a file called fastload.st on the ruu.nl server, which should make program startup faster. Instead of filling all remaining ram with zeroes, it only cleared the BBS section. Author was Leo de Wit, in 1988. As I seem to recall, there was some discussion whether this was allowed. Furthermore, the file only contained assembler source, and I find myself without a proper assembler. So there are two questions:

1) Is this allowed ? I recently upgraded my ST to 2.5 Megs and would like to speed things up.

2) Does anybody have a binary ? I can send the source if necessary.

Thanks in advance,

Hans

==
Hans Buurman | hans@duttnph.tudelft.nl | hans@duttnph.UUCP
Pattern Recognition Group | 31-(0)15-78 46 94 |
Faculty of Applied Physics | Delft University of Technology

2778. gdos / metafiles problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 10:48:57 UTC
From: zessel@tsetse.informatik.uni-kl.de
Message-ID: <3896@incas.informatik.uni-kl.de>
Source record: 242363

Hi netlanders !
I develop a program that writes metafiles.

What is necessary to opnwk(Metafile) ?
The problem:
My code always bombed with a buserror and a gemfile.gem 68 bytes long
until I noticed that every example program in every gem book I know of
made an opnvwk on screen before. I did that to too and it ran.
Furthermore I found out that the virtual workstation doesn't need to be
open while writing metafiles, it has to be opened once and may be closed
directly afterwards.

I conclude that this may have something to do with gdos loading drivers
and fonts etc. or at least some sideeffects inside gdos.

Did anybody else see this ?

Holger

Holger Zessel, uucp: ...!uunet!unido!uklirb!incas!zessel
or zessel@informatik.uni-kl.de
or zessel%informatik.uni-kl.de@relay.cs.net (from usa)
Fachbereich Informatik, SFB124-D1
Universitaet Kaiserslautern, West-Germany

2779. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 12:14:14 UTC
From: S.R.Foster@newcastle.ac.uk
Message-ID: <1990Mar20.121414.777@newcastle.ac.uk>
Source record: 242385

```
In article <7446844@joshua2.UUCP> peterii@joshua2.UUCP (Peter Bechtold) writes:
>In article <9003100804.AA03794@ucbvax.Berkeley.EDU> DUJARDIN@FRESE51.BITNET writes:
>> [previous bit about poss 8m machine deleted]
>
> [reply about 4 slots deleted]
>
>> (...)
>> BTW, Atari
>> doesn't sell 520 STEs at this moment, because it would be cheaper to buy a
>> 1040-expanded 520 than a true 1040 ( as an expanded Mega ST1 is cheaper than a
>> Mega ST2 or ST4 ). Indeed, memory expansion goes cheaper and cheaper : an 1 MB
>> SIMM now costs here 890 FF ( about $ 150 ), and a 4160 STE is 6990 FF ( $ 1100
>
>It may be true that upgrading a 500k ST to a 1M St would be cheaper than
>buying a original 1M machine, but in any case, ATARI is not going to sell
>any 500k machines in future (and they don't sell them now either).
>The minimum ram size is 1M.
>

This is just NOT TRUE. I have some friends who have bought 520STe's
from ordinary computer retailers. Most of the companies currently
advertising in ST WORLD (UK) are advertising 520STe packs, and they
have them in stock.

...Steve

+--------------------------------------+---------------------------------------+
| JANET : S.R.Foster@uk.ac.newcastle | "No", said Rincewind. "Not precisely, |
| ARPA : S.R.Foster@newcastle.ac.uk | Let's just say that if complete and |
| UUCP : ...!ukc!newcastle!S.R.Foster | utter chaos was lightning, then he'd |
| SNAIL : S.R.Foster | be the sort to stand on a hilltop in |
| Ethel Williams Hall, | a thunderstorm wearing wet copper |
| Eastfield Road, Benton, | armour and shouting 'All gods are |
| Newcastle-upon-Tyne, | bastards'. Got any food ?" |
| NE12 9TY. | |
| | "The Colour of Magic", T. Pratchett |
+--------------------------------------+---------------------------------------+
```

2780. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 12:37:30 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3082@water.waterloo.edu>
Source record: 242379

In article <11434@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Just an offhand question - do either of these cards allow the DMA system
>to continue to function if the attached SCSI bus is powered off? My old
>Supra card did, but my current one (smoked the old one - oops!) doesn't.
>(So if the hard drive is plugged in but turned off, the floppy drive is
>no longer usable.)

I can turn off the power switch on my ICD FA*ST drive and then boot the
Mega ST2 from the floppy. Several times I have installed accessories
on the C drive and/or programs in C:\AUTO that did not get along with
things I already had there. One recent problem was infinite looping.
It was easy to solve the problem... Turn off the HD, re-boot from any
suitable floppy, (even a blank one), pop in the ICD boot disk, then
install the C: icon. At that stage I could remove the offending
accessory or program.

>Does the ICD card support enough of the SCSI command set to plug in
>exabyte tape drives or SCSI ethernet boards?

Dunno. I hope yes.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2781. TIMEWORKS AND POSTSCRIPT FILE OUTPUT

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 13:10:19 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID0952.D900320.T091019.CHIASSA@UDEM>
Source record: 242364

Version 1.12 of TIMEWORKS DTP can save files in POSTSCRIPT format. Although I don't have a postscript printer I installed TIMEWORKS DTP as if I did. When you click on print it asks if the destination is disk or postscript printer. I did a sample file and intend to take it to a friend with a postscript printer to check the end result. I obtained version 1.12 last October.

2782. Re: Redirecting output from Parallel port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 13:55:00 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Mar20.135500.6022@cs.dal.ca>
Source record: 242380

In article <20702@dartvax.Dartmouth.EDU> dav@eleazar.dartmouth.edu (William David Haas) writes:
>So, meanwhile, does anyone know how to do this? Is there a hacked version
>of barrel that captures the parallel port?

I may be missing something, but this is what barrel.tos does -- stuff
that is destined for the printer port, which on my system is the
parallel port, goes to a disk file. What does your copy of barrel do?
--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

2783. I wonder will this mail go to INFO-ATARI16.

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 14:21:52 UTC
From: kc_yeo@sngsf1.SINet.SLB.COM
Message-ID: <9003201421.AA03777.kc_yeo@sngsf1.SINet.SLB.COM>
Source record: 242365

I have to check this out because I have question to post to the digest.
Arthur
KC_YEO@SNGSF1.SINET.SLB.COM

2784. Re: Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 14:29:59 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <2993@moondance.cs.uq.oz.au>
Source record: 242366

In article <9003191155.AA17336@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
>In article <2880@gos.ukc.ac.uk> David Clear writes:
>>
>This COULD be done. But this would unnecessarely slow down the system. So
>why support this evil old TOS from the long-gone dark days?
>_____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
>_____________________ correct me if I'm wrong ______________________________

Support the old devil, because there are some of us who can't afford to buy a
new TOS!

Internet/CSnet: marshall@uqcspe.cs.uq.oz.au ||Dept.of Computer Science
Bitnet: marshall%uqcspe.cs.uq.oz.au@uunet.uu.net ||University of Queensland
UUCP: uunet!munnari!uqcspe.cs.uq.oz.au!marshall ||St Lucia, Queensland 4067
<< ph: +61 7 377 2909 || fax: +61 7 371 0783 >> || Australia

2785. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 15:21:38 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Mar20.152138.4211@pcsbst.pcs.com>
Source record: 242372

apratt@atari.UUCP (Allan Pratt) writes:

->Here we go again: Standard SIMM Reply #1:
->The SIMMs are there mainly for the cost and space savings on the PC
->board, not so you can add memory to your machine. Sometimes we use
->SIPs, not SIMMs, and they're soldered right into the board! Don't rush
->out and buy a 520STe expecting to be able to upgrade it.

At least in Germany easy expandability to 4 MB is an
advertised feature of the STE (was announced on the System'89 flyer
and is still being advertised right now).

So a STE with no (working) SIMM-Slots must be considered broken ...

--

I know that You believe You understand what You think I said, but
I'm not sure You realize that what You heard is not what I meant.

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet
Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

2786. Re: Installing Maple on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 15:41:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3083@water.waterloo.edu>
Source record: 242381
Cross-posted to: uw.maple,comp.sys.atari.st

In article <22070@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>I've been having trouble installing Maple on a 1040ST.

I have Maple running on my Atari Mega ST2 . I have two programs at
the root of one partition,
C:\MAPLE.TTP
C:\MINT.TTP
and I have 119 directories and 1821 files in the directory
C:\MAPLE\
I use the program "FOLDRxxx" in the C:\AUTO directory, with "xxx"
set to be bigger than the number of directories on my system.
I suppose that I could get by with a smaller number, but occasionally
I run a file finder program that visits every directory on the system.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2787. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 15:42:00 UTC
From: roland@cochise.pcs.com
Message-ID: <1990Mar20.154200.4828@pcsbst.pcs.com>
Source record: 242376

aimd@castle.ed.ac.uk (M Davidson) writes:
->In article <4592@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
->>In article <2668@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
->>>Can you blame them for assuming this to be a 'feature' of the machine.
->>
->>It's people making assumptions that have given the ST a bad name so far.

->OK, I take your point Neil but I still think some sort of statement from
->Atari about what exactly the new features of the STE were would have
->helped. If there was such a statement then fair enough, it is totally

To reiterate my former remark: It's not a journalists "assumption"!

Atari Germany itself on last years "Systems" exhibition in Munich
provided data sheets of the new STE which promised easy expandability
to up to 4 MB. I have a specimen of this sheet!

This promise has been repeated in Atari's advertisements in the meantime.

Since Allan (Sorry, Allan) uses a disclaimer, but Atari Germanys sheet
does not, I am willing to believe them, not him.
(And, btw, this expandability is the _only_ feature of the STE over the ST
which I consider relevant for me. Imagine: 4MB and NO NOISE!!!)

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

2788. STARTGEM (Was: The 'Phantom Typest'--It's back: in TOS)

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 15:55:49 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3084@water.waterloo.edu>
Source record: 242382

In article <9343.25ffe423@ecs.umass.edu> beroll@ecs.umass.edu writes:
> ...
>I was trying to put Uniterm in an AUTO folder so I could (be lazy) and run it
>as the computer was turned on. It didn't work (any ideas?) and I got 4 bombs
> ... and then after the bombs I was returned to my
>desktop. ...

To get your UNITERM to start when you turn your machine on, you
may put the program called STARTGEM.PRG into your AUTO\ directory.
Also you make a file called STARTGEM.INF and put it in the root
directory. This file has the name of the program that you want to run.
This program you run does not have to be in your home (or boot) directory.
For instance, I like this combination:

C:\AUTO\STARTGEM.PRG
C:\STARTGEM.INF

and the .INF file has one line, namely

D:\GULAM\GU.PRG

I put the startgem program so it is last program in my AUTO directory,
so that it runs after the ramdisk, the screensaver, the corner clock,
and any other good things. When the system boots, I see the icons and
windows appear on the desktop, and then these thing disappear as the
program runs.

I hope this helps.
--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2789. Comp.binaries

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 16:34:05 UTC
From: richard@elroy.uh.edu
Message-ID: <5857.2606071d@elroy.uh.edu>
Source record: 242383

Hi every one
Have there been any posts to Comp.binary.atari.st lately? The last we received here at U. of H. was fools dated mar 6 90.

Thanks,
Richard L. Coggins
Universit of Houston

2790. Re: Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 16:36:07 UTC
From: dmbyrd@uokmax.uucp
Message-ID: <1990Mar20.163607.13002@uokmax.uucp>
Source record: 242384

This is just a guess, mind you, and if I'm wrong, please, don't everyone jump down my throat.
(standard disclaimer for all posts on the net)

The blitter, (again, I think), is just a device to move chunks of memory back and forth rapidly; it doesn't actually perform the routines to draw circles or windows or other graphic objects. From what you said, the new Mac graphics chip will actually do all the calculations and plotting routines on its own, requiring only one short command, leaving the CPU free to perform other tasks.

Dan Byrd

2791. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 18:09:59 UTC
From: gaboury@NRCBSZ.NRC.CA
Message-ID: <9003201809.AA02190@nrcbsz.nrc.ca>
Source record: 242377

```
help
```

2792. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 19:01:11 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2380@syma.sussex.ac.uk>
Source record: 242311

From article <7446844@joshua2.UUCP>, by peterii@joshua2.UUCP (Peter Bechtold):
> In article <9003100804.AA03794@ucbvax.Berkeley.EDU> DUJARDIN@FRESE51.BITNET writes:
>> BTW, Atari
>> doesn't sell 520 STEs at this moment, because it would be cheaper to buy a
>> 1040-expanded 520 than a true 1040 (as an expanded Mega ST1 is cheaper than a
>> Mega ST2 or ST4). Indeed, memory expansion goes cheaper and cheaper : an 1 MB

Atari is certainly selling 520STEs in the UK. You are right that it is
cheaper to buy a 520STE and expand the memory than to buy a 1040STE.
One dealer in the UK is offering an expanded 1mb 520STE for 345 pounds
(as opposed to 499 pounds for an official 1040STE) and even a 4mb 520STE
for 599 pounds (or 625 pounds, depending on which magazine you read).

Very tempting.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

2793. Re: Scientific Plotting

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 19:10:26 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <2134255@mtsg.ubc.ca>
Source record: 242310

Recently Stephen Culshaw asked about contouring and converting
between various graphic formats. There is a program for converting from
.gem -> .ps which I obtained from panarthea, its called (you guessed it)
GEM2PS. I haven't had a chance to try it yet.
Peter. (usermeso@mtsg.ubc.ca | usermeso@ubcmtsg.bitnet)

2794. Re: Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 19:12:13 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2381@syma.sussex.ac.uk>
Source record: 242312

From article <1956@clyde.concordia.ca>, by agostino@sherlock.cs.concordia.ca (DELIGIA agostino):

> I'd just like to say that...
>
> Uniterm V2.0e 009 (yes--zero zero nine) can be found at terminator.cc.umich.edu as
>
> atari/new/uni20e.arc
>
> Can't wait 'till V3.0 comes along..... :-)
>

I've not seen any messages from Simon Poole in this newsgroup for a while. I guess he's got a job that keeps him away or has taken him into new areas of interest. Does anyone know if he's planning to do anything more with UniTerm? I'm not desperately worried, because I think version 2.0e works just fine. But it would be good if Simon were working on something new for the ST. (Shame he stopped working on and supporting DLII. I can see why he didn't want complaints from people who'd inadvertently mangled their disks while using it, but that program was well on the way to being excellent. 0.24 was the last version to be let loose, wasn't it?)

While I'm in a 'where are they now' mood, what's Tom Hudson up to these days? I heard he'd started writing programs for IBMs and suchlike, because there was no money to be made in the ST world. Is that true? What sort of stuff is he writing now?

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758

2795. Mac Portable Clone

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 19:42:57 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <4851@vice.ICO.TEK.COM>
Source record: 242386

I read this is the March 19 issue of EE Times. I thought it was
interesting.

Colorado Springs - The first machine that allows a Mac owner to leave
his desktop Mac and go mobile has been engineered here by Outbound
systems Inc.

The Outbound Portable Computer borrows the Mac Toolbox ROMs for its
system software, delivering full Mac operation in a notebook computer
about half the size - and price - of Apple's own portable.

Outbound's host cpu is a CMOS 16MHz 68000 processor, the same found on
the $6500 Mac Portable. When docked to its Mac host via a peripherial
cable and internal adapter card, the notebook computer provides double
speed CPU operation and a second screen.

On its own, the 9 pound Outbound operates for more than 3 hours on
standard camcorder batteries. A $250 optional ROM package allows the
now ROM-less Mac to be accessed remotely as a file server - no screen
operation of the Mac is possible without Apple's Toolbox ROMs.

The Outbound display betters the Mac Portable's active-matrix LCD screen
by using a fluorescent backlit supertwist LCD panel. Outbound is the
first commerial user of the Isopoint screen-cusor control system, a
keyboard spacebar sized technology from Alps America that allows X-Y
screen control without a mouse or trackball.

A $2995 Outbound comes with a Mac and IBM capable floppy drive. $1000
more adds a 2 1/2 inch PrairieTek hard drive. Both versions allow
standrad DRAM single-in-line memory modules to be used as silicon
drives.

Looks like a bit of competition for Stacy and GCR if Stacy ever
produces.

Keith
keithr@icogem3.ICO.TEK.COM

2796. Re: Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 19:53:20 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1344@carroll1.cc.edu>
Source record: 242391

It is my understanding that the blitter is merely a DMA device that will move chunks around and optionally perform one of a few logical operations on it. The Am29k in the new Mac graphics board is a RISC CPU which is dedicated to speeding Mac graphics. It is closer in function to the Amiga chipset but is still one level above it.

It is similar in function to the TI34010 boards for the PC series, simply a graphics engine.

BTW, what ever happened to that Really Cool graphics board from England? Does anyone have one?

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

2797. Re: Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 20:28:03 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <10274@cbmvax.commodore.com>
Source record: 242390

In article <900319.21333002.006066@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>Hello all,

> This is not a direct quote since I'm doing this from memory but the
>March 19th Dallas Morning News announced that Apple announced a RISC
>graphics chip ...
> The ballyhoo was so intense in the article that the reader would
>really think that this was indeed a 'first'.

It's almost a first in the Macintosh world. One company's been making a board based on the VLSI Logic ARM chip, but from what I've read about it, it's mainly used as a vectorizing engine for CAD programs, not an actual QuickDraw interpreter.

> Now I'm just a dumb 'Joe End User' but what about the blitter chips
>for the Atari ST and Commodore Amiga? The article also continued with
>phraseology similar to that of the ST and Amiga in that it said that the
>main CPU could now get on with traffic managing tasks rather than the
>actual graphics management. Still sounds like a blitter to me. If this
>is indeed a first then WHAT ABOUT the ST and Amiga chips? I mean, seriously!!?

While what Apple's doing goes a step further than the Amiga's blitter, it's still far from a first -- Workstations have been doing this kind of thing for years. Even PCs have various TI 340 based graphic boards which work in a similar fashion. The basic idea here is that the graphic boards understand a graphics language at a reasonably high level. The language could be TIGA, QuickDraw, Display Postscript; the language details aren't all that important.

A Blitter, even a clever one like the Amiga's, only works at a pretty low level. When you make a function call in your graphics kernel, for instance, a generic DrawBox() call, the CPU starts up, probably calculates any clipping necessary, and generates several blitter calls. Blitter calls generally move 2 (Atari) or 3 (Amiga) sources, with 16 (Atari) or 256 (Amiga) possible operations, then deposit a result at a destination. The Amiga's blitter also does hardware line drawing. But all of these are low-level commands. On a CPU supported graphics board, the graphics kernel would only have to translate the OS-supported DrawBox() command into the graphics language supported DrawBox() command. If the OS and the graphics engine support the same language, the only work the main CPU does is to send that command to the graphics engine, possible Wait()ing before going on (which lets other tasks use the CPU when you're multitasking).

So, if nothing else, this new Apple card is their first attempt at building a QuickDraw engine. Personally, I'm surprised it's taken this long, and that it's so expensive (around $2,000 as I recall).

>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

2798. Re: Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 21:01:04 UTC
From: brazil@pawl.rpi.edu
Message-ID: <AQA#Q*+@rpi.edu>
Source record: 242387

Apparantly, the new Mac graphics board does not use any special RISC chip, but rather uses Advanced Micro Devices RISC processor. Performance should be comparable to the various Transputer type graphics cards for the IBM. Personally, I think it's a waste to have more processing power on the graphics card than in the CPU. They should have used a 68040 for the main CPU.

-Tim Onders
brazil@pawl.rpi.edu

2799. Determining my Version of TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 21:29:56 UTC
From: kennyz@pawl.rpi.edu
Message-ID: <8QA#0'+@rpi.edu>
Source record: 242388

I'm sure this has been covered before here, but since I'm fairly new,
I'll ask anyway:

What is the easiest way for me to determine the version of TOS I
have running on my Atari 520 ST ?

--
Kenny Zalewski
Rensselaer Polytechnic Institute, BARH B 107, Troy, NY, 12180-3590
kennyz@pawl.rpi.edu | Kenny_Zalewski@mts.rpi.edu | userfvct@rpitsmts.BITNET

2800. software for kids

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 22:00:09 UTC
From: toml@clara.UUCP
Message-ID: <681@alpo.UUCP>
Source record: 242392

my oldest boy (3 yrs 7 mos in age) just discovered that my ST is capable of fun things, as well as the boring stuff i usually do on it. specifically, we've been playing with a couple of PD arcade games, and a few rather abortive child-oriented PD/shareware applications.

i am interested in any recommendations anyone may have for software for a child this age (or in the ages soon to come). i'm interested in dorothy brumleve's 'kidware', but the little bit of it i've seen seems to assume more or less that the child can read. the same is true of the one or two commercial packages i've looked at (which, coincidentally, were also horribly ugly hacks).

i don't have very easy access to a software store, so any commercial works i buy will probably have to be upon recommendation. i am also interested in PD/shareware recommendations - i have access to panarthea and GEnie, the main problem is just knowing what to go after.

note that i'm interested in both 'educational' software (numbers, letters, etc) AND entertainment. he enjoys the hell out of shoot-em-up arcade type games (yeah, i know, i got a lecture from my mother in my dreams last night). his facility with a joystick or mouse is pretty limited currently, but he's game for anything - likely the simpler the better.

so, how about it, any recommendations (pro or con)??? go ahead and post them here if you care to.

thanks in advance.

tom love
Xerox Engineering Design and Documentation Systems
607 Herndon Pkwy, Herndon, VA 22070 703-787-2027
ARPA: toml.herndon@xerox.com
XNS: toml:herndon:xerox
UUCP: uunet!xrxedds!toml
{sun|rlgvax|hadron}!sundc!ra!toml
GENIE: tomlove (infrequently used)

Disclaimer: they didn't do it, i did, so leave them alone.

--

tom love
Xerox Engineering Design and Documentation Systems
607 Herndon Pkwy, Herndon, VA 22070 703-787-2027

2801. Re: Gemini on old STs

Newsgroup: comp.sys.atari.st
Date: 1990-03-20 23:39:50 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Mar20.233950.3630@pmsmam.uucp>
Source record: 242398

In article <9003191155.AA17336@freya.math.dmswwu> ONM07@DMSWWU1A.BITNET (Julian Reschke) writes:
>In article <2880@gos.ukc.ac.uk> David Clear writes:
>>
>> If some code was written to replace TRAP #13 (BIOS) with something that checke
>> for character I/O function numbers and, if found, jumped through these new
>> vectors (the vectors would, of course, initially point to the BIOS routines
>> (or other routines which then called the BIOS)), would this allow GEMINI to
>> work or is there more to it than that?
>>
>This COULD be done. But this would unnecessarely slow down the system. So
>why support this evil old TOS from the long-gone dark days?
>_____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 80386)
>_____________________ correct me if I'm wrong ______________________________

Because most of us still don't have anything newer than 1.0!

Seriously, why not a 'separate' version with the software emulation for
the 'oldies' out here? A few #ifdef's would allow a common set of source
and those with the newer ROMs could take full advantage of them while those
of us who can't upgrade now could still get the advantages of Gemini albeit
with lower performance.

BTW, I REALLY LIKE the idea of merging something like Gemini with RTX or
some similar multi-tasking system. Sigh, just think if we could have
X11R4 ...
--
Bill Meahan | UUCP: uunet!mailrus!umich!pmsmam!wwm
| snail: 128 Factory St., Ypsilanti, MI 48197
#include <disclaimer.std> | voice: +1 313 484 9320
/* witty */ |packet: wa8tzg @ wa8ooh.mi.usa.na

2802. Nethack pl7

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 00:48:16 UTC
From: waltm@csuchico.edu
Message-ID: <1990Mar21.004816.21080@csuchico.edu>
Source record: 242394

I'm looking for the binaries for Nethack, patch level 7. I'd greatly
appreciate a copy e-mailed to me.

Thanks,
Walter Manbeck
(waltm@csuchico.edu)

#include sig

2803. Re: Tex on color system???

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 02:09:55 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3740@tahoe.unr.edu>
Source record: 242395

```
In article <750055@hpsad.HP.COM> bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
|| Anyway, looking at the .dvi
||file that came with 'dvist' it has become apparent that I am
||in need of a preveiwer for my color monitor, if it is possible.
|
||Please let me know what possibilities there are for me, as I plan
||on using Tex to work on my dissertation at home.
|
|----------
|
|Has anyone tried to run the previewer on a color system using the
|mono emulator?
|
|-Bob

I have used showdvi.ttp with omnires - works fine.
(but a little hard to read with magnification off)

~ ____________________________________________________________
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |___________________________|__RENO___NEVADA_____________|
```

2804. Mega2ST question

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 04:44:54 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003210445.AA04414@fsucs.cs.fsu.edu>
Source record: 242399

I have become interested in upgrading my Mega2 to a Mega4. My question is, is there any way of knowing what the status of my motherboard is pertaining to memory upgrade (ie sockets, no sockets, filled solder holes, impossible, easy, whatever) based on it's serial number (or some other distinguishing characteristic)? I do not want to open it up unless I have to. It was purchased about 2 years ago, and has a slanted disk drive thingy, with a large parellelogram style eject button.

For that matter, based on these things, can anyone tell me what kind of drive I have (Chinon, Sony, ??)?

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2805. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 04:47:50 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003210448.AA04440@fsucs.cs.fsu.edu>
Source record: 242400

In article <11443@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>But, I'm still interested in having all 3 resolutions available on one
>monitor, provided I don't lose the clarity I've gotten used to on the
>monochrome. So please, someone, post a summary, eh?
>--
> -- Howard Chu @ University of Michigan

I believe you MUST lose clarity on the monochrome image when viewed on a
color monitor, because of the color mask (little RGB dots) that is overlayed
on the screen itself (extremely bad description, but I hope you get the idea).
Any color monitor with a fine enough color mask to be unnoticeable in mono
mode would be extremely expensive, if it exists.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2806. Re: SCSI controler...

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 05:02:37 UTC
From: bms@bdt.UUCP
Message-ID: <1713@bdt.UUCP>
Source record: 242305

In article <1990Mar16.224434.10948@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
- stuff deleted...
>ICD makes a line of products incorporating their own host adapter, and which
>work best with the controller software that ICD writes. Their host adapter
>allows the longest cable run between it and the hard drive.

The longest SCSI cable that we have put on a BMS-200 is 20 feet, this is the maximum length allowed by the SCSI specs. The DMA cable supplied is 37 inches measured end to end, this is about the same length as the ICD dma cable.

- more stuff deleted...
> Steve J.

Vance Chin
Berkeley Microsystems

2807. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 06:31:26 UTC
From: euaanu@eua.ericsson.se
Message-ID: <2751@erix.ericsson.se>
Source record: 242308

In article <7446844@joshua2.UUCP> peterii@joshua2.UUCP (Peter Bechtold) writes:
>There are only 4 slots to put SIMMs in ... Each has got up to 1 MB, that is
>a maximum of 4 MB, isn't it ??

Maybe they can use 4M SIMMs (if there are any yet) so two of these
would make 8MB. (Just a guess).

>It may be true that upgrading a 500k ST to a 1M St would be cheaper than
>buying a original 1M machine, but in any case, ATARI is not going to sell
>any 500k machines in future (and they don't sell them now either).
>The minimum ram size is 1M.

Here in Sweden they sell the 520STE and it's about $250 less
than the 1040STE. For that money you can get a 2M upgrade
(If you order the SIMMs from US) so I see no reason for buing the 1040STE.

-
--
Arto.Nummelin@euas20.ericsson.se

2808. Re: Determining my Version of TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 07:27:51 UTC
From: klute@trillian.informatik.uni-dortmund.de
Message-ID: <2062@laura.UUCP>
Source record: 242307

In article <8QA#0'+@rpi.edu>, kennyz@pawl.rpi.edu (Kenny Zalewski) writes:
|> What is the easiest way for me to determine the version of TOS I
|> have running on my Atari 520 ST ?

Some time ago I wrote a program for exact that purpose and
submitted it to comp.binaries.atari.st. You can find it in the
panarthea archive as volume9/tosvers. The source is in the
sources archive.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

2809. form

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 08:03:03 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9003210802.AA11338@ucbvax.Berkeley.EDU>
Source record: 242309

Dear netters,
could anybody tell me whats wrong this the issue i received?
Thomas Neser <So01@Dmarum8.Bitnet>

Received: by DHDURZ1 (Mailer R2.03B) id 4963; Tue, 20 Mar 90 12:05:31 CET
Date: Wed, 14 Mar 90 11:15:20 MST
Reply-To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
Sender: INFO-ATARI16 Discussion <INFO-A16@MARIST>
From: INFO-ATARI16-REQUEST@WSMR-SIMTEL20.ARMY.MIL
Subject: INFO-ATARI16 Digest V90 #325
Comments: To: INFO-ATARI16@WSMR-SIMTEL20.ARMY.MIL
To: THOMAS NESER <SO01@DMARUM8>

INFO-ATARI16 Digest Wed, 14 Mar 90 Volume 90 : Issue 325

Today's Topics:
40-Folder Bug (3 msgs)
5.25" drive problems
GEMINI... My evil twin.. HELP?
Is there any ETHERNET card for the ST ?
Question!
Stevie 3.69a
Wrong group (Was: Computer Wanted)

Date: 14 Mar 90 14:39:47 GMT
From: maytag!water!ljdickey@iuvax.cs.indiana.edu (L.J.Dickey)
Subject: 40-Folder Bug
Message-ID: <3073@water.waterloo.edu>

2810. dc-showit & tos1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 08:25:30 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1581@maestro.htsa.aha.nl>
Source record: 242389

I was really happy with DC-SHOWit, but now I've intstalled Tos1.4 it doesn't work anymore ! Is there a simple and fast hack to solve this?

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

2811. Requesting information on Macintosh emulation packages

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 10:24:03 UTC
From: adiro@TAURUS.BITNET
Message-ID: <1252@taurus.BITNET>
Source record: 242330
Cross-posted to: comp.sys.atari.st,comp.sys.mac

Hello,

I am considering buying the Atari Stacy with a Macintosh emulation
package, as a replacement of the highly-priced Mac-laptop.
Since I am new to the Atari world I would appreciate any answer to any
of the following questions:

1. What is the best Macintosh emulation package available?
2. How well does it emulate the Mac? Can one run ANY program that runs
on a real Mac ? I am especially interested in the different software
packages to define fonts, and then using the fonts in different
word-processors available for the Mac.
3. Is it really compatible in the sense that one can have a diskette
and work with the same software & data one day on a Mac and the other
on an Atari ST ?
4. How much memory does the emulation package consume ?
5. Does anyone have already some experience with the Stacy and such an
emulation package? How does the performance of a Mac software run
on the Stacy compare with, say, a Mac Plus or a Mac SE ?

Please send any answers to me at adiro@taurus.bitnet or adiro@math.tau.ac.il .
I will summarize and post if there is interest.

Thanks in advance

Adi Rosen

2812. molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 12:02:00 UTC
From: light1%nrl.decnet@CCF3.NRL.NAVY.MIL
Message-ID: <9003220912.AA09664@ucbvax.Berkeley.EDU>
Source record: 242393

Announcement:

A WORKSHOP ON DESKTOP MOLECULAR VISUALIZATION

'an exploration of the role of personal computers in
molecular modeling and graphics'

sponsored by the Molecular Graphics Society of the Americas

The limits of molecular modeling, graphics, presentation, and
molecular biology visualization on personal computers (i.e.
IBM PC's, Apple Macintosh, and the NeXT machine) will be explored.
The workshop will include invited speakers as well as contributed
talks, posters, and vendor displays. Workshop proceedings and
demo software will be distributed on CD-ROM.

when: Aug. 23-25,1990 (right before the ACS meeting...)
where: Holiday Inn, Bethesda, MD.

If you are interested in attending or speaking please contact:

Dr. William R. Light, Code 6090, Naval Research Lab
Washington D.C. 20375-5000
telephone: (202) 767 1154 arpanet: Light1@nrl3.nrl.navy.mil

****

how about it, is anyone doing molecular graphics with Atari's?

2813. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 12:41:21 UTC
From: mccann@rbdc
Message-ID: <1990Mar21.124121.3034@rbdc>
Source record: 242396

have a 3D and have in the past had both the Goldstar and Samsung Atari color monitors, and the Goldstar sm124. I think the 3D beats them all, easily, in all modes, and is 14" not 12 to boot. The digital screen controls are really neat, and this should work with any new atari machines also. Really cost effective vs. two el cheapo (made) atari monitors, NEC is QUALITY.

EOFZZ

2814. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 12:46:02 UTC
From: mccann@rbdc
Message-ID: <1990Mar21.124602.3107@rbdc>
Source record: 242397

hyc@math.lsa.umich.edu (Howard Chu) writes:

>I'm somewhat interested in this topic, since I plan to be picking up a
>few more STs soon and don't want to give up any functionality by splitting
>up my two Atari monitors just yet. But just a side comment; Larry Rymal
>mentioned Atari monochrome monitors dying after 1-1/2 years. I've had mine
>since summer '87, and it's been working fine for a long time, with many
>periods of extensive use, merciless tweaking (}-)), etc...

>But, I'm still interested in having all 3 resolutions available on one
>monitor, provided I don't lose the clarity I've gotten used to on the
>monochrome. So please, someone, post a summary, eh?
>--
> -- Howard Chu @ University of MichiganWell, I personally think the 3D is CLEARER than the sm124. I never really liked the sm124's really small (to me) size, even tweaked up big as it'd go. But the 3D has a big 14" screen that it lets you use most of (a good FULL 13" anyway) and feels "workstation-like" compared to the sm124.

EOF

2815. Re: dc-showit & tos1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 13:25:56 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1582@maestro.htsa.aha.nl>
Source record: 242301

In article <1581@maestro.htsa.aha.nl> andre@maestro.htsa.aha.nl (Andre v.d. Vlies) writes:
>I was really happy with DC-SHOWit, but now I've intstalled Tos1.4 it doesn't
>work anymore ! Is there a simple and fast hack to solve this?
>--
Now I am at it. Why don't the cursor keys do not funtion anymore in vi.ttp when
I am using tos1.4 ???
> Andre v.d. Vlies
> Algemene Hogeschool Amsterdam, The Netherlands
> Technische en Maritieme Faculteit
> andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
> Voice: (+31) 20 423827 Fax: (+31) 20 443215

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

2816. Vault V2.01 and TOS 1.0 ??

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 13:57:33 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9003211357.AA25196@lonex.radc.af.mil>
Source record: 242302

I downloaded Vault201 from terminator the other day, and it would bomb with two bombs when I tried to run it. Actually, I could get to the first and second screens, but after the program would format the disk in drive A, it would bomb as soon as it started to write the back-up to disk. Has anyone else seen problems like this with Vault?
Its not my drive, everthing else works fine (Turtle 3.0 for instance) just this one program.

Any help/tips would be appreciated.
Jeff Long (longj@lonex.radc.af.mil on Arpa-net)

2817. Vault 2.01 works with TOS1.0 ???

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 13:59:33 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9003211359.AA25207@lonex.radc.af.mil>
Source record: 242303

I hope this gets through:

I downloaded Vault201 from terminator the other day, and it would bomb with two bombs when I tried to run it. Actually, I could get to the first and second screens, but after the program would format the disk in drive A, it would bomb as soon as it started to write the back-up to disk. Has anyone else seen problems like this with Vault?
Its not my drive, everthing else works fine (Turtle 3.0 for instance) just this one program.

Any help/tips would be appreciated.
Jeff Long (longj@lonex.radc.af.mil on Arpa-net)

2818. Gemini & Uniterm problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 14:52:45 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <4602@hydra.Helsinki.FI>
Source record: 242317

I just got Gemini from binaries-group and I like it. But I've got a slight problem with it, Uniterm and my Mega 2. When I execute Uniterm 2.0e from Gemini and use it for some time, I get 2 bombs. Always.

The time for the bombs varies, they usually come after an hour or so, but the current record time is about 1/2 hours.

After the bombs Uniterm dies and I'm back at Gemini. Usually the desktop is so dead (no mouse pointer anywhere etc) I have to reboot. Sometimes it is somewhat alive, but it doesn't work correctly.

Has anybody met these symptoms? Is there a cure?

--

"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ ' All this and brains too'

2819. Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 15:08:12 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.638032092.cmm1@cunixa.cc.columbia.edu>
Source record: 242316

OK, I have finally dug up the reports on Atari's financial condition (which isn't too good). I have reviewed the agreement between my company and the source of the report and I don't feel comfortable about posting it to the net. (Getting sued would really bum my ride.) So all who are interested (within reason) send me an email request and I'll send you the highlights of the report. thank you for you patience.

For all those who have been doubtful about the decline of Atari's finances, just take al look at their current ($6) stock price. If I am not mistaken, Atari was selling at an all time low of 4.5 right after the Black Monday crash. About 6 months ago (I beleive) it was selling as high as $11-12. Now the stock market is at an all-time high and Atari's stock is sitting near the basement again. Everyone on Wall St. knows that Atari is in financial trouble and consequently the stock has lost most of its recent value. Even the release of the much-touted TT will really not help too much, as it will take some time to gear up production and a 16mhz 68030 machine is really not much of a splash (compared to what it would have been a year ago) and will not generate and incredible amount of interest in Atari (except for the loyal userbase it already has (most of whom cannot afford a $3K machine anyway)).

Face it, Atari is lounging around on its haunches TRYING to release a 16 mhz 68030 machine while most other manufacturers have had one out for some time now and have subsequently released 25mhz and 40mhz machines.

Where does this leave Atari? In trouble...big trouble. They are making money in other eareas, but in computers expect them to take some hefty losses in the next 1-2.5 years.

As ever, this is my own humble opinion. Your mileage may vary.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Need I say more?
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2820. fbm (fuzzy bit map) converter for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 15:47:50 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Mar21.154750.4145@sun.soe.clarkson.edu>
Source record: 242318

I would like to know if there are any fbm (fuzzy bit map) picture converters
for the ST. Apparently fbm is a graphical standard that most systems
can convert pictures to. If I had an fbm --> Spectrum 512, there should be
a large source of quality images to choose from.

Also, are there any STe picture veiwers yet? (haha... just thought I'd ask)

AAron nAAs
opielask@clutx.clarkson.edu

2821. HP Deskjet Plus and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 15:49:50 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <4275@cbnewsj.ATT.COM>
Source record: 242327

My brother just bought an HP Deskjet Plus for his ST. I remember people reporting power up problems that affect the ST's parallel port when this printer is attached.

There seems to have been two kinds of problems: 1) the Deskjet Plus allegedly causing hardware damage to the ST's parallel port and 2) a problem that causes TOS not to print to the Deskjet if the wrong power up sequence is used.

Problem 2) had to do with the STROBE line, and I have saved John Logajan's article detailing a PNP transistor attachment to fix it.

Now, what was the conclusion to problem 1)? Is it true that if the DJ Plus is directly connected to the ST parallel port, damage can be done to the port? Thanks for any replies, and I'm sorry if this has come up before.

Rana Dutt
rcd@mtqua.att.com

2822. Re: The 'Phantom Typest'--It's back: in TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 16:13:19 UTC
From: cosc10hv@judy.uh.edu
Message-ID: <5863.260753c0@judy.uh.edu>
Source record: 242319

In article <9343.25ffe423@ecs.umass.edu>, beroll@ecs.umass.edu writes:
> I know you are all getting tired of reading about this phenomannon (sp?) but it
> happened to me in a way that sounds unique. I've had it in WordWriter ST, but
> now I got it while in my desk top. Heres what happened.
>
> I was trying to put Uniterm in an AUTO folder so I could (be lazy) and run it
> as the computer was turned on. It didn't work (any ideas?) and I got 4 bombs (
> I for got what that means) and then after the bombs I was returned to my
> desktop. I couldn't do anything without noving the mouse after it. To open a
> file I had to double click it then move the mouse. I was uning no desk acc's
> just my 1040 ST(f) with 1 meg and TOS (1.2 I beleive).
>
> I was able to replicate the problem every time I tried to boot up with the
> uniterm program in an AUTO folder.
>
> Dave

Well, one of your problems is apparant - UNITERM can't be run directly in the
AUTO folder. Uniterm is a full GEM programs and GEM is not loaded until AFTER
the programs in the AUTO folder are run first. Almost any GEM program run in
the auto folder will bomb...

--


```
-----------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" --------------------- |
| COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_________________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2823. Re: Running MIDI at 500KHz -- conclusions??

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 16:40:14 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1436@uvm-gen.UUCP>
Source record: 242304

From article <1990Mar9.215613.17075@wam.umd.edu>,
by dmb@wam.umd.edu (David M. Baggett):

Description of results deleted to save B/W.

> I can only assume that the opto-isolators won't handle 500K baud. It
> doesn't seem like a software problem.

> Dave Baggett
> dmb@cscwam.umd.edu

Conclusions? I hope that doesn't mean the end of your experiments. If
it worked even at 125Khz, SGS net would be speeded up considerably,
and 250Khz is faster than Localtalk (= Appletalk - runs at 230Khz). I
haven't got the specs for the optoisolators, but a quick trip to Radio Schnook
could give you a good idea of the speeds tolerated. Look for (rise)
time or frequency related specs on the back of the bubble pack of
isolators, or you could just proceed by trial and error (especially
good if the isolators are not the only bottleneck).
Hoping to hear more about it,

Bob Pegram (Internet: pegram@griffin.uvm.edu, UUCP: go figure.)

2824. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 17:46:47 UTC
From: ehood@ics.uci.edu
Message-ID: <2607BE07.9989@paris.ics.uci.edu>
Source record: 242320

What it says in the summary. I do not know exactly how it is done
but that was what I was told by a friend.

--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

2825. Appointment calender programs.

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 17:54:41 UTC
From: greg@sce.carleton.ca
Message-ID: <801@sce.carleton.ca>
Source record: 242306

Has anyone in netland ported 'calentool' to the Atari?
Does anyone know of any other appointment programs, either PD,
shareware or $$ that may exist?

Enquiring minds want to know!

Please send email - I don't plow through comp.sys.atari.st often
enough to beat expire. Thanks

--
Greg Franks (613) 788-5726 Carleton University,
uunet!mitel!sce!greg (uucp) Ottawa, Ontario, Canada K1S 5B6.
greg@sce.carleton.ca (bitnet) (we're on the internet too. (finally))
Overwhelm them with the small bugs so that they don't see the big ones.

2826. Re: Tex on color system???

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 18:13:48 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750056@hpsad.HP.COM>
Source record: 242324

```
>I have used showdvi.ttp with omnires - works fine.
>(but a little hard to read with magnification off)

What's 'omnires'?

-Bob
```

2827. Vcel Animator Demo

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 18:19:29 UTC
From: johnsoer@thor.acc.stolaf.edu
Message-ID: <11772@thor.acc.stolaf.edu>
Source record: 242322

comp.binaries.atari.st now contains a usable demo version of Vcel Animator. With Vcel you can create animations like those found on Monty Python's Flying Circus, or more sophisticated human simulations. The digitized human figure found on the demo files is actually me (Erik Johnson) in electronic form. If this demo at all intrigues you, then by following the intructions found under the info button, you can order the complete version for $25 off the retail price. Since I regularly read this newsgroup, you have direct access to the author of Vcel.

I am now trying to get this demo spread around the world as completely (and cheaply) as possible. Please upload this demo to any BBSs you belong to. Also, if anyone out there has a list of ATARI BBSs that they could share with me, the effort would be greatly appreciated. Names and addresses of sysops would be most helpful (mailing disks is cheaper than long distance uploads).

If you can help me, then thank you, but above all enjoy VCEL!!!

Erik R. Johnson
(johnsoer@thor.acc.stolaf.edu)

Summary:
Expires:
References: <900317.09262367.003545@SFA.CP6> <11443@stag.math.lsa.umich.edu> <9003210448.AA04440@fsucs.cs.fsu.edu>
Sender: johnsoer@thor.acc.stolaf.edu (Erik R. Johnson)

Reply-To: johnsoer@thor.stolaf.edu ()
Followup-To:
Distribution:
Organization: St. Olaf College; Northfield, MN
Keywords: graphics animation

2828. Re: Mac Portable Clone

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 18:43:58 UTC
From: topgun@chaos.cs.brandeis.edu
Message-ID: <1990Mar21.184358.6076@chaos.cs.brandeis.edu>
Source record: 242321

In article <4851@vice.ICO.TEK.COM> keithr@vice.ICO.TEK.COM (U.D.M.) writes:
>I read this is the March 19 issue of EE Times. I thought it was
>interesting.
>
>---
>Colorado Springs - The first machine that allows a Mac owner to leave
>his desktop Mac and go mobile has been engineered here by Outbound
>systems Inc.
>
>The Outbound Portable Computer borrows the Mac Toolbox ROMs for its
>system software, delivering full Mac operation in a notebook computer
>about half the size - and price - of Apple's own portable.
Is Outbound the same as Wallaby? They announced the same thing
last fall. Any info?

-Chandra
topgun@brandeis.cs.edu

2829. X (was Re: Gemini on old STs)

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 20:57:45 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <1364@male.EBay.Sun.COM>
Source record: 242313

In article <1990Mar20.233950.3630@pmsmam.uucp> wwm@pmsmam.UUCP (Bill Meahan) writes:
>BTW, I REALLY LIKE the idea of merging something like Gemini with RTX or
>some similar multi-tasking system. Sigh, just think if we could have
>X11R4 ...

Well, to run an X server (which, in X parlance, is the program that accepts commands for drawing windows and putting stuff in them, but doesn't actually determine what goes into them,) all you have to do is implement TCP/IP on the ST. That's already been done, in the KA9Q package. Then find a copy of the X protocol document and have at it. I'm pretty sure that a reasonable server implementation could be done on the ST.

The problem, though, is that you'd need a much faster network connection than the serial port's 19.2Kbaud. X is not really concerned with conserving network bandwidth, so your X clients would display very slowly on the ST. If you have an Ethernet box hooked up to your DMA port, you'd probably be okay.

To run X clients (xtank, xterm, xsol, etc.) on the ST, you would of course need a multitasking system. Not only that, but it'd have to be pretty close to UNIX-compatible, or you'd spend the rest of your life porting all the libraries and so forth. The obvious candidate is Minix. I'm not convinced that 4 megabytes is enough memory for all this, though -- X is not small.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

2830. Re: Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 21:10:36 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11480@stag.math.lsa.umich.edu>
Source record: 242323

In article <1956@clyde.concordia.ca> agostino@sherlock.CS.Concordia.CA (DELIGIA agostino) writes:
> Uniterm V2.0e 009 (yes--zero zero nine) can be found at terminator.cc.umich.edu as
>
> atari/new/uni20e.arc
>
It's been moved into the telecomm directory. I'm sending out a floppy disk to a guy who says he'll send me 2.0e 011, so I expect to have that up in a few weeks.
--
-- Howard Chu @ University of Michigan

2831. Re: fastload (null filling the BBS)

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 21:29:16 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11482@stag.math.lsa.umich.edu>
Source record: 242325

In article <1190@dutrun.UUCP> hans@duttnph.UUCP (Hans Buurman) writes:
>I found a file called fastload.st on the ruu.nl server, which should
>make program startup faster. Instead of filling all remaining ram with
>zeroes, it only cleared the BBS section. Author was Leo de Wit, in 1988.
>As I seem to recall, there was some discussion whether this was allowed.
>Furthermore, the file only contained assembler source, and I find myself
>without a proper assembler. So there are two questions:

Get Pinhead, from the Codeheads. It's PD, based on Leo de Wit's code,
but a bit more user friendly. It's available on terminator in new/pinhed14.arc,
and you should be able to find it elsewhere.

--
-- Howard Chu @ University of Michigan

2832. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 21:36:28 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11484@stag.math.lsa.umich.edu>
Source record: 242326

In article <9003210448.AA04440@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>I believe you MUST lose clarity on the monochrome image when viewed on a
>color monitor, because of the color mask (little RGB dots) that is overlayed
>on the screen itself (extremely bad description, but I hope you get the idea).
>Any color monitor with a fine enough color mask to be unnoticeable in mono
>mode would be extremely expensive, if it exists.

But there are monitors around (like the original NEC Multisync) with a
monochrome mode switch, which let you select which of the 3 color guns to
use to emulate monochrome. (You could activate all 3, but that would be
self-defeating in this case.) If you only activated one, then you should
have a pretty fine resolution, yes?
--
-- Howard Chu @ University of Michigan

2833. Supra V.42bis modem

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 21:52:52 UTC
From: steve@thelake.mn.org
Message-ID: <A2124026997@thelake.mn.org>
Source record: 242328
Cross-posted to: comp.dcom.modems,mn.general,comp.sys.atari.st

The current issue of InfoWorld has an ad for the Supra Modem Plus, a 2400bps modem with MNP-5 and V.42bis data compression, for under $200 (US) from the On-Line Store, 800-336-2439. I've had good experiences with other Supra products, but I know nothing about their modems.

The ad says the V.42bis data compression can move bits at up to 9600bps and claims 8000bps with average line conditions.

I'd like to hear from anyone who has tried this model and can tell me:
* about its reliability,
* how well it works with sites running other MNP modems,
* how well it gets along with Telebit T2500s,
* whether I can get a better deal straight from Supra. :-)

If you have a better suggestion in that price range, I'd like to hear it.

My main application is moving uncompressed text files -- Usenet news and UUCP mail.

Please reply via mail. If there's enough interest I'll summarize.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

2834. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 21:57:53 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar21.215753.8966@chinet.chi.il.us>
Source record: 242329

Chris Mauritz has been saying scary things about Atari finances lately. I just wanted to make a few fairly obvious, but calming, observations. First: we almost lost Atari in the Federated mess. I suspect that the accounting by which there was still something left after the bills for that one were paid wouldn't stand close examination. The natural consequence of massively overstating the worth of a company at a particular time, is that the company won't seem to be doing very well in adjacent time periods. So Atari doesn't seem to be doing as well now as a fair count would show, because they borrowed from the future last year. Chris observes that the TT won't be a money maker early on. I wonder what that has to do with anything (except perhaps the urgency with which it gets shoved out the door). Near as I can make out, the possible bill-paying products for Atari this year are the Portfolio and the Lynx (I know, they aren't STs. The likely ST money maker is the 520, which the way I read things is about to become the first pleasant-to use home computer in the US below $700 ->In The Configuration Used<-. STacy may make a bit of money this year, but in the short run it's a PR item. The TT is business for the future. The Mega line looks like the developer/academic special, especially if E graphics and sound catch on. The ATW and ABC don't appear to apply to the US market at all, although I understand that profits from ABC are very welcome.
Bottom line: if Atari was going to fold soon, they would have done it already. But don't put the pension fund into Atari stock.
Steve J.

2835. Re: Ratehd

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 22:36:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900321223629.284357@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242314

Subject: ICD RateHD
Message-ID: <6177@umd5.umd.edu>

>In article <9002212030.aa00488@benjamin.Cs.Bham.AC.UK>
> RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:
>[stuff deleted for inews's sake]
>>my root partition (only about 4Megs) and ran it again. This time, the access
>>time was only about 36ms! Has DLII (the defragger used) done something
>>unexpected to my drive, or has RateHD gone doolally?
>>
>>-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

This confirms an observation of mine which I reported on Usenet and a
lot of people didn't want to believe me... Calling such a behaviour
"buggy" (as I did) or "not always constant" describes only a different
attitude toward it.

Michael Ritzert
mjr@dmzrzu71.bitnet

A feature is a bug that is documented. (ws)

2836. Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 22:51:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900321225131.250587@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242315

there has been a lot of discussion on the varios screen savers. What
about this alternative:
switch the monitor off while the machine is doing a run of several hours
(for example, making gnu c or TeX fonts).

This may be in addition to a software screen saver.

Question to well informed people: is there anything in the st (mega) or
the monitor (sm124) which might get overloaded or damaged if the computer is
running and the monitor is switched off?

If not this method should be the best for the sm124. If You run the
sm124 24 hours a day, some parts in it are really prone to get damaged,
e.g. c711 and c915.

Michael Ritzert
mjr@dmzrzu71.bitnet

2837. Contacts list (sort of penpals)

Newsgroup: comp.sys.atari.st
Date: 1990-03-21 23:40:24 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003220920.AA10205@ucbvax.Berkeley.EDU>
Source record: 242337

Is anyone interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime). I am working now on a list for the UK and when both lists are complete I will Email a copy to everyone that wants one.

I hope that this generates a reasonable level of interest, so don't be shy! Contact me sooner rather than leter and lets all keep in touch! :-)

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

2838. UNITERM mail server

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 02:15:21 UTC
From: roland@tuvie
Message-ID: <1177@tuvie>
Source record: 242333

I have UNITERM 2.0c 010 and because there is a
problem with kermit upload to VAX VMS systems, I would
like to try one of the newer versions.
(I have several other programs with kermit and no
upload problem, but of course I like UNITERM ...)

I cannot ftp, and have not found any mail server with a
new UNITERM version.
If there is such a server, PLEASE let me know.

Thank you Simon Poole for this excellent program.

Roland Schreier _ Technical University of Vienna
Gusshausstrasse 27-29 |_) _ | _ _ _| +43 (222) 58801 3838
A-1040 Wien | \ (_) | (_| | | (_| SCHREIER@EAECL1.UNA.AT
Oesterreich - Europe roland@tuvie.at

2839. Re: 386 disk compatability problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 02:22:03 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003220222.AA16899@fsucs.cs.fsu.edu>
Source record: 242338

In article <1990Mar16.045429.21246@cs.uoregon.edu>, scott@vortex.uoregon.edu (Scott Settlemier) writes:
>
>Also, I need some help to read my atari disks with my source code on my
>new 386 machine. They are the same format aren't they? What do I do to
>the disks so my 386 can read them? I need to be able to do this with my
>386 since I can't get to the atari for quite awhile. Thanks.

I had the same problem. I found that I had a virus on all my atari disks. It is called the Key virus, and you are more likely than not to have it also. It can be eradicated with Vkiller, available from terminator (new version just came out). Also, I use a program called PS2FORM, gotten from panarthea to format my disks for IBM use. It might also be on terminator. You must get rid of the virus if you have it, or any IBM disk will be unreadable after insertion in the Atari (only unreadable on the IBM's, the atari will not complain). This drove me nuts for awhile, and it feels nice to be virus free.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

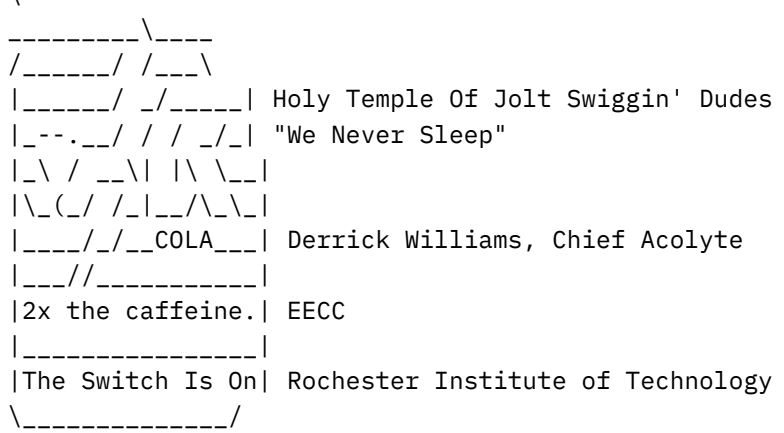
2840. Re: Hard Drive pProformace?erformance

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 02:27:01 UTC
From: derrick@ritcsh.cs.rit.edu
Message-ID: <2623@ritcsh.cs.rit.edu>
Source record: 242332

In article <9003200810.AA28434@ucbvax.Berkeley.EDU> STIBOREK@VAXB.ACS.UNT.EDU writes:
>Hello All
> I'am planing to construct a hard drive system based on the
>Seagate embedded SCSI ST 296N 85 Meg Hard Drive. I was wondering if
>anyone has purchase this unit and would comment on it's performance/and
>or any problems that you have had with this Mec.
>Please reply E-Mail
>Thanks John Stiborek

I own an 296N and I think it's a good mechanism to own. It's shining point is
that it is the best deal in town in price/capacity ratios (or at least when
I brought it about a year ago).
It has performed flawlessly in conjunction with a ICD host adaptor and
formatted in 1:1 interleave. This is what I set it up for, but I'm not sure
if it's actually 1:1 interleave, but it's fast enough so that I don't care.
The only problem is that this is my second one. The first one I brought died
in a week, so I sent it back and got a new one.
The 296N is the only drive I have owned or worked with, so I don't know how
it performs against other drives, but in my book it's solid and reliable.

Derrick
>_____
>= This mail comes to you through twisting tunnels of logic, =
>= across endless plains of ideas, through mountains of symbolism =
>= and endless universes of alternate truths.... =
>= =
>= John STiborek | UUCP - Ntvax!Vaxb.acs.UNT.edu!STiborek =
>= BITNET - STiborek.UNTvax | ARPA - STiborek.Vaxb.acs.UNT =
>= GENIE - J.STiborek | "Join the Revolution" =



2841. Vault, running on a Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 05:05:09 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3090@water.waterloo.edu>
Source record: 242335

I have just tried the recently posted VAULT201 program by Robert Fischer.
I formatted my floppies using the stock formatter on the desktop
of my Mega ST 2. I started the program, and tried to set the
volume id to 1990MARF.FUL. Just at that point, I got an alert
box that covered another box. Both messages were to the effect
that I could not alter the "unknown* something or other.

Can you tell me what to try do next?
--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.UWaterloo.ca ljdickey@water.BITNET
ljdickey@water.UUCP ..!uunet!watmath!water!ljdickey
ljdickey@water.waterloo.edu

2842. Re: HP Deskjet Plus and the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 05:19:43 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar22.051943.1596@ns.network.com>
Source record: 242334

In article <4275@cbnewsj.ATT.COM> rcd@cbnewsj.ATT.COM (rana.c.dutt) writes:
>Now, what was the conclusion to problem 1)? Is it true that if the DJ Plus
>is directly connected to the ST parallel port, damage can be done to the
>port? Thanks for any replies, and I'm sorry if this has come up before.

I measured the voltage levels on the data lines cause by the 2000 ohm pull-up resistors in the HP DeskJet Plus. The low levels were under 3/10ths of a volt, well within the 8/10ths of a volt maximum-allowable standard TTL low level. (There is no maximum-allowable high voltage beyond the supply voltage of 5 volts to worry about -- the pull-up resistors will never pull it over 5 volts unless they decide to become electrical generators -- which would be bigger news than cold fusion!)

Now, in my line of work, I've had logic outputs shorted to power, to ground, to each other, for days on end with constant power applied (and some of the chips got damn hot) but I've never burnt one out on that account!

In this situation we are talking power differences LESS than 1/1000 of a watt.

Logic outputs are designed to take a beating -- temporary shorts etc. They are designed to meet specs at rate levels of voltage under varying power supply conditions and extremes of temperature.

If you don't get my gist yet, THERE IS NO PROBLEM with the data lines.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2843. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 07:11:55 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar22.071155.5496@cunixf.cc.columbia.edu>
Source record: 242336

[Steve Jacobs' posting about Atari's health deleted]

Whoa! I didn't say that Atari was going to close up shop tomorrow. What I mean is that they are going to be losing money for a while in the computer area of their business. Their R&D is just too far behind the competition.

re: Portfolio

I have heard from a friend who works at J&R Music World (they carry and sell a lot of Portfolios) that they are having a LOT of returned defective machines. Besides, who would buy one of the things for $400 when you can pay another $100 and get a very usable Toshiba laptop with standard size floppies, more memory and the availability of DOS versions above 2.1? Granted, the machine is small and cutesy and you can pop it in your briefcase, but it is rather fragile, expensive and difficult to type on. If it was $250 instead of $400 it could compete with the Sharp Wizard as a nifty little mini-electronic notebook, but it is too expensive and breakable for that. Honestly, what are those marketing guys thinking?

re: STacy

Now here is the sleeper of the year. If Atari can get these babies out the door and improve the battery life, they will have a winner. Hehe, it is funny to note that most of them will be used to emulate Macs.

re: ATW

What ever happened to this machine? It has been in developer hands for ages now and nobody seems to have written anything of consequense for it and you still can't buy one.

re: Megas

IMHO, this machine is going to die a slow painful death. It is impossible to develop anything for the critter as there are more board revisions out there than there are people named Jones. Just ask Avant Garde how much of a headache it is to prepare for this. I have seen 5 or 6 STs opened in my life and they all had different mother boards...tsk tsk... That is a no no if you want people to spend THEIR hard earned money to develop a product for your machine.

re: 520 ST taking over the "cheap computer" market

I don't think so. The Amiga 500 is about the same in price and is better suited to play games (which most people will do with a $300 computer anyway). Also, the Amiga is MUCH easier to upgrade if the user desires more power in the future. The poor 520st user has to throw his machine away and buy a better machine or pay someone to do a hardware hack (like an accelerator

board). How many average home users will want this kind of hassle when they can just plug in new RAM and other goodies into an Amy. Also, Commodore is doing a MUCH better job at advertizing.

Wow, this letter seems a bit harsh, but I don't think I've said anything that is grossly inacurate. If I have, please correct me. Atari's computers are going to be in the bottoms of America's closets if the company doesn't shape up. This would be awful. Send letters to the brothers Tramiel and bitch. I did! When that didn't work, I bought another brand. C'est la vie...

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2844. I need a STACY !

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 08:35:21 UTC
From: jackin@vehka.uta.fi
Message-ID: <1038@kielo.uta.fi>
Source record: 242339

I am in the need of a portable computer.

I know I could get a MS-DOS machine, but I don't want to be
stuck to mere 640 kb memory (I know about MAX386, lim 4.0 etc. no good)

So how is Stacy ? Is she Alive and kicking and most important : selling ???
Any news, prices, places to order, would be *very* wellcome. I do live in
Finland, so I need to get it (stacy) by mail.

If you can help me, please do.
Thanks,

Markku M{enp{{
jackin@vehka.uta.fi.uucp OR csmama@kielo.uta.fi.uucp

2845. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 09:54:33 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1225@oucsace.cs.OHIOU.EDU>
Source record: 242347

In article <9003210448.AA04440@fsucs.cs.fsu.edu>, boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
>
> I believe you MUST lose clarity on the monochrome image when viewed on a
> color monitor, because of the color mask (little RGB dots) that is overlayed
> on the screen itself (extremely bad description, but I hope you get the idea).
> Any color monitor with a fine enough color mask to be unnoticeable in mono
> mode would be extremely expensive, if it exists.
>
Since the resolution of the Nec Multisync 3D and several others
are around 1024x768 or so, and since this is almost twice the res of
the ST's "mono" mode, this amounts to around two by two pixel groups (a
group is 1 red, 1 green, 1 blue) at the bare minimum. In reality, just one
pixel group per displayed dot looks bad, so the 1024x768 resolution may have
more in which case there's more than four pixel groups per ST Monochrome dot.
In any case, this is on the same level as the sharpness of a scanline
boundary on the ST's mono monitor, if not better.
I've seen several Multisync monitors running monochrome modes of
far higher resolution than the ST, and with just as much clarity. It is
true, however, that because the ST was not "built" to work with another
monitor, impedence mismatches, interference, etc. can and will cause some
problems. For instance, "ringing" due to impedence mismatch and other
factors seems to cause a shadow effect (I could be wrong about the cause,
this is speculation from knowledge of RF circuitry). For this reason,
it's very important to pay attention to ground paths, circuitry, etc.

PS: No, I'm not associated with NEC. I just like their monitors.

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| LAW OF THE INDIVIDUAL: |
| Nobody really cares or understands what anyone |
| else is doing. |

2846. Re: Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 10:10:25 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1366@nixpbe.UUCP>
Source record: 242404

kruel@vax.rz.uni-wuerzburg.dbp.de (Thomas-Martin Kruel) writes:

>Dear networkers,

> I know that this has come up before, but it hasn't been answered to the
>group (as far as I can see from the archive).
> Has anybody some informations about an ETHERNET card for the ST ?
>If so, I'd appreciate information about

> - where is it connected to (DMA, ROM port) ?
> - internet protocols available (telnet, ftp, rlogin) ?
> - which terminal emulations (vt200 etc.) ?
> - vendor and price
> - availability

>If there is sufficient interest, I'll summarize the answers and post it to the
>net.

> Thanks in advance,
> Thomas.

>Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
> D-8700 Wuerzburg, West Germany
>BITNET: <phch020@dwuuni21.bitnet> (will expire 4/1/90)
>EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

Hi again,

second time I see this and second time I try to answer it:

There is a thing called BioNet 100 available from
Biodata GmbH
Flughafen Siegerland
D-5909 Burbach
Tel.: (+49) 2736/50005-6
Fax.: (+49) 2736/5152

and also from these companies:

Switzerland: Impuls Informatik,
CH-2504 Biel

URWA Electronic,
CH-2504 Biel

Spain : TOU,
E-46008 Valenzia
Italy : Euro Soft snc.,

I-50134 Florence
Norway(?) : Futura Datasenter A/S,
Box 91,
N-5580 Olen
Netherlands: Faster Systems,
NL-5641 Eindhoven
USA : CHI-Cheetah,
CA-94960 USA
Gr. Britain: Signa Publishing Systems Ltd.
Alexander House,
Aldershot
Hampshire GU 11 1BQ

or so.

The following is taken from the latest ad in c't, the German magazine 'fuer
Computertechnik', as are the addresses above:

Atari ST, MS-DOS and UNIX all in one network.
Gateways for DECNET, SUN NFS, Novell, etc.
10 MBit/s according to Ethernet/Cheapernet standard.
Every machine working with it's own OS.
Handling on the ST with an accessory.
MS-DOS PC as deddicated server with partitions up to 2048MB.
Atari ST as non-dedicated server (16MB partitions).
Network security features including timelock and privilege levels.
Spooler for all printers in the network (including laser printers).
Mailboxes for messages and graphic images.
Reliable transport protocol TCP/IP.
Logging into hosts using telnet, datatransfer with NFS.
Crash-Recovery for crashing systems.
Backup-Server for critical applications.
Private disk per user possible.

That wwas the info from the ad. There was some more advertising hype which I
won't translate here.

Anyhow, for info on one possible Ethernet connection contact BioData.

Martin

Disclaimer: I do not work for BioData GmbH, nor am I associated with them.
I wouldn't even write the above if there weren't the need for information.
I do not guarantee for the correctness of above text.
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

2847. vceldemo - missing part 06/06

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 11:04:30 UTC
From: joep@tnosoes.UUCP
Message-ID: <897@tnosoes.UUCP>
Source record: 242340

Has anybody seen part 6 from the VCELDEMO? I didn't, so if you have it,
please mail me!

Joep Mathijssen,

==
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==

2848. Want DVI to HPLaserJetIII Convertor

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 13:46:46 UTC
From: tchau@miclon.uucp
Message-ID: <1990Mar22.134646.22485@miclon.uucp>
Source record: 242331
Cross-posted to: comp.sys.atari.st,comp.periph

Hi,

Has anyone get a copy of DVI to HPLaserJet III (the new HPLaserJet)?
I would be most grateful is someone can send me a copy. (Perferably
written in C since it's going to be use on an ATARI ST running GNU CC)

Many thanks.

Tony K. W. Chau
...uunet!mcsun!ukc!miclon!tchau

2849. Re: Single-sided atari drives

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 13:57:53 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2593@calvin.cs.mcgill.ca>
Source record: 242341

In article <633@ksr.UUCP> fay@ksr.UUCP (Peter Fay) writes:
>Has anyone tried upgrading one of those old cruddy single-sided Atari
>external drives to a double-sided drive by just pulling out the old
>drive and inserting a 720K TEAC or whatever? Does it work with no
>hitches? How about a 1.2 Meg drive - anyone tried that?
>
I tried taking out the chinon 720k drive which was built-in to my 1040
and replacing it with a panasonic 720k
(the stupid drive burned out) and THAT
didn't work... The cables fit perfectly, but when I turned my computer on,
the drive would just spin infinitely - never seeking. I tried this
on another panasonic - same thing. I think standard IBM drives
don't work properly on the ST - perhaps some jumpers must be set
but the techie folks at the store I bought the drive from had no idea
how to do it.

S. Alan Ezust | depeche@calvin.cs.mcgill.ca
McGill University School of Computer Science | Montreal, Quebec, Canada
If your only tool is a hammer, all your problems begin to look like nails.
Corollary:
If you do it all yourself, sooner or later you'll need a bigger hammer.

2850. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 14:16:48 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2981@castle.ed.ac.uk>
Source record: 242343

In article <2380@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>Atari is certainly selling 520STEs in the UK. You are right that it is
>cheaper to buy a 520STE and expand the memory than to buy a 1040STE.
>One dealer in the UK is offering an expanded 1mb 520STE for 345 pounds
>(as opposed to 499 pounds for an official 1040STE) and even a 4mb 520STE
>for 599 pounds (or 625 pounds, depending on which magazine you read).

This is great stuff but we'd better get our orders in quick. Atari UK
may start selling the old STFM's with a slightly-serious-pack (ie. not
many games but Kuma business software) for 299 pounds but at the same
time increasing the price of an STe to 300 pounds without any supporting
pack. This is apparently to make it clear that the STe is definitely an
upgrade.

This seems slightly crazy. Who's going to write software for the STe
when most customers are taking advantage of a cheaper STFM (which Atari
UK now seem to be pushing as a business machine!).

The only way to go is to get rid of the STFM sales and force people into
moving ahead with the STE (at the price it is at the moment - 399 pounds
with the large software pack).

Is Atari US going to try the same thing?

Mark.

(Why doesn't anyone put bl**dy pound signs on keyboards???)

2851. Re: Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 14:21:30 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <2982@castle.ed.ac.uk>
Source record: 242344

In article <2981@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>time increasing the price of an STe to 300 pounds without any supporting
^^^^^^^^^^
Oops, sorry I mean they might increase the price to 399 pounds without
suporting pack!

Mark.

2852. Word Perfect and Revolver Crashes

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 14:35:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9003230849.AA00697@ucbvax.Berkeley.EDU>
Source record: 242413

I tried the combination described by Imran Anwar in the spring of 1989.

The combination of Wordperfect and Revolver does indeed lock up. I pursued the Issue on GEnie and found some references to the subject in one of the topics there. It seemed that each program has its own way to handle the mouse.
I have not pursued this subject further because NeoDesk gave me an adequate solution to switching between applications.

I found Revolver tobe unstable for almost every combination of applications thatI wanted to switch between.

Additioonal information should be available from Intersect and from WordPerfect.
This incompatibility is a known one. I do not know whether TOS 1.4 fixes the problem and I have not pursued the issue of an update to Revolver, but I'm fairly sure that there is a newer version.

2853. Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 14:47:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9003230850.AA00712@ucbvax.Berkeley.EDU>
Source record: 242414

Hello,

This may have been discussed before. I haven't read the net since a long time.
Last week dutch TOS 1.4 ROMS were installed in one of our mega-2 systems.
I found some nasty problems, which I don't like at all:

1) I get lost and cross-linked clusters on the harddisk.

The harddisk is a megafile 30. I use CBHD 3.5, the harddisk driver
from the german 'Scheibenkleister' book. This did run very well
with TOS 1.2 (and 1.0). In the auto folder only environ.prg (which
sets the environment strings for TeX) and TOS14FIX.PRG are used.
(I do not use poolfix3, because it can not load after CBHD).
TURBOST16.ACC is the only accessory used.
I use GULAM, which is installed to autostart. I couldn't relate
the problem to a specific program. Although I noticed that most
problem files were created by SEDT or TeX (the TOOLS version), but than
most files are created by those 2 programs anyhow.

The problem might be a virus problem. I did get an old megafile 20 harddisk on
the same day. The disk was not empty. There were very much harddisk problems on
that disk, and I did send it back. I'm not sure however, whether the
a virus may have been transported from one system to the other.

2) Sometimes the system does not boot correctly, or I can not start
anything from Gulam.

Well, I have a lot of related questions. But I will post them separately.
The first problem described above is by far the most important.
I hope somebody has an answer.

Chris Evelo
MFAGKCHR@HMARL5 (BITNET)

2854. Lords of the Rising Sun

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 15:02:00 UTC
From: BAKAY1B@UReginaV.BITNET
Message-ID: <90Mar22.100540est.58014@ugw.utcs.utoronto.ca>
Source record: 242415

Has anyone seen a working copy of Lords of the Rising Sun for an ST? If so, where can I get one? Is it any good? I need the same answers for TV sports Basketball and Lakers vs Celttics basktball.
Thanks.

Brook M. Bakay "My modem software doesn't know how to tell my vax what a
Bakay1b@ureginav.bitnet backspace is"

2855. omnires and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 15:52:11 UTC
From: cjy@uafhcx.uucp
Message-ID: <3923@uafhp.uark.edu>
Source record: 242342

Has anyone seen or created a new 'omnires.inf' file for TOS 1.4? Omnires quit working when I changed ROMs, and I assume this is why. Thanks for any help.

Calvin Yockey
cjy@uafhcx.uark.edu
University of Arkansas

2856. Re: Requesting information on Macintosh emulation packages

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 15:55:35 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <4292@cbnewsj.ATT.COM>
Source record: 242348
Cross-posted to: comp.sys.atari.st,comp.sys.mac

In article <1252@taurus.BITNET>, adiro@TAURUS.BITNET writes:
> I am considering buying the Atari Stacy with a Macintosh emulation
> package, as a replacement of the highly-priced Mac-laptop.
> Since I am new to the Atari world I would appreciate any answer to any
> of the following questions:
>
> 1. What is the best Macintosh emulation package available?

In many people's opinion, Spectre GCR from Gadgets by Small (303) 791-6098.

> 2. How well does it emulate the Mac? Can one run ANY program that runs
> on a real Mac ? I am especially interested in the different software
> packages to define fonts, and then using the fonts in different
> word-processors available for the Mac.

Not ANY program, but its compatibility is impressive enough for most people.
For example, I used Fontastic Plus to create and edit a font, which I then
used from within MacWrite 4.6 and MS Word 4.0. Other programs that run on it
include MacPaint, Superpaint, MacDraw II, Pagemaker 3.0, Excel, and Hypercard.

> 3. Is it really compatible in the sense that one can have a diskette
> and work with the same software & data one day on a Mac and the other
> on an Atari ST ?

In my experience, on a 1040 ST, yes. I have formatted MAC GCR disks from
within the emulation (under the "Initialize Disk" dialog), and taken them
to a real MAC SE/30 at work, and they read and write fine there.

> 4. How much memory does the emulation package consume ?
On a 1 Meg 1040 ST, you are left with 832K that the Mac mode can use. This
can be used to run Hypercard, provided you don't have other memory-hungry
Inits or DA's running. If you upgrade to 2.5 Meg, you are left with
2240K or 1920K of Mac memory, depending on whether you turn on the RAM cache
or not. This is good enough to run most memory-intensive programs in
combination with fancy Inits and DA's.

Rana Dutt
rcd@mtqua.att.com

2857. Price opportunity on STe's (was Re: Ram expansion on STes)

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 17:51:27 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <2985@castle.ed.ac.uk>
Source record: 242346

In article <2981@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) and
in article <2380@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas)
write about UK pricing on various ST models, particularly 520 STe/STFM

The proprietor of the local Atari dealership told me a few days ago that
the STe's (I'm 95% sure he said 520STe's) that he is currently selling
were delivered to him against an order for STFM's; he is selling them
out at the old STFM price, since they were invoiced to him at the old
dealer price for STFM's. He does not expect to continue doing so after
models ordered by and invoiced to him as STe's actually arrive. This would
suggest that Atari UK is out of 520STFMs.

So Mark, perhaps you had better get your skates on down to Antigua Street,
before the cheap STe's are sold out!

Russ Evans

2858. Vault 2.01 and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 17:52:00 UTC
From: latornell@MECH.UBC.CA
Message-ID: <330*latornell@mech.ubc.ca>
Source record: 242416

longj@LONEX.RADC.AF.MIL (Jeffrey K. Long) describes a problem with Vault 2.01 crashing just as it begins to write to a newly formatted backup disk.

I experienced a similar problem and, with the help of Vault's author, traced it to a conflict between Vault and the ICD supplied utility program COPYFIX.PRG in my Auto folder. Changing the name of COPYFIX.PRG to COPYFIX.PR and rebooting before I run The Vault solves the problem.

==========

Doug Latornell (latornell@mech.ubc.ca)
CAM/Robotics Lab
Mech. Eng. Dept.
University of British Columbia
Vancouver, British Columbia, Canada

2859. Re: MULTISYNC RECOMENDATIONS

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 20:31:50 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003222029.AA25603@fsucs.cs.fsu.edu>
Source record: 242350

In article <1225@oucsace.cs.OHIOU.EDU>, bwhite@oucsace.cs.OHIOU.EDU (Bill White) writes:
>true, however, that because the ST was not "built" to work with another
>monitor, impedence mismatches, interference, etc. can and will cause some
>problems. For instance, "ringing" due to impedence mismatch and other
>factors seems to cause a shadow effect (I could be wrong about the cause,
>this is speculation from knowledge of RF circuitry). For this reason,
>it's very important to pay attention to ground paths, circuitry, etc.
>
>PS: No, I'm not associated with NEC. I just like their monitors.
>
>
>
>--
>| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
>| LAW OF THE INDIVIDUAL: |
>| Nobody really cares or understands what anyone |
>| else is doing. |

Do you know if either of the two Multisync adaptors for the ST (that I know
of) advertised in E.A. Brown do a good job of what you describe? I hope to
get a Multisync sometime in the near future. Oh, thanks to you and Howard
for correcting me.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2860. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 20:38:50 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Mar22.203850.18436@murdoch.acc.Virginia.EDU>
Source record: 242402

In article <1990Mar22.071155.5496@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

[A long time ago, Chris posted that Atari was "highly leveraged". I asked him to look this up to see if it was true. He never posted whether it was or not. Could someone please check this?]

>[Steve Jacobs' posting about Atari's health deleted]
>
>Whoa! I didn't say that Atari was going to close up shop tomorrow. What
>I mean is that they are going to be losing money for a while in the computer
>area of their business. Their R&D is just too far behind the competition.

Atari made money in the computer area of their business in the 4th quarter of 1989. Giving that revenues and profits lagged for 3 quarters and now new products are shipping in a quarter in which revenues and profit rose, it seems clear that Atari is entering a new product cycle. The figures don't support your assertions.

>re: Portfolio

[criticism of Portfolio deleted]

If you think the Portfolio is so ill-positioned, you must think people are really stupid to pay $2000 for a Poquet portable. After all, it has no more features than one of those Toshiba things, but it lacks a floppy drive.

The market, not the pundits, will determine the Portfolio's success. Thus far Atari has sold a bunch of them. Of course, they have to get their defect rate down, and they will have to discount the price from its current level.

>re: ATW
>
>What ever happened to this machine? It has been in developer hands for
>ages now and nobody seems to have written anything of consequense for
>it and you still can't buy one.

There have been several postings from people in England who have bought production models. It seems that it is being marketed as a niche product in England, which is much more interested in the Transputer than the US.

>re: Megas
>
>IMHO, this machine is going to die a slow painful death. It is impossible

>to develop anything for the critter as there are more board revisions
>out there than there are people named Jones.

Joe Average User doesn't buy hardware upgrades for his motherboard,
other than memory. Personally, I'd rather buy an STe if I could choose
any ST model just because it's so cheap to plug in SIMMs.

>re: 520 ST taking over the "cheap computer" market
>
>I don't think so. The Amiga 500 is about the same in price and is better
>suited to play games (which most people will do with a $300 computer anyway).

Compare the STe to the Amiga 500. Given that all STes have SIMM slots,
it's easier and cheaper to upgrade STe memory than Amiga 500 memory.
Each entry-level system has its strengths and weaknesses, and I doubt
either one is going to eliminate the other.

>Wow, this letter seems a bit harsh, but I don't think I've said anything
>that is grossly inacurate.

Well, your claim that Atari is "highly leveraged" was never confirmed,
and you seem to think that Atari is losing money when they're making
money. You also might consider that they are at the beginning of a new
product cycle. If revenues remain at about 450 million $, and profit
rise to a mere 10% (they've done better in the past) , then the stock
at its current price will end up around 10:1 P/E. It's probable that
revenues will actually rise 20% or more in the next year. I'm very
surprised that they earned anything in 4Q89 despite making big
investments in new product production.

Obviously Atari is not a safe investment. But, IMHO, it is not a bad
investment at the current stock price.

> Atari's
> computers are going to be in the bottoms of America's closets if
> the company doesn't shape up.

Revenues are rising also. Have a nice day, and please post some
facts about Atari's long-term debt.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

2861. Re: TIMEWORKS AND POSTSCRIPT FILE OUTPUT

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 20:54:55 UTC
From: clj@ksr.com
Message-ID: <634@ksr.UUCP>
Source record: 242401

In article <ID0952.D900320.T091019.CHIASSA@UDEM>, CHIASSA@UDEM (Alyre CHIASSON) writes:
>Version 1.12 of TIMEWORKS DTP can save files in POSTSCRIPT
>format.

I have version 1.11 of this program, and it also claims to be able to handle
Postscript printers. I don't have a postscript printer, but I'm going to try
the same trick you did to see if it works.

> I obtained version 1.12 last
>October.

I obtained my version in December 1988. I just called Timeworks, and they
swore that 1.11 was the latest Atari version, saying that 1.12 was IBM only.
Could you check to see that you really have 1.12 for the ST so I can followup
to them? If anyone else has 1.12, knowing that would be helpful to me as well.
Thank-you.
--
Chris Jones clj@ksr.com uunet!ksr!clj harvard!ksr!clj

2862. Re: Running MIDI at 500KHz -- conclusions??

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 21:35:53 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11493@stag.math.lsa.umich.edu>
Source record: 242403

In article <1436@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>Conclusions? I hope that doesn't mean the end of your experiments. If
>it worked even at 125Khz, SGS net would be speeded up considerably,
>and 250Khz is faster than Localtalk (= Appletalk - runs at 230Khz). I

Well, any speed other than 500khz would mean installing a new crystal,
or sticking in a divider. Unless you had some external control over the
divider, both solutions would mean screwing up your MIDI and keyboard
baud rates. But if that's not an issue for you, then you can go ahead
and try it... It just isn't gonna be a software solution.
--
-- Howard Chu @ University of Michigan

2863. Re: How about: 'Introduction to comp.sys.atari' ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-22 23:00:00 UTC
From: dietrich@fromuu.UUCP
Message-ID: <4647687@fromuu.UUCP>
Source record: 242345

In article <942@abekrd.UUCP> mike@abekrd.UUCP (Mike Quinn) writes:

[...]

> I would be happy to volunteer, but note: I have no technical ST knowledge,
> I am on the wrong side of the Atlantic.
^^^~
I think you're on the right side but in the wrong country!
Come to Germany :-)

[rest of Signatur deleted]
> United Kingdom. | TELEX: 847579 | bills are paid, no regrets

Bye

Dietrich

--
Dietrich Froemming dietrich@fromuu.from.sub.org
Tel# +49 8152 5579 dietrich%suninfo@sunmuc.UUCP
Fax# +49 8152 8577 BIX&DASnet: dfroemming@BYTECOSY.DASnet Error!

2864. UniTerm 2.0 question

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 00:32:36 UTC
From: matthews@umd5.umd.edu
Message-ID: <6317@umd5.umd.edu>
Source record: 242405

I'm having some serious problems with Uniterm 2.0e (now 002, also with 009). The local tie-in I have to the mainframes as, well, gone to h*ll with some major line noise problems (it's the only place that gives me line noise, too), and Uniterm keeps locking the modem out, such that I have to reboot in order to use the modem again.

This is highly annoying.

Is there anything that I have set up incorrectly with Uniterm?

My system is a Mega 2 mono system with TOS 1.4 currently. I have the buffers set to 5KB RS232, and larger than standard buffers for everything else. Whatever I type before I reboot is sometimes (can't remember if it's always) sent to the modem after Uniterm is loaded again.

Mike

2865. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 01:00:55 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar23.010055.12116@cunixf.cc.columbia.edu>
Source record: 242406

Your posting was rather annoying, as I TOLD you that I was going to send you the complete financial report when I got it into computer-readable form (which I have just completed today). For your information, the company's debt/financial worth ratio is roughly 3 to 1. I would call that HIGHLY leveraged wouldn't you?

Not only that, but they have been consistently delaying payments to their suppliers (not a good sign) and have been REFUSED credit in the recent past because of it. They are MUCH less liquid than most companies in their industry and they have a very sluggish turnover in inventory.

Also, it doesn't help matters that their main trade facility is denominated in Yen (I believe it was for ~US$13,500,000) and thus will buy less in every market ecxept in Japan as the Yen depreciates.

I'm a bit tired so I'll save the rest of reality for later. I wasn't trying to delay this information and I resent your implications that I was somehow lying. The facts speak for themselves, Greg. Wake up and smell the coffee.

Have a nice day.

Chris


```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------
```

2866. Re: vceldemo - missing part 06/06

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 01:05:48 UTC
From: aaron@pencarrow.comp.vuw.ac.nz
Message-ID: <1990Mar23.010548.240@kaukau.comp.vuw.ac.nz>
Source record: 242407

I haven't recieved part 6 of the VCELLDEMO in my corner of the network either. I have parts 1-5, but I haven't recieved any comp.binaries.atari.st since that. Has anyone recieved it?

If they have please send to me as well. Failing that, what archive sites have it? Terminator?

/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

2867. SUBSCRIBE...

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 02:59:00 UTC
From: WJOHNSTO@COLGATEU.BITNET
Message-ID: <9003230852.AA00909@ucbvax.Berkeley.EDU>
Source record: 242417

Please add my name to the Atari-16 SIG, if it is still functioning. My BITNET address is WJOHNSTON@COLGATEU

Thanks--

Michael Johnston

2868. Backup on videotape

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 03:21:25 UTC
From: brunner@ramoth.bl.physik.tu-muenchen.de
Message-ID: <1434@tuminfo1.lan.informatik.tu-muenchen.dbp.de>
Source record: 242412

Hi,
in a german ST-magazine I've read an article about making a backup
from harddisk to videotape. I've never heard about this method, but
according to the article it seemed to be a very popular method of
making a backup.
My questions are:
How save is this system ?
What does it costs (of course without videorecorder) ?
Where can I get it ?

Bye,
Thomas
Thomas Brunner
Physik-Department E17 : brunner@marvin[.e17.physik.tu-muenchen.de]
TU Muenchen, 8046 Garching |FIDO-Net: Thomas Brunner 2:507/403.7
West Germany |sub-net : brutho@floenz1

2869. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 03:24:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <5780001@acf5.NYU.EDU>
Source record: 242349

/* acf5:comp.sys.atari.st / gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl)
> I'm very
> surprised that they earned anything in 4Q89 despite making big
> investments in new product production.

Yes that must be the (agreably) complex process
of designing a computer working at 16 (sixteen!) MHz
which even (yes even that...) includes SIMM slots!
But most impressive of all: The screen resolution.
It will actually support the screen resolution used in IBM-PC compatibles
the last two years. A full 640x480 at 16 colors!!!!!!

But wait. This amazing system will include ONE EXPANSION SLOT.
Consider: Even a cheap PC-compatible (introduced LESS than 6 years ago)
rarely has more that 5 expansion slots!!!!!!!

As if the specifications alone were not enough to bogle one's mind,
it has been said that the system may reach mass production
less than a year after its official introduction.
And yes, the official introduction is expected
before this comming Christmas!

There is more. Unix, whose full blown implementations only resently
(2 years ago) appeared in the PC world is currently under development.
U
Thanasis

2870. Press conference news from Cebit(March 21)

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 06:53:13 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <4547@jhunix.HCF.JHU.EDU>
Source record: 242411

Anyone have any news from this newsbreaking press conference that Atari was supposed to have... Like when are they gonna unveil and promise the Machine XX/XX

well supposedly there was going to be a press conference..or am I just badly misinformed..

-Ajay

2871. Re: Single-sided atari drives

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 09:42:33 UTC
From: pfg@ukc.ac.uk
Message-ID: <4254@harrier.ukc.ac.uk>
Source record: 242418

> In article <633@ksr.UUCP> fay@ksr.UUCP (Peter Fay) writes:
> >Has anyone tried upgrading one of those old cruddy single-sided Atari
> >external drives to a double-sided drive by just pulling out the old
> >drive and inserting a 720K TEAC or whatever? Does it work with no
> >hitches? How about a 1.2 Meg drive - anyone tried that?
> >
> I tried taking out the chinon 720k drive which was built-in to my 1040
> and replacing it with a panasonic 720k
> (the stupid drive burned out) and THAT
> didn't work... The cables fit perfectly, but when I turned my computer on,
> the drive would just spin infinitely - never seeking. I tried this
> on another panasonic - same thing. I think standard IBM drives
> don't work properly on the ST - perhaps some jumpers must be set
> but the techie folks at the store I bought the drive from had no idea
> how to do it.

You have the disk drive cable upside down... This is just about
the ONLY thing that would make the motor stay on when the drive is
not being accessed.....

Good luck......

I'd try again if I where you just remember THE RED WIRE ON THE CABLE IS
PIN ONE...!!! and pin one should be marked on the connectory to the drive..

Pete..

```
/----------------------------------------\
| |
| ***** *** *** **** *** |
| * * * * * * * * ** |
| * * * **** * * * |
| * * ** * ** * ** * |
| * *** *** *** *** |
| |
\----------------------------------------/ Physics UKC.
```

2872. ***** HELP ******

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 10:48:00 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGKHDZRJDBGT.at.UMPA>
Source record: 242408

HELP !!!!!

My hard disk has decided to pack up. When I booted it up, it would go
through the normal sequence until it came to clear to the desktop.
Instead a lot of rubbish appeared on the screen, along with bombs,
and the machine reset to start going through the boot sequence again.
I had luckily backed up very recently so I thought I'd reformat
the drive.
When I did this the hard disk utility reported a 'FORMAT ERROR', so
now the disk does work. I phoned a couple of repair companies and
none were very helpful - mostly said 'Its f***ed - buy a new one'.
One of them said something about it needed 'Low level reformatting'
and that would have to be carried out on an Amiga, taking a lot
of time and costing a lot of money - why not buy a new one.
Can anyone out there sent me a program which can do this 'low
level reformat' without having to pay lots of money - difficult
as I don't have it.
This has really screwed me up - you don't realise how dependent
upon the hard disk you become until it isn't there.

Thanks in advance
Steve C.

A poor student desperately in need of help
PS. I should have said - the drive is a Triangle 20MB AT/HD20
and the software I tried was the Triangle hard disk utilities.

2873. Re: Molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 11:38:30 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9003231138.aa01418@flopsy.Cs.Bham.AC.UK>
Source record: 242409

There is a program here in the UK, called MolGraph, which does this kind of thing. It was covered in the last issue of ST World, and is available from the ST Club.

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2874. PUBPAINT

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 12:33:35 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <11284@ttidca.TTI.COM>
Source record: 242410

Recently, David Beckemeyer mentioned the German paint program from the GEnie libraries (PUBPAINT.ARC) as a possible virus source. David provided me with more information on why he suspected the program. I downloaded it, and check it quite thoroughly. It does not contain, or generate, any virus.

David's suspicions were due to a function call the program made, which was rather unusual. It did indeed do what he thought, but not for the purpose of generating a virus. The program does do quite a few wierd sound effects, and handle a few functions in some rather unusual ways, but none of them are harmful.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2875. TIMEWORKS DTP WERE I GOT IT.

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 14:27:50 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID6137.D900323.T102750.CHIASSA@UDEM>
Source record: 242439

Chris Jones asked for verification of my most recent version of TDTP. Yes indeed it is V1.12, that's what comes up on the screen and what a small piece of paper said that came with my update. That small piece of paper described the new feature of printing postscript files to disk. However, I did not get my update directly from TIMEWORKS but from GST SOFTWARE PRODUCTS LTD., T/A ELECTRIC DISTRIBUTION, MEADOW LANE, ST IVES, HUNTINGDON, CAMPS, PE17 4LG, TEL. (0480) 496666. It took several months for the mail to travel back and forth from Canada to England but it eventually got to me in October 1989. The update is solid as a rock, I've observed a few strange things but it has never crashed. Hope this helps.

2876. Re: TIMEWORKS AND POSTSCRIPT FILE OUTPUT

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 14:53:36 UTC
From: clj@ksr.com
Message-ID: <635@ksr.UUCP>
Source record: 242420

In article <634@ksr.UUCP>, clj@ksr (that's me) writes:
>
>I have version 1.11 of this program, and it also claims to be able to handle
>Postscript printers. I don't have a postscript printer, but I'm going to try
>the same trick you did to see if it works.

I tried reinstalling the program last night, saying I had a Laserwriter Plus.
When I tried to print a document, it asked me to insert my font disk, spun a
little while, then asked me to insert my font disk, then spun a little while,
then aske me to insert ... I never did get asked whether I wanted the output
to go to a printer or to disk.

>> I obtained version 1.12 last
>>October.
>
>I obtained my version in December 1988. I just called Timeworks, and they
>swore that 1.11 was the latest Atari version, saying that 1.12 was IBM only.
>Could you check to see that you really have 1.12 for the ST so I can followup
>to them? If anyone else has 1.12, knowing that would be helpful to me as well.
>Thank-you.

So, looks like I'm going to have no fun talking to Timeworks to find out what
the story is. Sigh.
--
Chris Jones clj@ksr.com uunet!ksr!clj harvard!ksr!clj

2877. Re: vceldemo - missing part 06/06

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 14:56:37 UTC
From: johnsoer@thor.acc.stolaf.edu
Message-ID: <11799@thor.acc.stolaf.edu>
Source record: 242429

Any day, minute, or second now part 6 of the Vcel animation demo will appear on the net. I spoke with Steven Grimm (moderator) and apparently around 5 parts is considered a maximum number per posting day. I have been informed that part 6 was sent to the net on Wednesday, and should appear any time now. Sorry about the wait, but there are rules.

Erik R. Johnson (johnsoer@thor.acc.stolaf.edu)
(I will be off the net for about a week; back on April 2)

2878. Re: Running MIDI at 500KHz -- conclusions??

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 15:03:37 UTC
From: mark@ccvr1.ncsu.edu
Message-ID: <1990Mar23.150337.15770@ncsuvx.ncsu.edu>
Source record: 242419

Mark Boyd
mark@ccvr1.ncsu.edu

2879. Re: SUBSCRIBE...

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 15:40:44 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2580@rodan.acs.syr.edu>
Source record: 242423

In article <9003230852.AA00909@ucbvax.Berkeley.EDU> WJOHNSTO@COLGATEU.BITNET writes:
>Please add my name to the Atari-16 SIG, if it is still functioning. My
>BITNET address is WJOHNSTON@COLGATEU
>
> Thanks--
>
> Michael Johnston

I would also like to be added to the Atari-16 list or Info-16, or whatever
it's called... (Why is it called that, anyway?)

---jb

2880. Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 16:39:52 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <22739@uflorida.cis.ufl.EDU>
Source record: 242424

Atari 1040 ST's are discontinued. This sounds like total B.S. to me,
and I think it was a ploy to get him to purchase a MEGA instead. Can anyone
tell me for certain what the status of the 1040 ST is? It would be
nice to hear from someone from Atari about this. And why is a
DISTRIBUTOR handing out such a story?

From: cr1@beach.cis.ufl.edu (Anubis)
Path: beach.cis.ufl.edu!cr1

--
=-=-=-

2881. Re: Running MIDI at 500KHz -- conclusions??

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 17:47:40 UTC
From: mark@ccvr1.ncsu.edu
Message-ID: <1990Mar23.174740.18830@ncsuvx.ncsu.edu>
Source record: 242425

Ops - rn put my message in the Keywords line, highly truncated. I'll try again.

The midi port and the keyboard port of the ST both use the same 500 KHz clock, but it is simple to make the UARTs clock inputs independent. All it requires is cutting one trace on the PC board. I did this to change the baud rate for the midi port. It is documented in deckeybd which is archived in comp.{sources|binaries}.atari.st.

On the other hand, you cannout run a UART asynchronously with its baud rate equal to its clock rate. That, with or without the optical isolators, doomed Howard's (I think it was ..) experiment. You need to use a 16X clock. I don't remember the max clock input on the ST's UART, but I don't think it is nearly fast enough for AppleTalk speed.

Mark
mark@ccvr1.ncsu.edu

2882. Re: omnires and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 18:23:01 UTC
From: bobw@hpsad.HP.COM
Message-ID: <750058@hpsad.HP.COM>
Source record: 242431

>Has anyone seen or created a new 'omnires.inf' file for TOS 1.4? Omnires quit
>working when I changed ROMs, and I assume this is why. Thanks for any help.

Yikes! I was going to place an order for omnires today, but now
I'm waiting.

Anybody have this information?

By the way, how satisfied are you (that is anybody who uses it) with
the performace of omnires with a color monitor emualating mono?

-Bob

2883. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 19:45:13 UTC
From: cosc10hv@elroy.uh.edu
Message-ID: <5882.260a2869@elroy.uh.edu>
Source record: 242426

In article <1990Mar21.215753.8966@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> The Mega line looks like the developer/academic
> special, especially if E graphics and sound catch on. The ATW and ABC don't
> appear to apply to the US market at all, although I understand that profits
> from ABC are very welcome.
> Steve J.

One question, what is the ATW and the ABC - I have (honestly) never heard of those before...
--


```
-------------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" --------------------- |
| COSC10HV@Elroy.Uh.Edu |
| 129.7.1.2 or TECHJW@Elroy.Uh.Edu |
|_____________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

2884. Looking for software to drive a tape drive...

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 19:54:05 UTC
From: goldman@timbuk.cray.com
Message-ID: <6901@timbuk.cray.com>
Source record: 242430
Cross-posted to: comp.sys.atari.st,misc.wanted

Hello all! I'm looking for some software to drive a SCSI
tape drive. The drive in question is a Teac MT-2ST/45S-24-U.

My current setup is
Mega-4, Supra host adapter, ABC-4070 with a 30 Mb drive, and
a Shugart SCSI to MFM card with a 30 MB disk. I'd like
to be able to use the Teac for backups and long term data
storage.

I'd also like pointers on how to write C code that will get
at the SCSI bus. My compiler is Mark Williams C.

Send me the information and I'll post a summary to the net

NOTE: my e-mail address is goldman@ferris.cray.com, not
goldman@timbuk.cray.com! Timbuk is the machine that I post from.

Thanks!
--
Matthew Goldman (612) 936-9675 goldman@ferris.cray.com

It's real handy, havin' an Elder God in the band, eh?"

2885. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 20:27:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <5780002@acf5.NYU.EDU>
Source record: 242428

/* acf5:comp.sys.atari.st / gl8f@astsun7.astro.Virginia.EDU (Greg Lindahl)
> I'm very
> surprised that they earned anything in 4Q89 despite making big
> investments in new product production.

Yes that must be the (agreably) complex process
of designing a computer working at 16 (sixteen!) MHz
which even (yes even that...) includes SIMM slots!
But most impressive of all: The screen resolution.
It will actually support the screen resolution used in IBM-PC compatibles
the last two years. A full 640x480 at 16 colors!!!!!!

But wait. This amazing system will include ONE EXPANSION SLOT.
Consider: Even a PC-compatible (introduced LESS than 6 years ago)
rarely has more that 5 expansion slots!!!!!!!

As if the specifications alone were not enough to bogle one's mind,
it has been said that the system may reach mass production
less than a year after its official introduction.
And yes, the official introduction is expected
before this comming Christmas!

There is more. Unix, whose full blown implementations only resently
(2 years ago) appeared in the PC world is currently under development.

Man, am I impressed. I can sleep from the excitement.

Thanasis

2886. GCR read copy protected Mac Disks

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 20:57:24 UTC
From: gibson@trwrb.UUCP
Message-ID: <314@trwrb.UUCP>
Source record: 242434

Can the Spectre GCR read Macintosh disks that are copy protected?

Gregory S. Gibson
gibson@pigpen.dsd.trw.com.

2887. ST computer wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 22:08:21 UTC
From: JTT106@psuvm.psu.edu
Message-ID: <90082.170821JTT106@psuvm.psu.edu>
Source record: 242432
Cross-posted to: comp.sys.atari.st,misc.wanted

Does anyone out there have a ST they don't want? my minimnum request is for a 520 ST with no drives, no mouse, no docs, no system disks, but I do want one that works (mine dosn't). If you would like to sell a dbl sided drive with it I will take it (No 354's I have enough), along with the mouse, docs, and disks if you must sell it as a package.

John Tallarico

2888. Nethack 3.0 patchlevel 7 binaries on Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 23:50:39 UTC
From: zz1jm@sdcc4.ucsd.edu
Message-ID: <9297@sdcc6.ucsd.edu>
Source record: 242433

Howdy!

There have been several requests for the new nethack binaries. I
was wondering if there was someone out there who was mailing off
the files to those people or not.

If so, perhaps we could find some central clearing house for
requests.

At any rate, for those of you with ftp access, there is now
a file "nh3_pl7.lzh" in the atari/new directory on terminator
[35.1.33.8]. It is a bare essentials file will the executable
and all the primary support files. The Guidebook, man pages &
misc. docs are ommitted. It does run though. The font maker
"hackfnt.prg" is included--and does it look great! @8^)

I'm outta town after this Saturday so I can't mail out a
6 part uuencoded file until next week. Maybe some nice person
out there would take care of that.

I don't know what the schedule for patchlevel 8 is. It may be that
we should wait for it before re-submitting to the archives.

Happy NetHacking!

P.S. I didn't mention anything in the rather brief readme I stuck
in there, but if you get the program up and running, could you drop
me a line? I'd apreciate it.

Jon McCarty
internet: jmccarty@ucsd.edu
bitnet: jmccarty@ucsd

2889. Panarthea may be out sometime next week.

Newsgroup: comp.sys.atari.st
Date: 1990-03-23 23:53:18 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1386@male.EBay.Sun.COM>
Source record: 242421

Panarthea is moving to new hardware, so the archive server may be unavailable for a short while next week. It should not go away for more than a day or so, but I don't want anyone wondering where it's gone. Archive users will not notice any change in functionality (except that the requests may be serviced a split-second faster...)

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

2890. Re: vceldemo - missing part 06/06

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 02:20:51 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <5390@cuphub.cup.edu>
Source record: 242422

In article <1990Mar23.010548.240@kaukau.comp.vuw.ac.nz>, aaron@pencarrow.comp.vuw.ac.nz (Aaron Roydhouse) writes:
> I haven't recieved part 6 of the VCELLDEMO in my corner of the network
> either. I have parts 1-5, but I haven't recieved any
> comp.binaries.atari.st since that. Has anyone recieved it?
>
> If they have please send to me as well. Failing that, what archive sites
> have it? Terminator?
>
> ____
> / \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
> |@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
> __ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"
--
Our site hasn't gotten it yet either!

```
+-------------------------------------+-------------------------------------+
!Dan Karbowsky kar7481@pitt!cuphub! S U P P O R T T H E S T ! ! ! !
!102 Lee Drive ________________/ Call the ATARI ELITE of PITTSBURGH'S !
!Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 !
!15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! !
! / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***!
!(412)929-4023 /---Also--Now the NEW H.Q. of the Atari-Users-Association--- !
! / For more info, send email TITLED "AUA-INFO-REQUEST" !
+-------------+-----------------------------------------------------------+
```

2891. NetHack 3.0 patchlevel 8

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 03:24:49 UTC
From: ersmith@uwovax.uwo.ca
Message-ID: <5474.260aa232@uwovax.uwo.ca>
Source record: 242435

In article <9297@sdcc6.ucsd.edu>, zz1jm@sdcc4.ucsd.edu (Jon McCarty) writes:
> I don't know what the schedule for patchlevel 8 is. It may be that
> we should wait for it before re-submitting to the archives.
>
Patchlevel 8 should be out "Real Soon Now", i.e. a few weeks. The major holdup is the PC overlay scheme, which is quite tricky and seems to have some subtle bugs. Once those are cleared up I'll send copies of pl8 binaries to terminator and maybe some other archive sites. If there's a lot of interest I'll post to comp.binaries.atari.st.

Patchlevel 8 fixes the usual bugs, and the TOS version has better color support (you can turn the colors on and off as you're playing) and allows control+number-pad combinations. I'll try to put a real readme in there too.

--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

2892. Accelerator Board, Where?

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 03:43:21 UTC
From: frachel@umiami.miami.edu
Message-ID: <6172.260aa689@umiami.miami.edu>
Source record: 242436

Does anyone have the address and # of where to get the Turbo 16
Accelerator Board?

Also, will this board fit in the computer with Pc-Ditto 2?

- Frank Rachel

2893. Kings Quest 4 , Help!

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 03:51:24 UTC
From: frachel@umiami.miami.edu
Message-ID: <6173.260aa86c@umiami.miami.edu>
Source record: 242437

I don't know if this should be posted here, but here goes:

I am playing Kings Quest 4 on the St, and I have been stuck for days in the same spot. From my college phones I can't call the hint line or anything, so I need to know if anyone is playing it, or has played it and can help me. Basically I have about 106 points, and am looking for Pandora's box. I can't do anything from there. If you can help send me mail and I will give you more details.

Frank Rachel

2894. TIME.INF: What does it do?

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 04:18:58 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Mar23.232431est.57991@ugw.utcs.utoronto.ca>
Source record: 242440

Anyone out there know where the 'TIME.INF' file comes from, the one that appears in the root directoryof my hard drive? 14 byte total...
Does it have anything to do with the fact that I can't get my clock to work, even though the batteries are OK and the leads ARE plugged into the (mega2) motherboard?
Peter

2895. Useful Article on SCSI Bus

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 04:22:39 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Mar23.233151est.57419@ugw.utcs.utoronto.ca>
Source record: 242441

A useful article on simple interfacing to the SCSI bus, currently appears in the April/May issue of Circuit Cellar Ink: The Computer Applications Journal, page 15.
The article shows how a subset of SCSI commands can be used to interface to equipment without requiring a microprocessor controller at the receiving end.
It would be really useful if someone in the know would specify the differences between true SCSI and ACSI, and what the adaptor board does in the SCSI interface. I've seen requests for this in the past, on the net, but never seen an answer....
Incidentally, Circuit Cellar Inc is a terrific source of applications info for hardware and software projects. The current issue also has an article on computer generations of holograms, using VGA resolution if you can believe it!
Peter

2896. Re: Vault V2.01 and TOS 1.0 ??

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 05:25:27 UTC
From: johna@van-bc.UUCP
Message-ID: <275@van-bc.UUCP>
Source record: 242438

In article <9003211357.AA25196@lonex.radc.af.mil> longj@LONEX.RADC.AF.MIL (Jeffrey K. Long) writes:
>I downloaded Vault201 from terminator the other day, and it would bomb with
>two bombs when I tried to run it. Actually, I could get to the first and
>second screens, but after the program would format the disk in drive A, it
>would bomb as soon as it started to write the back-up to disk. Has anyone
>else seen problems like this with Vault?

I was getting two bombs after going through a couple of
screens until I rebooted with an (almost) empty \auto
folder, no accessories, and I ran vault right after booting.

Running almost any program before running Vault would give
me bombs. Mind you, I didn't bother with much experimentation
after I was able to get a good backup.

--
John Altstadt, 6135 Carson St., Burnaby, B.C., CANADA, V5J 2Z8
NET: ..!ubc-cs!van-bc!johna || ..!uunet!van-bc!johna || johna@wimsey.bc.ca
CIS: 76066,1015 || 76066.1015@compuserve.com (via INTERNET)

2897. Re: Question: Indus GTS 100 compat. w. Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 06:35:08 UTC
From: peters@rodney.enet.dec.com
Message-ID: <9003240635.AA07534@decwrl.dec.com>
Source record: 242251

>I am a Spectre 128 owner thinking about buying an
>Indus GTS 100(X) drive. Are there any problems using
>this drive with Spectre?

I also was interested in getting the GTS-100, but thought I had heard
that it didn't work with Spectre. However, just last night I happened
to read an article by Dave Small in ST World, titled "When Networks
Collide or: GEnie meets Usenet", where he states (under 'Gadgets Rumours
& Innuendo'):

There's a Future Systems (everyone says "Indus") GTS-100 drive
here that now works with GCR. This is the only brand of drive that
gave GCR trouble; five minutes with a soldering iron fixes it. This
hasn't been done before. We've posted instructions. More on this later.

Don Peters

2898. Re: TIMEWORKS AND POSTSCRIPT FILE OUTPUT

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 07:57:25 UTC
From: geoff@nluug.nl
Message-ID: <1173@epd74hp.nluug.nl>
Source record: 242427

In article <634@ksr.UUCP> clj@ksr.com (Chris Jones) writes:
>
>I obtained my version in December 1988. I just called Timeworks, and they
>swore that 1.11 was the latest Atari version, saying that 1.12 was IBM only.
>Could you check to see that you really have 1.12 for the ST so I can followup
>to them? If anyone else has 1.12, knowing that would be helpful to me as well.
>Thank-you.
>--
>Chris Jones clj@ksr.com uunet!ksr!clj harvard!ksr!clj

I've had version 1.12 for the Atari for at least one year now... The
program is from a UK software house (GST), and it may be that Europe's 1.12
is 1.11 in the States to ensure maximum confusion... :-)

Geoff Coupe

2899. Re: molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 12:50:09 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990Mar24.125009.27651@newcastle.ac.uk>
Source record: 242256

In the latest ST World Mag (UK) There was a feature on molecular modeling on the ST. I think the software is available from ST Club in the UK for a cheep 15pounds. I know nothing about molecular modeling so will not comment on what I think the S/W is like.

Dave H.

(D.C.Halliday@newcastle.ac.uk)

2900. Gemini autobooting...

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 15:14:23 UTC
From: jalkio@cc.helsinki.fi
Message-ID: <2182.260b8ecf@cc.helsinki.fi>
Source record: 242252

I have some problems with the Gemini shell. When I autoboot it with the Headstart, I can't get my saved desktop settings - only the ones which were there when I the first time tried Gemini. When I load the Gemini without autobooting, everything seems O.K. Why is this?

Jouni Alkio

2901. Question about animator programs

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 17:06:03 UTC
From: 7103_3407@uwovax.uwo.ca
Message-ID: <5478.260b62ab@uwovax.uwo.ca>
Source record: 242253

Well, another animator program (this time vceldemo) has come to
my attention and again it requires a colour monitor. Does anyone
out there know of a animator program which will run in mono?
Thanx in advance.
Adele

--

Adele Fraser | Bitnet: 7103_3407@uwovax.bitnet
Dept of Mathematics | Internet: 7103_3407@uwovax.uwo.ca
University of Western Ontario |
London, Ontario, Canada | Phone: (Math Dept)
N6A 5B7 | 519-661-3638 x 6539

2902. Seek Speed

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 18:20:41 UTC
From: frachel@umiami.miami.edu
Message-ID: <6174.260b7429@umiami.miami.edu>
Source record: 242254

I am planning on buying a hard drive, and was wondering what is
the slowest I should get? The ones I have seen range from 24ms to
70ms. Of course, the faster, the more expensive.. So I am looking for
a median. How slow is 70ms? The drive in question is the Seagate
250N

Thanks,

Frank Rachel

2903. ZOO Bugs

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 18:50:34 UTC
From: SOFPJF@VM.UOGUELPH.CA
Message-ID: <9003250802.AA01472@ucbvax.Berkeley.EDU>
Source record: 242442

I have ZOO.TTP (and sundry other files in the package) that states that it is verion 2.01STe 1988/08/25. The documentation says the author is Daan Joesephus Jitta, and gives me an arcane (to me anyway) set of addresses. Anyhow, I thought: Gee, here's a neat way to back up a whole partition on a minimal number of floppies: ZOO it, then use a program I found someplace called SPLITIT to break up the archive into floppy-sized pieces. Sure it's slow, but the ZOO step should run unattended, and later I'd have a LOT fewer floppys to switch. BUT:

1) -Backup of the directory for DBMASTER (remember that one?) fails on the file USEONE.HLP. This file is readable by MORE, the desktop COPY command, by ARC and by USEONE itself, so the file is OK, but ZOO gives "FATAL: Error reading input file."

2) (This one's less clear cut:) -backup of an entire partition eventually fails on " -- I/O error or disk full". Does not matter if the archive is on the same partition as the data being archived or not. Both partitions (15 MB each) are less than 1/2 full. Nothing else reports write errors on my HD.

3) In trying to pin down the first bug, I mis-typed the folder name, and the system locked up. Thus zoo -backup foo d:\bar*.* will lock up your system if directory "bar" does not exist. Not friendly.

Has anyone else seen these bugs?

[I'm running TOS 1.4, with the "rainbow" patch + poolfix3 + folder100 + cache10 - all standard Atari stuff - on a MegaFile 60, as 4x15MB]

I'm willing to help the author in any way I can. Hello Daan?

/PJ SofPJF@VM.UoGuelph.Ca

If an idea can survive a bureaucratic review and then be implemented,
... it isn't worth doing.

2904. floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 19:28:58 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar24.192858.1655@ns.network.com>
Source record: 242255

From time to time I've seen mention of replacement floppy drives not indicating disk change status. Since I've had a replacement drive for longer than my human memory works, I don't recall if the original could really detect disk change status either.

Looking at the pinouts and schematics for a 520 ST reveals that there is no dedicated "disk change" signal. So if the original Atari floppy drives could inform of disk change condition, that information would HAVE to be indicated in some way over the only lines available to do so, namely: read-data, track-0, write-protect, and index. Furthermore, these signals go directly and only to the floppy controller chip, so that if there is any disk-change detection going on, it has to be occuring there.

I will pursue this by looking into the specs of the floppy controller, but if anyone has any clues or knows the answer to this, let me know. Thanks.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

2905. Re: INFO-ATARI16 Digest V90 #360

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 20:05:00 UTC
From: V067MAJP@UBVMSC.CC.BUFFALO.EDU
Message-ID: <BD5F56BA0FBF8088EE@UBVMS.BITNET>
Source record: 242443

please unsubscribe me from the mailing list.
thank you.
John Chu
v067majp@ubvmsd.cc.buffalo.edu

2906. LIST SERVES

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 20:30:00 UTC
From: STIBOREK@VAXB.ACS.UNT.EDU
Message-ID: <9003270807.AA13374@ucbvax.Berkeley.EDU>
Source record: 242444

Does anyone know the/or a current list serv for the Info-Atari16 digest
and Info-Atari16 Programs for either the Bitnet or Internet Access.
Thanks
Please Reply to the Net, it seems a lot of people need this information.
(perhaps this will allso cut down on the number of subscribe/unsubscribe/
help messages being sent to the digest.)
John Stiborek

= This mail comes to you through twisting tunnels of logic, =
= across endless plains of ideas, through mountains of symbolism =
= and endless universes of alternate truths.... =
= =
= John STiborek | UUCP - Ntvax!Vaxb.acs.UNT.edu!STiborek =
= BITNET - STiborek.UNTvax | ARPA - STiborek.Vaxb.acs.UNT =
= GENIE - J.STiborek | "Join the Revolution" =

2907. Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 21:05:09 UTC
From: agostino@sherlock.cs.concordia.ca
Message-ID: <2025@clyde.concordia.ca>
Source record: 242257

Hello..... to the two people, Mr. Walsh and Mr. Meijer, who requested that I mail them a copy of Uniterm V2.0e 009, I apologize. I tried sending a uuencode version to you, but each attempt bounced because the max message size is 100k (Yes, I didn't think that the size would pose a problem in my haste...)

Anyways, I also managed to lose both of your addresses in the process. So, if either or both of you wish me to resend you a copy of 009 (duly split into two parts each less than 100k long :-), email me a message so that I'll know where to send the stuff.

To all other netters, I apogize for using up bandwidth like this, but these things happen sometimes when you're in a rush.....

Agostino Deligia | "If the bears don't eat you,
agostino@sunkisd.cs.concordia.ca | it's home."
agostino@concour.cs.concordia.ca | --Binbiniqegabenik

2908. Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 21:23:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000028@ux1.cso.uiuc.edu>
Source record: 242445

I can't believe it. I kind of killed my 1040 trying to upgrade
it to 2.5 meg, so I checked around to see what the going prices
for Atari computers were. No one seems to have anything. Micro
Tyme has 1040's for $ 675 but that is all I found. Don't
Canadian firms do Intl. Mail Order? Anybody have any numbers?

Could someone purchase a 1040STe up there and send it to Illinois?
Someone sent a price of $777 Canadian for a 1040STe...

Side Q: Can my 1 meg DRAMS be placed in empty SIMM sockets
i.e. can empty SIMM sockets be purchased?

Thanks... any info or help appreciated...

P.S. Anyone know if I can send my 1040 to a place that
repairs them?

-- Greg

2909. Re: MT CShell

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 21:52:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90032422335919@masnet.uucp>
Source record: 242446

I bought MT CShell from David Beckemeyer a few weeks ago. It is, of course, fantastic. I sent a message to DB after I received it, but he did not send an answer, or more likely, he did and it bounced. I've answered most of the questions I had by working on my own, but here are two which someone may be able to help me with:

1) How do I use the ARGV environment variable? I know it has to be something like xArgs, which I haven't used yet. I want to be able to pass sickeningly long command lines to my own programs too.

2) How do I keep MT CShell from adding quotation marks here:
```
set copt=-a -p
program $copt -i${TCINC} $i
program gets
'-a -p' -id:\include myfile.c
```
instead of
```
-a -p -id:\include myfile.c
```
I thought that you could set a variable to a list of words, but MT-CShell is convinced that it has to be one word.

Thanks DB, or anyone else who can help.

David Megginson, Centre for Medieval Studies
meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

2910. Re: Molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 22:22:40 UTC
From: SML108@psuvm.psu.edu
Message-ID: <90083.172241SML108@psuvm.psu.edu>
Source record: 242447

In article <9003231138.aa01418@flopsy.Cs.Bham.AC.UK>,
RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) says:
>
>There is a program here in the UK, called MolGraph, which does this kind of
>thing. It was covered in the last issue of ST World, and is available from
>the ST Club.

There is also my program Genesis, from Antic Software...

Scott Le Grand

2911. Internal Floppy Problem

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 22:48:55 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <22598.260ba4f8@kuhub.cc.ukans.edu>
Source record: 242448

Recently, I've been having a problem with the internal drive
on my 1040stf reporting that the disk can not be updated because
it is write protected. Reinserting the disk has no effect, and I
usually can't get it out of this write protect "mode" unless I
reboot the computer at which time everything is fine.

I tend to notice this problem after using the computer for a couple
hours, but I don't think the length of time that it has been
powered on is a big factor.

Anyone think they know what causes this? I've checked the
switch with a meter and it seems to be responding correctly...

One might also note I had the drive replaced when my other one
died, but this was not something that started happening immediately
after the replacement.

Thanks,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

2912. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-24 23:03:19 UTC
From: perand@nada.kth.se
Message-ID: <3204@draken.nada.kth.se>
Source record: 242258

In article <5780001@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>Yes that must be the (agreably) complex process
>of designing a computer working at 16 (sixteen!) MHz
>[lots more]

Why shouldn't it be complex and expensive to construct a new computer ?
And why should it help that IBM constructed a brain-dead computer based
on a brain-dead chip in '81. Atari didn't base this construction on this
and therefor your flame on Atari seems out of place. You can buy a PC
instead of flaming Atari for making machines adressing more than 1 meg
of memory. Not sure what your comment was indicating, really ?

Per
--

Per Andersson
Royal Institute of Technology, Stockholm, Sweden
perand@admin.kth.se, @nada.kth.se

2913. SPECTRE GCR & System 6.04

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 01:11:53 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900324.19115302.014112@SFA.CP6>
Source record: 242449

Hello all,

Just wanted to nip a growing rumor in the bud. Seems that A-Max
is having difficulty in running System 6.04. On several of the nets
in this part of the Lone Star State, a lot of STers who don't have Spectre
are naturally assuming that the Spectre GCR can't run 6.04 either.
Well, so what?
Ok, the rumor continues with the idea that after System 6.03, emulated
Macs will not be able to run the newer Mac system software. I was shocked
how common this rumor has been in this area... all as a result of some
Amiga A-Max folks expressing distress over 6.04.
So to nip it in the bud... there is nothing to the rumor. I'm typing
this message on a Mega2 ST that's been upped to a Mega4, am running
System 6.04 on my Spectre GCR (version 2.3), and am in MultiFinder.
Interestingly enough, I have more memory available. Also, interestingly
enough, the Spectre appears to be 'snappier' and a bit quicker. I never
had an interest in 6.04 mainly because Apple says that it is for the
Mac IIci's and Mac Portable. Other systems supposedly won't benefit.
So, for what it is worth... System 6.04 will indeed run on an Atari
ST via Spectre. As far as the A-Max unit is concerned, this is a problem
of A-Max's own making.
Thanks again to Dave Small for making total and legal use of system
calls and algorithms instead of shortcuts to get OUR GCR to work!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

2914. RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 02:31:00 UTC
From: HAMMOUDH@Wabash.BITNET
Message-ID: <9003270805.AA13117@ucbvax.Berkeley.EDU>
Source record: 242450

Hello netters!
I am very interested in Zubair Interfaces' Z-RAM 3-D 4 Meg expansion board. If anyone has it, could you tell me how you like it. Did you install it yourself? How easy/hard is the installation? Will it easily fit into an old 520 ST with an RF modulator and an EXternal drive? Any information you send me will be greatly appreciated.
I would also like to thank all of you who send me email regarding my last post. I have decided to go with a commercial product because I am afraid that I would otherwise ruin my ST (I am nowhere near being a technical person.
Thank you much!
Hassen K. Hammoud

HAMMOUDH@WABASH

2915. Re: omnires and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 02:45:51 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003250243.AA10033@fsucs.cs.fsu.edu>
Source record: 242263

In article <750058@hpsad.HP.COM>, bobw@hpsad.HP.COM (Bob Waltenspiel) writes:
>>Has anyone seen or created a new 'omnires.inf' file for TOS 1.4? Omnires quit
>>working when I changed ROMs, and I assume this is why. Thanks for any help.
>----------
>
>Yikes! I was going to place an order for omnires today, but now
>I'm waiting.
>
>Anybody have this information?
>
>By the way, how satisfied are you (that is anybody who uses it) with
>the performace of omnires with a color monitor emualating mono?
>
>-Bob

It does not look very good. I wish I had saved up my cash and bought a mono monitor. The emulation does work, and is quite an achievement, but the color monitors just don't have the resolution to give an acceptable display. Also, everything slows down miserably. Going the other way (emulating a color on a mono) is probably a much more useful job for this program. From recent postings, it appears that one can get a Multisync monitor capable of showing the mono resolution with equal clarity as the Atari monitor (both setups I have seen have not been as clear, but the postings indicated a need for a monochrome mode switch on the Multisync, in addition to the actual switcher for the two resolutions). The color display on such monitors is dazzling, much better than any Atari color display I have ever seen.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2916. Re: Accelerator Board, Where?

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 02:48:56 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003250246.AA10076@fsucs.cs.fsu.edu>
Source record: 242264

In article <6172.260aa689@umiami.miami.edu>, frachel@umiami.miami.edu writes:
>Does anyone have the address and # of where to get the Turbo 16
>Accelerator Board?
>
>Also, will this board fit in the computer with Pc-Ditto 2?
>
>- Frank Rachel

To my understanding, with the present size of the PC-Ditto II board, you would be lucky to be able to cram just it into an Atari. New smaller board should come out RSN. I understand that PC-Ditto II uses a clip which attaches to the 68000, and will not fit if one has anything glued/soldered on top or under it (I am not sure if Turbo 16 attaches that way).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2917. STacy

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 04:50:26 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6382@blake.acs.washington.edu>
Source record: 242265

Yet another full page STacy ad in this month's
EM (Electronic Musician) rag... along with several mentions
of the TT.. (I laughed too!!)

There is something blatantly ridiculous in the photograph
of the STacy running NOTATOR.

I asked my wife: "What is wrong with this picture?"
ANS: "It is black [intoning the case was ugly]"
To which i responded: " Look again "
immediate ANS: "Well, the notes look ridiculous..."

Seems like *** 9 *** ledger lines below the treble cleff
might be a bit much.... ;-) I guess the "stylist" at
ATARI just wasn't up to hitting the "S" key that day....
Then again, why advertize something you know about....
that wouldn't make any sense ..

Of course, a musician who doesn't read music won't know the
difference.. maybe this is the market for which ATARI
is demonstrating NOTATION sofware ..interesting marketing idea...
a little backward maybe ;-)

ACTUALLY... ridiculous blunders like this make a big difference...
Chip, chip and chipped away!

-kevin
ramsiri@blake.acs.washington.edu

BTW: aside from the unjustifiable notation absurdity,
the advertizement is of EXCELLENT quality.. one that
really catches your attention... ;-)

2918. Virus on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 06:48:37 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003250646.AA11299@fsucs.cs.fsu.edu>
Source record: 242266

I hope I got the plural of virus right!! ;->

After having to deal with an outbreak of the "Stoned" virus on several of our PC's, I wish to clarify some things that I have heard about the virus situation on the ST (this could be out of date). Is it still true that:

1. No known virus on the ST infects or otherwise screws up a fixed (hard) disk.

2. No known virus on the ST attaches itself to other files, as opposed to the standard bootsector method.

I am getting ready to gear up for a hard drive, and I want to know these things before I start throwing all my stuff on it (some of it european).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2919. Re: Accelerator Board, Where?

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 07:15:31 UTC
From: frachel@umiami.miami.edu
Message-ID: <6177.260c29c3@umiami.miami.edu>
Source record: 242267

In article <9003250246.AA10076@fsucs.cs.fsu.edu>, boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:
> In article <6172.260aa689@umiami.miami.edu>, frachel@umiami.miami.edu writes:
>>Does anyone have the address and # of where to get the Turbo 16
>>Accelerator Board?
>>
>>Also, will this board fit in the computer with Pc-Ditto 2?
>>
>
> To my understanding, with the present size of the PC-Ditto II board, you
> would be lucky to be able to cram just it into an Atari. New smaller board
> should come out RSN. I understand that PC-Ditto II uses a clip which
> attaches to the 68000, and will not fit if one has anything glued/soldered
> on top or under it (I am not sure if Turbo 16 attaches that way).
>
> --
>
> --
> ---------------------------------+--------------------------------------
> Mickey Boyd | "Nobody can be exactly like me.
> FSU Computer Science | Even I have trouble doing it."
> Technical Support Group |
> mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
> ---------------------------------+--------------------------------------
> --

Any idea on how soon "Real soon now" is? I would really like to get
Pc-Ditto 2, but I want it to be able to fit with the turbo-16..

-Frank Rachel

2920. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 07:17:03 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar25.071703.3839@cunixf.cc.columbia.edu>
Source record: 242268

In article <3204@draken.nada.kth.se> perand@nada.kth.se (Per Andersson) writes:
>In article <5780001@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>>Yes that must be the (agreably) complex process
>>of designing a computer working at 16 (sixteen!) MHz
>>[lots more]
>
>Why shouldn't it be complex and expensive to construct a new computer ?
>And why should it help that IBM constructed a brain-dead computer based
>on a brain-dead chip in '81. Atari didn't base this construction on this
>and therefor your flame on Atari seems out of place. You can buy a PC
>instead of flaming Atari for making machines adressing more than 1 meg
>of memory. Not sure what your comment was indicating, really ?
>
>Per
>--
>---
>Per Andersson
>Royal Institute of Technology, Stockholm, Sweden
>perand@admin.kth.se, @nada.kth.se

Give me a break. I think that Atari (correct me if I'm wrong) is WAY behind
the competition as far as R&D is concerned. They are going down. You heard
it here first. They cannot afford the R&D cash to keep up with current
technology. They didn't even invent the Portfolio or the ATW, they licensed
the technology from the inventors. Where is all that R&D cash going???
Is it going to the improvement in TOS (giggle...heee heee ho ho ho)?
Atari's operating costs are increasing at an alarming rate, yet they are
not producing anything new. (Do I hear violins playing??)

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2921. Re: Vault 2.01 and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 07:54:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28270@cup.portal.com>
Source record: 242275

Several people had asked about problems I'd had with Vault and (I thought, Universal Item Selector II)... sorry I wasn't able to reply before this, but I only recently had the time to reconfigure my system to try to duplicate the problems... and naturally, I can't get it to reoccur...

It just may have been as others have reported, that certain combinations of AUTO folder programs conflict, and that my cold rebooting with no AUTO folder programs at all cleared it up...

At any rate, when run that way, Vault worked perfectly...

BobR

2922. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 08:25:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28271@cup.portal.com>
Source record: 242276

Interesting stuff...

Just a couple of comments...

Atari *can't* improve the battery life in the STACEY, so they'd decided to DROP battery power altogether. The computer will be a "transportable" versi of the ST, but you'll need an AC power outlet nearby to use it.

A third-party developer is working on a "gel-cell" battery for the STACEY, bu it's going to be a LARGE unit that you'll snap your STACEY into, and it will cost several hundred dollars.

The MEGA line may or may not have "E" style graphics and sound... Atari only informally asked developers how they'd feel about a MEGA with STe style features. IF Atari did decide to produce such a unit, it likely wouldn't hit the market for several years (based on past performance).

The Portfolio may be selling well (by whose standards?) to people who have a lot of money to spend on toys of limited usefulness, but I'd like to see some sales-figures comparisons between the Portfolio and truly useful mini-sized MS-DOS compatibles like the Toshiba line.

The 520ST already *had* its opportunity to "take over the cheap computer market", FIVE YEARS ago, and Atari blew its technological lead. Now, I see people buying $299 IBM PC clones from Radio Shack. It doesn't matter that the ST is technologically superior, if the buying public has never heard of them.

As for the comment that "it seems clear that Atari is entering a new product cycle"... Atari is *ALWAYS* entering a "new product cycle".. Real Soon Now, Second Quarter, by the End of the Year... perhaps Wall Street has caught onto Atari's "Boy who cried Wolf" tactics..?

BobR

2923. Mac emulator for Atari16

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 11:18:24 UTC
From: kc_yeo@sngsf1.SINet.SLB.COM
Message-ID: <9003251118.AA14074.kc_yeo@sngsf1.SINet.SLB.COM>
Source record: 242259

Hi everybody,
I am interested in the Mac emulator on the Atrai and would like
to hear from your experience with that product. Can you tell me the
pros and cons of it, including the price and etc. I do not know and
have not seen how it works before. Any informations will be very
much appreciated. Thank you.
Arthur,
KC_YEO@SNGSF1.SINET.SLB.CLM

2924. Mac emulator

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 11:28:13 UTC
From: kc_yeo@sngsf1.SINet.SLB.COM
Message-ID: <9003251128.AA14324.kc_yeo@sngsf1.SINet.SLB.COM>
Source record: 242260

I have heard of Mac emulator on the Atari16 but do not know how it works,
the price, software compatibility, problems and etc. Will appreciate
those experienced users out there for any information on this product.
Thank you.
Arthur
KC_YEO@SNGSF1.SINET.SLB.COM

2925. Re: Looking for software to drive a tape drive...

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 13:27:38 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1990Mar25.132738.24566@ccu.umanitoba.ca>
Source record: 242271

In article <6901@timbuk.cray.com> goldman@timbuk.cray.com (Matt Goldman) writes:
>
>Hello all! I'm looking for some software to drive a SCSI
>tape drive. The drive in question is a Teac MT-2ST/45S-24-U.
>
I am also looking for a driver for a SCSI tape drive: the exabyte 8mm
(2 Gbyte) drive. I will be using it with low level SCSI calls for
data logging but would certainly like a standard device driver for it.
Any information on code for SCSI tape drives of any kind would be
useful. (I will use the BMS200 SCSI interface).
Thanks,
Werner Ens
Physics, U of Manitoba
ens@ccu.umanitoba.ca

2926. Crash when switching resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 16:03:06 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22746@uflorida.cis.ufl.EDU>
Source record: 242272

Hello,

I am having a problem trying to figure out the cause of a crash I am getting on my ST. I originally noticed the problem when I switched resolutions from low to medium and I got 4 bombs. I have been trying to figure out if it is a combination of programs in the auto folder and accessories, but have not been able to determine if there is a conflict or if it is just that a certain number of accessories and programs causes a 4 bomb error. Also, I have noticed that a lot of the time if I switch res with Oat Bran installed, the system will just hang up. Screen white, cursor in the top left corner. I have tos 1.4, a 1040 ST, 2 drives. Has anyone had a similar problem? I've been spending a long time trying to figure out the cause.

--
=-=-=-

2927. Veritcal placment of a HD

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 16:20:19 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <8817@mentor.cc.purdue.edu>
Source record: 242273

Will it hurt my MegaFile 30 (atari HD) if I place it vertically when I use
it insted of horizontally? I want to set it vertically to get it out of the
way and save some room on my already too crowded desk.

--
	g4r	Why should I be tarred with
Purdue University	mentor.cc.purdue.edu	the epithet 'loony' merely
Computer Science Major	Drew Burnett	because I have a pet halibut ?
---+

2928. Atari blurb in Amiga article

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 17:20:40 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.638385640.cmm1@cunixa.cc.columbia.edu>
Source record: 242274

Hot off the wire...

HANNOVER, WEST GERMANY, 1990 MAR 24 (NB) -- Despite much press attention, Commodore had no new products on show at Cebit '90. Instead, company representatives were busy showing the company's existing products, including the PC-40, 50 and 60 'III' series, and the Amiga 2500/30 system, first shown at Comdex Fall last November.

Despite the no-show of the Amiga A3000, Amiga users expressed considerable interest in the A2500/30. Newsbytes understands from sources close to Commodore that the A3000 just missed out on Cebit and is, instead, now being readied for a 24 April launch at the Which Computer? Show in Birmingham, England.

Commodore's delay in introducing the A3000 Amiga, due, company sources say to software problems, is in marked contrast to the introduction of the STe series from Atari last Autumn. The STe series had compatibility problems with the original ST series, resulting in Atari having to issue a software patch to allow many ST programs to load on the STe machine.

One Commodore software developer told Newsbytes: "When the Amiga A3000 does appear, its software will be 100 percent stable. They're not going to repeat the Atari's experience with the STe machine."

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Need I say more?
------------------------------+--------------------------

2929. Cases

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 17:52:50 UTC
From: frachel@umiami.miami.edu
Message-ID: <6178.260cbf22@umiami.miami.edu>
Source record: 242277

Does anyone know where I can get a case+Power supply to house
a hard drive? (Seagate 3.5 inch)

Addresses and phone numbers if possible.

Thanks,

Frank Rachel

2930. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 18:42:44 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar25.184244.7530@murdoch.acc.Virginia.EDU>
Source record: 242278

In article <28271@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>The Portfolio may be selling well (by whose standards?) to people who have
>a lot of money to spend on toys of limited usefulness, but I'd like to see
>some sales-figures comparisons between the Portfolio and truly useful
>mini-sized MS-DOS compatibles like the Toshiba line.

You might note that Radio Shack just released a $400 "palm-top"
machine which is much more limited than the Portfolio. It seems that
several companies think that there's a market here, and Atari has the
nicest package. Also, the only MS-DOS compatible that's as small as
the Portfolio is the Poquet, which is $2000. The Toshiba is a pig next
to either of them. The Atari (and Radio Shack) gamble is that there is
a market among people who don't want to lug around some huge laptop.

Damn, those Poquets are nice, too. It seems that lots of people have a
lot of money to spend on that toy, when they could spend 1/3 as much
to get the same thing, only heavier and with a better keyboard and a
real floppy drive.

>As for the comment that "it seems clear that Atari is entering a new
>product cycle"... Atari is *ALWAYS* entering a "new product cycle"..
>Real Soon Now, Second Quarter, by the End of the Year... perhaps
>Wall Street has caught onto Atari's "Boy who cried Wolf" tactics..?

Yes, but this time they delivered new products (STe, Lynx, Portfolio)
and revenues and income are rising instead of falling. A new product
cycle isn't something a company announces, it's something you can see
in the financial figures. And the financial figures say that revenues
are up.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

2931. Software for sale in Indiana

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 19:52:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9003270805.AA13178@ucbvax.Berkeley.EDU>
Source record: 242261

I recently posted a message that I was selling my 1040st along with the software that I had for it. Here is the list of software that I have, make me an offer on anything you would like.

Cad 3-D 2.02 w/ CyberMate
Cyber Paint 2.1
Cyber Control
Future Design Disk
Cartoon Design Disk
Word Writer ST
Falcon 1.1
Gunship
Moebius
Hole-in-One Miniature Golf
Ferrari Formula 1
The Pawn
TV Sports Football
Start W/Disk June '89 - March '90
Two ST-Log Disks
OmniRes ST

****
Chris Edgington /--- /---
Comuter Science Major / /-
Edgingtc@Wabash /--- /---
JFK Blown Away, What Else Do I Have To Say??????
- Billy Joel

2932. Re: Running MIDI at 500KHz -- conclusions??

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 20:39:15 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar25.203915.8689@wam.umd.edu>
Source record: 242279

Bob Pegram, pegram@griffin.uvm.edu, writes:

>Conclusions? I hope that doesn't mean the end of your experiments. If
>it worked even at 125Khz, SGS net would be speeded up considerably,
>and 250Khz is faster than Localtalk (= Appletalk - runs at 230Khz). I
>haven't got the specs for the optoisolators, but a quick trip to Radio Schnook
>could give you a good idea of the speeds tolerated. Look for (rise)
>time or frequency related specs on the back of the bubble pack of
>isolators, or you could just proceed by trial and error (especially
>good if the isolators are not the only bottleneck).
>Hoping to hear more about it,
>

Well, it does mean the end of my experiments. Unfortunately, you can't
set the ACIA to run at anything between 32.1K baud and 500K baud. (You
can either set the divide value to 64 (~7K baud), 16 (31.2K baud), or
1 (500K baud)). There's simply no way to specify any other divide
values. Oh well...

Dave Baggett
dmb@cscwam.umd.edu

2933. Re: Crash when switching resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 21:12:53 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar25.211253.8909@wam.umd.edu>
Source record: 242280

In article <22746@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>Hello,
>
>I am having a problem trying to figure out the cause of a crash I am
>getting on my ST. I originally noticed the problem when I switched
>resolutions from low to medium and I got 4 bombs. I have been trying
>to figure out if it is a combination of programs in the auto folder
>and accessories, but have not been able to determine if there is a
>conflict or if it is just that a certain number of accessories and
>programs causes a 4 bomb error. Also, I have noticed that a lot of
>the time if I switch res with Oat Bran installed, the system will just
>hang up. Screen white, cursor in the top left corner. I have tos
>1.4, a 1040 ST, 2 drives. Has anyone had a similar problem? I've
>been spending a long time trying to figure out the cause.
>

Who says Oat Bran's not good for ya?

The problem does not seem to be with Oat Bran itself. Try booting with no
accessories and no auto-programs except Oat Bran. Switching resolutions
works fine. (At least for me, and I have TOS 1.4 too.) (Actually, I
tried it with Schizo and DC formatter resident as well.)

I noticed that Quick ST (AUTO folder version 1.46) will cause a warm
boot when you change from medium to low res (I didn't try going from
low to medium). Perhaps this is causing your problem.

Oat Bran doesn't do anything unsafe, undocumented, or unhealthy as far
as I know. It just installs a little routine at the VBI vector.
(I think it's at $70.) After the routine exectues, it jumps through
the old vector (i.e., it calls the system VBI routine).

Be wary of programs like Quick ST and formdial that replace certain
parts of the OS. They sometimes rely on being called first, so if
another program comes before them and steals the vector(s) they steal,
they complain bitterly. The upshot of this is that the order
things get called in is crucial. You may have to erase your AUTO
folder and copy the files back in in a different order (with OS
enhancements first) to get resolution changes to work properly.

Dave Baggett
dmb@cscwam.umd.edu

2934. Re: Atari blurb in Amiga article

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 22:07:34 UTC
From: pietrzak@king.CES.CWRU.Edu
Message-ID: <1990Mar25.220734.27826@usenet.ins.cwru.edu>
Source record: 242284

In article <CMM.0.88.638385640.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>Hot off the wire...

[. . .]

>One Commodore software developer told Newsbytes: "When the Amiga
>A3000 does appear, its software will be 100 percent stable.
>They're not going to repeat the Atari's experience with the STe
>machine."
>
>
>
>Chris
>
>------------------------------+--------------------------
>Chris Mauritz |Where there's a BEER,
>cmm1@cunixa.cc.columbia.edu |there's a plan.
>(c)All rights reserved. |
>Send flames to /dev/null |Need I say more?
>------------------------------+--------------------------

Seems kinda funny, remembering how the software issue was inverted from this when the Atari and Amiga first came out (many people became well acquainted with their guru). I'll be interested to see pure stable code on the first 3000!

J P

2935. Re: dc-showit & tos1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 22:35:19 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1018@uhnix2.uh.edu>
Source record: 242285

The question is why doesn't DC SHOWIT work on TOS 1.4?

Answer: It does! But, it didn't work on TOS 1.6 (STe TOS)

In any case, I am sending a newer version (v1.1) to the binaries group, along
with a DEMO of our new DC DESKTOP program.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

2936. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-03-25 22:56:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28283@cup.portal.com>
Source record: 242262

Question about bringing in STEs from Canada was asked:
> ... Don't
>Canadian firms do Intl. Mail Order? Anybody have any numbers?

>Could someone purchase a 1040STe up there and send it to Illinois?
>Someone sent a price of $777 Canadian for a 1040STe...

(Darek Mihocka mentioned a Canadian price of $699 when he was here last..)

The simple answer to importing STEs is NO

The complex answer is that with the Toronto Atari Federation show coming up next month, and with Toronto only a fairly short drive from the Detroit area, I was interested in what it would take to *legally* bring an STE back with me. Calling information got me the administrative office phone number for U.S. Customs. Calling that number and explaining what I wanted got me another number. The person there gave me a different number after listening to the story again. Finally I got to someone who understood what I was asking, and gave me some answers. The "Import Specialist" in the field of computers explained that customs duty on computer equipment depends on the country of origin. For the sake of just getting an example, I said the equipment would likely be from Taiwan, for which he said the duty would be 3.9% of the purchase price. (Japanese hardware apparently carries the highest duty) But... this rate applies only to commercial imports. On equipment brought back for personal use, there is a flat 10% duty based on the purchase price, less the personal deduction. (If you just go over to Canada and back, the deduction is only $25.. if you stay 24 hours, the deduction is something like $400..)

So the money part isn't a big deal... but then he said the magic word: FCC

To bring electronic equipment into the US, you must have an FCC form 740 filled out for the Customs inspector. Just by way of an example, the FCC classification number for a desktop computer without a video display unit is: 8471.910090 (every configuration apparently has a different number).

However... he didn't know ANYTHING about hardware that hasn't passed US FCC type acceptance trials, so... he gave me another phone number.

I finally got to the Detroit area FCC office, where the entire inquiry process came to an abrupt halt. You CANNOT bring anything into the US which hasn't passed their testing. The only circumstances under which it would be possible would be if the unit has gone far enough through the testing to see that it is likely that it will eventually pass (which does seem to be the case with the Atari STE), AND that you post a HEFTY bond at the time you bring the unit into the US, certifying that you will have the non-complying equipment modified to bring it into compliance with the

final version.

I don't want an STE that badly...

So, Canadian dealers can't legally ship STEs to the US. Of course, you can always just drive through Customs and try to look innocent... 9 times out of 10 they'll just wave you through... but.. if they check and find a non-complying unit they can impound your new computer and your car, you can be subject to criminal charges, and at the very least, have to pay a fine equal to the value of the computer.

Until Atari US gets the shielding for the STE right, there won't be very many STEs in the US... (sorry that doesn't help you with your dead 1040.. if you can find a dealer with an ST to sell, you probably should buy it, or face waiting until Atari starts making computers again...)

BobR

2937. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 02:36:25 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4566@jhunix.HCF.JHU.EDU>
Source record: 242269

I think the talk of financial health isn't all it's cracked up to be, nor is the talk of what or won't Atari do in the future, as per announced. I think a wait and see attitude is about the only reasonable stance. No, I won't rush out and buy Atari stock (unless maybe it hits <$5 before the TT is out--easy come, easy go) but I'm don't hear the violins yet either.

I think it is interesting that the machine Atari introduced soemthing like five years ago is still somewhat competitive even though it is virtually unchanged. If they do get the legendary TT out I assume that even if it isn't the most technologically staggering display of price per power, it will have the same flexibility as the old platform, and the people who see its potential, however few they may be, will support it until the next computer revolution.

I know for a fact that people are getting tired of paying premium dollars for overpriced toys. Although the Macintosh is popular among college students, the once enthused professors are getting tired of shelling out the kind of money that Apple is asking for for technology that is impressive but for most people meaningless. Granted, they're not rushing to Atari or Commodore, but these machines may get their day.

Eric Ruck

Incidentally, even though I'm hardly overwhelmed by Atari's performance, at this time I would still buy another Mega 2, or recommend a first Mega 2 to fellow college students. I am pleased with the whole system for my modest needs, as the mouse is nice, keyboard feel excellent, and the software (WordPerfect and Uniterm) just what the doctor ordered. And it saves me a few dollars over the other machines.

2938. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 02:47:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90032523232155@masnet.uucp>
Source record: 242270

I don't know why we're all so worried about the future of Atari. Right now, my ST lets me do some decent DTP, read e-mail, word process, and (using MT-CShell) gives me an incredibly cheap platform for developing Unix-like software at home instead of spending too much time sitting in front of an orange monitor under florescent lights. Sure, it's out of date -- so are the Mac, Amiga, and anything which runs MS DOS (I include Windows and MSDOS's messy follower, OS2). There's a new generation on the horizon, which will be so much larger and faster than any home computers that we won't know how we ever got along with only a few lousy megabytes and speeds under 50mhz. We'll have multi-gigabyte HDs and machines running really nice graphic interfaces on top of a (usually invisible) Unix, all for a little more than the price of an ST today.

But it is still today. I've used (and programmed for) MSDOS, and it's a real pain. I like Unix, but I miss GEM, which is very easy to program. I'm ready to dump my mega 2 as soon as I can afford something better, but I'm not ready to whine about it in the mean time. Sure it's cheap. Sure Atari has no future, but neither do car manufacturers. Let's worry about these things tomorrow.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

2939. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 04:23:07 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990Mar26.042307.2476@murdoch.acc.Virginia.EDU>
Source record: 242281

At the risk of boring everyone...

In article <1990Mar23.010055.12116@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>Your posting was rather annoying, as I TOLD you that I was going to send you
>the complete financial report when I got it into computer-readable form
>(which I have just completed today).

Apologies. Chris has been very helpful, giving me some interesting facts in email.

> For your information, the company's
>debt/financial worth ratio is roughly 3 to 1. I would call that HIGHLY
>leveraged wouldn't you?

A companies worth can be estimated in several ways. Atari has roughly US$175 million in debt, US$450 million in sales, and a naieve calculation gives a US$300 million value on the stock market. Yes, the "financial worth" of the company says that it's leveraged. But other analysies of the worth of the company says it isn't very leveraged. What's important is this: even if they kept on performaning poorly, they have enough cash to make interest payments for several years. So they're in no immediate danger of going bankrupt.

>Not only that, but they have been consistently delaying payments to
>their suppliers (not a good sign) and have been REFUSED credit in the
>recent past because of it.

This is true. But this is the way Atari has always been, and their payment record has not gotten much worse recently. They behaved this way back when they had two hundred million in the bank... so this is not something that is getting worse and indicates impending doom.

I do not know what their current cash flow looks like. But they made an operating profit in the 4th quarter of 1989, so you would expect that the cash flow situation is getting better.

> They are MUCH less liquid than most companies
>in their industry and they have a very sluggish turnover in inventory.

This is true, and this is not good.

Also, Chris pointed out in email that Atari's debt rating from Moody's is a B3 - not good. But this was recently re-evaluated and stayed the same. Again, not getting worse.

The fundamental source of the disagreement with Chris and I seems to be Atari's new products. He does not believe they will succeed in the market. I believe they are showing signs that they are already succeeding, given that Atari's revenues were up in the 4th quarter of 1989, the first quarter that the Lynx, Portfolio, and the STe (in Europe) were available. This good news comes after 3 down quarters. I have not seen a breakdown of revenue to see if, for example, ST sales were down... what I've heard suggests that Atari video game revenues were definately dropping.

Atari is definately not going bankrupt soon. Whether or not the stock is a good investment at $6 is an open question.

Cheers!

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

2940. Re: Veritcal placment of a HD

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 04:24:47 UTC
From: rich@lakesys.lakesys.com
Message-ID: <1786@lakesys.lakesys.com>
Source record: 242282

In article <8817@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Drew Burnett) writes:
>
> Will it hurt my MegaFile 30 (atari HD) if I place it vertically when I use
>it insted of horizontally? I want to set it vertically to get it out of the
>way and save some room on my already too crowded desk.

Fromthe info I got with my Segate St157n drive, they can be
placed on their sides, but not upside down (wear and tear on the
thrust bearing), or front down, or front up, else the warranty is void.

---
rich.....
UUCP: rich@lakesys.lakesys.COM {always .... }

2941. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 04:44:19 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar26.044419.11661@cunixf.cc.columbia.edu>
Source record: 242283

In article <1990Mar25.184244.7530@murdoch.acc.Virginia.EDU>
gl8f@astsun9.astro.Virginia.EDU (Greg Lindahl) writes:
>
>>As for the comment that "it seems clear that Atari is entering a new
>>product cycle"... Atari is *ALWAYS* entering a "new product cycle"..
>>Real Soon Now, Second Quarter, by the End of the Year... perhaps
>>Wall Street has caught onto Atari's "Boy who cried Wolf" tactics..?
>
>Yes, but this time they delivered new products (STe, Lynx, Portfolio)
>and revenues and income are rising instead of falling. A new product
>cycle isn't something a company announces, it's something you can see
>in the financial figures. And the financial figures say that revenues
>are up.

Greg, I must take issue with your interpretation of the facts and figures.
The sales trend for Atari Corp is DOWN. Their "increase" in revenue
does not exist. Sure, their revenue did increase last quarter to
$4 million from an $84 million loss. C'mon, I know you're a big ST
fan, but your standing up for Atari Corp's finances like this is a
bit foolish. Meanwhile, their backoffice expenses are rising alot
more quickly than their "profits." I am not senselessly flaming this
company, but the numbers tell a much different story than you suggest.
BTW, keep your eyes out for Moodys to downgrade Atari's $75 million
europaper from B3 to ???....

>
>Greg Lindahl
>gl8f@virginia.edu I gave my lunch for space-sickness research.

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

2942. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 05:39:15 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar26.053915.2935@murdoch.acc.Virginia.EDU>
Source record: 242286

In article <1990Mar26.044419.11661@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>Greg, I must take issue with your interpretation of the facts and figures.

Feel free, but be careful of your facts.

>The sales trend for Atari Corp is DOWN.

SALES for the first three quarters of fiscal year 89 are DOWN. Sales for the last quarter, the Christmas season, were UP over 4Q88. Yearly sales were down as a whole.

Sales for the 4th quarter were up, right when the new produts were delivered. Ergo, Atari's new products are selling.

Now, you can choose to quote the yearly figure, DOWN, or you can quote the 4th quarter figure, UP. But please avoid insulting the intelligence of the readers here and tell them which figure you're talking about.

> Their "increase" in revenue
>does not exist. Sure, their revenue did increase last quarter to
>$4 million from an $84 million loss.

WRONG. They showed a $4 million operating _profit_ in the 4th quarter. Profit, not revenue. The $84 million dollars lost last year was due to a $100 million dollar write-off for Federated on top of $16 million of operating profit.

In short, operating _profit_ for Atari Corp, excluding Federated, was down. But 4th quarter _revenues_ for Atari Corp were up. Of course, they need to fix the expense side of the business to make their normal margins.

> C'mon, I know you're a big ST
>fan, but your standing up for Atari Corp's finances like this is a
>bit foolish.

Well, at least I can read financial reports and not totally goof up when it comes time to post. And I make an attempt to specify what I'm talknig about when it comes to trends: quarters, or yearly figures.

> Meanwhile, their backoffice expenses are rising alot
>more quickly than their "profits."

No wonder they fired 15% of the staff. They are watching costs. This is something that Uncle Jack is pretty good at.

If you're going to make claims about revenues and profits, please quote the correct numbers. In order to understand Atari's numbers, you have to watch Federated and make sure you're looking only at the Atari Corp numbers, which is their current business operation. And you need to make sure you aren't getting profits and revenues mixed up. And you need to make sure, when you're wondering if NEW products are selling well, that you are looking the right quarter's results.

Have a nice day.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

2943. Re: ZOO Bugs

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 06:55:33 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2067@laura.UUCP>
Source record: 242287

In article <9003250802.AA01472@ucbvax.Berkeley.EDU>,
SOFPJF@VM.UOGUELPH.CA (Peter Jaspers-Fayer) writes:
> I have ZOO.TTP (and sundry other files in the package) that states that
> it is verion 2.01STe 1988/08/25. The documentation says the author is
> Daan Joesephus Jitta, and gives me an arcane (to me anyway) set of
> addresses.

The actual Zoo version is 2.01g. The author is Rahul Dhesi, D.
J. Jitta ported it to the ST.

> 1) -Backup of the directory for DBMASTER (remember that one?) fails
> on the file USEONE.HLP. This file is readable by MORE, the desktop
> COPY command, by ARC and by USEONE itself, so the file is OK, but
> ZOO gives "FATAL: Error reading input file."

This is a known error. Get the actual version and you will
never see it again. However, I can't say anything about the
other bugs you mentioned...

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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2944. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 07:12:18 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar26.071218.10123@chinet.chi.il.us>
Source record: 242288

Chris very nearly admitted I was right a couple days ago that if Atari was going to fold any time soon it would have done it already. Now he says the're going down. Just because they aren't what he wants them to be, he predicts doom.

Again, it is perfectly obvious that with no expectations of any new products and no payoff from R&D, Atari is good for a couple more years. They may even have a VERY good year this year collecting their couple bucks a copy on LYNX and Portfolio. If STacy comes out soon it should at least break even this year. If the TT comes out by mid-Summer, Atari should survive at least 5 more years selling those.

Chris, are you working on Wall Street? I got a couple of market letters that predict a crash, with lots of financial services company new hires losing their jobs.
Steve J.

2945. Conversion of Picture formats

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 07:14:22 UTC
From: bbs00021@uafcseg.uucp
Message-ID: <3946@uafhp.uark.edu>
Source record: 242289

Hello Netters,

I would like to know if there is any sort of picture conversion programs
for the atari st? I would likt to be able to convert a degas picture to
a postscript file. Also, I know of an img format to postscript, is there
a way to convert from degas to img?

Any help would be appreciated.

Please post all replies as I cannot receive mail here.

John Bunch

2946. Cubase on the STe - can anyone help ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 10:24:47 UTC
From: iiitih@cybaswan.UUCP
Message-ID: <1653@cybaswan.UUCP>
Source record: 242290
Cross-posted to: comp.sys.atari.st,rec.music.synth

Is there any way of getting an STe to work/look like an ST???

I have a new 1040STe and am having problems getting the mouse
to work with Cubase - is there a fix for this!

Any help greatly appreciated.

Thanks in advance,

Ivan

2947. Hard questions

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 10:28:00 UTC
From: FALDELLA%BODEIS.CINECA.IT@CUNYVM.CUNY.EDU
Message-ID: <4331@BODEIS.CINECA.IT>
Source record: 242291

Some days ago my SH204 hard disk decided not to work with my MEGA ST1 anymore. It does not autoboot, neither can it be read or written with AHDI installed. It strikes me how the boot phase sounds different: in particular, some beeps (the last ones) seem to be missing. I removed the Tandon TM262 drive and plugged it in a PC compatible: Disk Manager, a low level disk utility recognized the drive (610 tracks, 4 heads, 17 sectors) but could not verify any track, just saying something like "SEEK I/O COMMAND FAILED".

Do the more technically inclined among you think that I'd better go out and buy a new drive or is there a chance of repairing the old one ? Could I continue to use my SH204 with its defective Host-adapter by placing inside a Seagate ST157N or ST296N ? Is there any power supply problem ? Or would it be better to keep my Adaptec 4000 controller upgrading to a ST251-1 MFM drive ? Has anyone installed an internal SCSI drive inside the MEGA case ?
If you let me I have some more questions. Which is the best way to upgrade a MEGA ST1 to 2.5 or 4 Mb ? I guess some unpopulated solderless board with 1Mbit DRAMs bought from some USA mail-order service. Are boards suitable for old STs suitable for MEGA ST1s too ? German contributions are welcome.
I am also considering Spectre GCR; I have seen it advertised as low as $200 with Mac 128k ROMs at $124. I would like to know whether there are retailers in North Florida, since a friend of mine is currently in Gainesville, Fl.

I thank you all.

****
Francesco Zanichelli
Department of Computer Science
University of Bologna, Italy
E-mail FALDELLA@BODEIS.CINECA.IT
****

2948. Re: Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 12:37:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9003270806.AA13287@ucbvax.Berkeley.EDU>
Source record: 242292

Hello,

I phoned the shop where I bougt the mega-2 with the dutch TOS 1.4 ROMs,
I wrote about before. They told me atari the ROMs were new. They had
only recently received UK and dutch TOS 1.4 ROMs. These have not been
delivered before. Only sets of six 34 K ROMs are available, so they
had to do some soldering to get these in a mega.

They told me, they had problems with the UK ROMs themselves. In fact they lost
their whole Calamus directory on a megafile 60. They installed the ROMs in a
mega-4 which had worked correctly until then. They had not used the CBHD driver
or Gulam. So I think these programs can not be related to the problem. I
received a megafile 20 from them which had been used with this mega 4 as a
temporary solution (atari does not deliver much in Holland at the moment), the
FAT and Directory structure of that disk had been ruined completely. In fact I
tried to repait this structure using the dutch TOS 1.4 ROMs, and did not
succeed. At that moment I expected the disk to be bad, and send it back.

These problems caused me to resubscribe to the info-atari16 digests
on BITNET. But I'm not sure whether I will receive them. Anyhow,
I have not received many reactions to this problem yet. Please send
important information to me directly.

It might be important to state that the problems are occur very often.
They are not occasional harddisk errors. I do not think that anybody
who does serious work on the ST can have missed them. So, if the problem
is caused by TOS 1.4 it must be an new problem. I do not think that
the previous US and German ROMs contain it.

I did look into the contents of the dutch ROMs. There is some rubish there
like JIM LOVES JENEANE. Is this true for the US ROMs as well? Or did
someone fool with it.

ATARI are you listening? I do not want to start a world wide rumour,
I just want to get rid of the problems. Please send me any info that
might help. I could even send a dump of the dutch ROMs to you, if
that might help.

Chris Evelo
MFAGKCHR@HMARL5 (BITNET)

2949. LaTeX source/binaries Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 13:12:46 UTC
From: mike@abekrd.UUCP
Message-ID: <943@abekrd.UUCP>
Source record: 242293

Hello fellow atarians!

I have been collecting all the various bits of the TeX system (mostly from the mail server at utrecht), but I can't find LaTeX anywhere. Is it available from an archive server anywhere? Or can somebody mail it?

As usual, I can only access by mail. Adv<Thanks>ance.

Mike.
--
____
Mike Quinn | NET: mike@abekrd.co.uk
Abekas Video Systems Ltd. | UUCP: ...!mcvax!ukc!{reading,pyrltd}!abekrd!mike
12 Portman Rd, Reading, | PHONE: +44 734 585421 ___________________
Berkshire. RG3 1EA. | FAX: +44 734 597904 | If I had a brain,
United Kingdom. | TELEX: 847579 | it would hurt!

2950. GDOS Driver for HP-DeskJet

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 13:51:47 UTC
From: U0272@DGOGWDG5.BITNET
Message-ID: <9003270801.AA12970@ucbvax.Berkeley.EDU>
Source record: 242294

I am looking for a GDOS-driver and fonts for the HP-DeskJet/LaserJet. Who
can tell me where I can get one? Please reply directly to me. Thanks.

____
Peter Koschel | BITNET: U0272@DGOGWDG5
II. Physikalisches Institut Universitaet Goettingen | or PKOSCHE@DGOGWDG1
Bunsenstr. 7-9 |
D-3400 Goettingen |
Fed. Rep. of Germany |
____|_____________________

2951. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 14:25:03 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Mar26.142503.14984@cunixf.cc.columbia.edu>
Source record: 242175

In article <1990Mar26.071218.10123@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Chris very nearly admitted I was right a couple days ago that if Atari was
>going to fold any time soon it would have done it already. Now he says
>the're going down. Just because they aren't what he wants them to be, he
>predicts doom.

Exactly what doom are you referring to? I don't think I ever said Atari was in danger of going bankrupt, but they are in danger of continuing to lose money.

>Again, it is perfectly obvious that with no expectations of any new products
>and no payoff from R&D, Atari is good for a couple more years. They may
>even have a VERY good year this year collecting their couple bucks a copy
>on LYNX and Portfolio. If STacy comes out soon it should at least break
>even this year. If the TT comes out by mid-Summer, Atari should survive at
>least 5 more years selling those.

Well, as Greg pointed out, that is where I disagree with you (and him). I think these products are a bit too weak to pull Atari out of the hole. IMHO, they need to come up with something a little more interesting to keep current ST owners in the stable and to attract new owners.

>Chris, are you working on Wall Street? I got a couple of market letters
>that predict a crash, with lots of financial services company new hires
>losing their jobs.

Yes, I am working on Wall Street. I am an analyst for a large Japanese bank (about 2 times a large as Citibank, US's largest bank) so I have no fears about my job security at all.

I'll email more financials as they become available to me.

> Steve J.

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Air Warrior is king!

------------------------------+--------------------------

2952. UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 14:36:22 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Mar26.143622.18337@pmsmam.uucp>
Source record: 242173

Has anyone gotten an implementation of UUCP running on the ST? I've tried Mailtruk, but it just doesn't want to work with my host system (MT drops characters at 2400 baud, my host won't accept 1200). I remember someone was trying to get UUPC running, and I even have some source patches to that effect, but my floppy-only system just can't handle a C-compile that big. ARRGH! must be time to either get a hard disk or else get an IBM clone with a hard disk.

In any event, if someone could mail me a uuencoded EXECUTABLE of a working UUPC/UUCP implementation that will run on a 512K ST with one DS and one SS floppy (and will support reliable 2400-baud operation), I would be forever in their debt.

Does a working UUCP exist under MINIX as well? MTC-shell?

Thanks to all for taking the time to read this request!

--
Bill Meahan | UUCP: uunet!mailrus!umich!pmsmam!wwm
| snail: 128 Factory St., Ypsilanti, MI 48197
#include <disclaimer.std> | voice: +1 313 484 9320
/* witty */ |packet: wa8tzg @ wa8ooh.mi.usa.na

2953. Windows on PC Ditto I

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 14:50:01 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9003270804.AA13057@ucbvax.Berkeley.EDU>
Source record: 242295

Does anyone out there know if MS Windows would work on a 1Meg 520ST using
PC Ditto I? I don't have a hard drive, either....Yes, I know this would
be SLOOOWWW, but that might still be OK for me...as long as it works.
Thanks in advance for any insights.
Gerry
maxg@suvm
ggreenbe@rodan.acs.syr.edu

2954. Mega ST4 slows down and seizes ...

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 14:54:06 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Mar26.145406.13953@gpu.utcs.utoronto.ca>
Source record: 242174

A friend of mine is having problems with running WP for extended periods of time on a Mega ST4. She has GDOS setup using Neocept's driver for and HP DeskJet+. After about an hour of heavy usage, the whole system slows down to a crawl (consistently) and all menu operations/dialog boxes etc. take minutes to process. Does anyone have any clues as to what is causing the problem? Her documents aren't terribly long (about 12 pages each). It seems like the system is bleeding memory somewhere since getting out of WP to the desktop and coming back into WP doesn't help. It requires a full softboot to fix things up. Could it be TurboJet, the GDOS driver? At this time she is only using WP so she can live without GDOS being installed.

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

2955. Re: Virus on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 15:09:41 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <11368@ttidca.TTI.COM>
Source record: 242296

In article <9003250646.AA11299@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>I hope I got the plural of virus right!! ;->
>
>After having to deal with an outbreak of the "Stoned" virus on several of
>our PC's, I wish to clarify some things that I have heard about the virus
>situation on the ST (this could be out of date). Is it still true that:
>
> 1. No known virus on the ST infects or otherwise screws up a
> fixed (hard) disk.
>
> 2. No known virus on the ST attaches itself to other files, as
> opposed to the standard bootsector method.
>
>I am getting ready to gear up for a hard drive, and I want to know these
>things before I start throwing all my stuff on it (some of it european).

This depends upon where you are, and where the software you will be using
has come from.

Here in the USA, to my knowledge, both statements are true so long as
you realize that by the time you read this, things may have changed.

Since you mention that some of the software you will be loading to
your hard disk has originated in Europe, neither statement is absolutely
true.

I've heard of, but not received samples of, both link and hard drive
attacking viruses in Europe. Until I have something concrete to base
any opinions on, all I can say is that the possibility exists, and that
you should proceed with caution.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

2956. Re: Seek Speed

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 16:40:40 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1496@lzsc.ATT.COM>
Source record: 242297

In article <6174.260b7429@umiami.miami.edu>, frachel@umiami.miami.edu writes:
> I am planning on buying a hard drive, and was wondering what is
> the slowest I should get? The ones I have seen range from 24ms to
> 70ms. Of course, the faster, the more expensive.. So I am looking for
> a median. How slow is 70ms? The drive in question is the Seagate
> 250N
You will find 70 MS to be S L O W. But, then its a LOT faster than a floppy.

Really, you will be happier with 18-28 ms drives, but poorer.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2957. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 16:44:48 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1497@lzsc.ATT.COM>
Source record: 242298

In article <1990Mar24.192858.1655@ns.network.com>, logajan@ns.network.com (John Logajan) writes:
> From time to time I've seen mention of replacement floppy drives not indicating
> disk change status. Since I've had a replacement drive for longer than my
> human memory works, I don't recall if the original could really detect disk
> change status either.
>
> Looking at the pinouts and schematics for a 520 ST reveals that there is
> no dedicated "disk change" signal. So if the original Atari floppy drives

The problem is that ATARI uses the media present information.
If the media is removed, it is detected, and when it reappears, GOTCHA.

But, the same line also passes Write Protect info, so when a disk is write protected, TOS can't tell if its removed (I think I got that straight).

Also, for those who notice there drive select light flickering dimmly:
TOS polls the drives at V Blank time to see if there has been a media change. This requires a very brief drive select.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2958. Wanted: Spectre 128 or GCR w/ROMS

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 17:15:59 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2626@rodan.acs.syr.edu>
Source record: 242179
Cross-posted to: comp.sys.atari.st,misc.wanted

```
Macintosh emulator for Atari ST wanted:

Will pay $100(US) for Spectre 128 with ROMS
- or -
$150(US) for Spectre GCR w/ROMS

Will pay for shipping also.

If interested, email me. If not, DON'T email me.

---jb
```

2959. Re: Crash when switching resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 17:23:59 UTC
From: rdb@mtunf.ATT.COM
Message-ID: <1110@mtunf.ATT.COM>
Source record: 242299

In article <22746@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>Hello,
>
>I am having a problem trying to figure out the cause of a crash I am
>getting on my ST. I originally noticed the problem when I switched
>resolutions from low to medium and I got 4 bombs. I have been trying
>to figure out if it is a combination of programs in the auto folder
>and accessories, but have not been able to determine if there is a
>conflict or if it is just that a certain number of accessories and
>programs causes a 4 bomb error. Also, I have noticed that a lot of
[stuff deleted]
>* Christoper Roth * "Machines have no
>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."

I have had this problem also. It is caused by desk accessories and/or
auto folder programs. The following programs caused a crash on res
change in my system:

WordPerfect Print Spooler (a desk accessory)

ICD clock setting software (an auto folder programm- sets your clock from
the clock on ICD's host adapter, if you reset the time in the
control panel, the host adapter clock is updated. Note that
there are two versions - the one that does not allow you to
update the host adapter clock does not cause a crash)

EasyDraw Snapshot (a desk accessory that allows you to take screen
snapshots)

It took many hours of removing and reinstalling various combinatoins
of programs to find the culprits. Any one of the above alone is enough
to cause the crashes.

You will have to find the program or combination of programs that causes
the problems on your system, and boot without them whenever you know you
will change resolutions.

--
Ron DeBlock N2JSO
rdb@mtunf.att.com
!mtunf!rdb

2960. Playing Replay sounds in STOS (help!)

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 18:34:11 UTC
From: gregory_a_gladman@sioux.cis.ohio-state.edu
Message-ID: <78456@tut.cis.ohio-state.edu>
Source record: 242180

I just bought both the STOS package and ST-Replay. Both seem like great packages, but I'd like to play back sounds digitized from Replay from games written in STOS. For those familiar with the software: I've tried to load the machine code that came with Replay into a bank with STOS and play the sound that way, but I get a bus error and the machine locks up. I'm using a start address 28 bytes into the routine, since that's what the GFA example uses. Does the routine supplied with Replay use GEMDOS memory functions? Has anyone heard of a way to do this in STOS?

Thanks in advance...
Greg

****
Sorry -- .sig still under construction...watch this space!
****

2961. Mac Emulator info requests

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 20:09:30 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003262006.AA24063@fsucs.cs.fsu.edu>
Source record: 242181

Hmm, it seems that some of those STacy/GCR demos are starting to attract attention (based on the requests for GCR info from mac users to this newsgroup). Perhaps Dave Small should prepare a file which describes the emulator, and post it to Terminator or somewhere. It could be mentioned in the Intro to Comp.sys.atari.ST post that I have been hearing about (I think this is a great idea).

--


```
-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

2962. Re: Mega ST4 slows down and seizes ...

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 20:11:33 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003262009.AA24089@fsucs.cs.fsu.edu>
Source record: 242182

In article <1990Mar26.145406.13953@gpu.utcs.utoronto.ca>, romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>A friend of mine is having problems with running WP for extended
>periods of time on a Mega ST4. She has GDOS setup using Neocept's
>driver for and HP DeskJet+. After about an hour of heavy usage, the
>whole system slows down to a crawl (consistently) and all menu
>operations/dialog boxes etc. take minutes to process. Does anyone
>have any clues as to what is causing the problem? Her documents
>aren't terribly long (about 12 pages each). It seems like the system
>is bleeding memory somewhere since getting out of WP to the desktop
>and coming back into WP doesn't help. It requires a full softboot to
>fix things up. Could it be TurboJet, the GDOS driver? At this time
>she is only using WP so she can live without GDOS being installed.
>
>advTHANKSance
>
>Pavneet Arora
>...!utgpu!rom!pavneet
>
> or
>
>rom!pavneet@gpu.utcs.utoronto.ca
>
>Royal Ontario Museum
>100 Queen's Park
>Toronto, Ontario
>M5S 2C6
>(416) 586-5626

There is at least one virus on the ST that exhibits a system slowdown as one of it's symptomes. Get VKILLER from terminator, (new version 3.something), and see if that cures your problem. If you cannot ftp, send me email.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2963. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 20:17:07 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Mar26.201707.28708@ux1.cso.uiuc.edu>
Source record: 242183

I found a dealer in Canada that will ship an STe to the US. His add
is in STart magazine.

-- Greg

2964. Re: Z*Mag article: Atari layoffs.

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 21:26:44 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Mar26.212644.11851@gumby.cc.wmich.edu>
Source record: 242300

In article <1990Mar19.052429.4082@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
> Yeah, Atari is hurting. Honest, I'll find the time to post the
> credit analysis of Atari Corp. They are in deep yogurt.

Sigh. Atari isn't the only company who is laying off people.
Check out Apple (for instance).

> Since 16mhz 68030's are a dime a dozen now, maybe Atari should

Hey, great! I'll take a dozen. Where do I send the 10 cents?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

2965. Re: Redirecting output from Parallel port to a disk file

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 22:35:52 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <20848@dartvax.Dartmouth.EDU>
Source record: 242151

In article <1990Mar20.135500.6022@cs.dal.ca> bill@biomel.UUCP writes:
>I may be missing something, but this is what barrel.tos does -- stuff
>that is destined for the printer port, which on my system is the
>parallel port, goes to a disk file. What does your copy of barrel do?
>--

Ok, maybe I goofed. Let me restate the problem. I have CAD 3D. I also have the CAD 3D drivers and barrel. The output from the CAD 3D drivers is supposed to go to a plotter you have hooked up to your ST. The problem is I don't have a plotter and the software will not dump to a file. What I need is something that will capture the info going to the 'port you hook a plotter to'. I thought this was the rs232 port (modem port) and I thought that people referred to this as the 'parallel port'. The problem could be that the CAD software is expecting return codes from the plotter and barrel doesn't send these.

Does anyone know how to convert CAD 3D files to some normal format like postscript?

2966. The future of Atari

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 23:00:03 UTC
From: qralph@dna.lth.se
Message-ID: <1990Mar26.230003.20546@lth.se>
Source record: 242152

Well, after reading the different notes here about the finances of Atari, I must tell about a dream I had the other night. That Dave Small took over the development of Atari products.....


```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

2967. SIMMs

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 23:09:41 UTC
From: qralph@dna.lth.se
Message-ID: <1990Mar26.230941.20603@lth.se>
Source record: 242153

Hi,
I'm sort of wondering about Alan Pratt's note that after all, the STE would all come with SIMMs, but then he mentioned all the disadvantages with that. That they were more likely to have problems because of bad connectors etc.
Looking at all new PC motherboards they have SIMMs. I doubt they would have that if it would run unreliable, the only thing that could make it so would be if the board was supplied with extremely low-quality sockets. I hope that is not what he tries to tell us?

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

2968. Re: Useful Article on SCSI Bus

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 23:19:39 UTC
From: jmack@b11.ingr.com
Message-ID: <7724@b11.ingr.com>
Source record: 242154

In article <90Mar23.233151est.57419@ugw.utcs.utoronto.ca>, FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes:
> It would be really useful if someone in the know would specify the differences
> between true SCSI and ACSI, and what the adaptor board does in the SCSI
> interface. I've seen requests for this in the past, on the net, but never
> seen an answer....

I would sure like to know about the ACSI myself. anybody have the info????

2969. Re: Crash when switching resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-03-26 23:35:09 UTC
From: matthews@umd5.umd.edu
Message-ID: <6326@umd5.umd.edu>
Source record: 242155

In article <1990Mar25.211253.8909@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
[stuff deleted]
>things get called in is crucial. You may have to erase your AUTO
>folder and copy the files back in in a different order (with OS
>enhancements first) to get resolution changes to work properly.
>
>Dave Baggett
>dmb@cscwam.umd.edu

Or you could just use the program AUTOSORT, which will do that for you,
without deleting anything. Far as I can tell, it reads up the files into
memory, and writes them down in the correct order (yes, that means order
in the directory, not just create-write, as that could produce different
results). I think I saw it on terminator, could be on panarthea too.

Mike

2970. Toronto Atari convention

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 00:18:36 UTC
From: gbbrooks@sybil.cs.Buffalo.EDU
Message-ID: <19993@eerie.acsu.Buffalo.EDU>
Source record: 242156

Hi,

I have Sunday off this weekend, and remember back about a week ago
when someone posted that there would be an Atari convention in Toronto this
weekend, April 1st.
Could someone re-post this article - as to WHERE specifically (and
how to get there) that the convention is in Toronto? Also, if you could, the
times of the lectures that are being held.
-Thanks, Brandon!

2971. Dungeon Master & CSB

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 01:19:11 UTC
From: 4225_5132@uwovax.uwo.ca
Message-ID: <5504.260e793f@uwovax.uwo.ca>
Source record: 242157

If you hate requests for hints on games (especially DM) then hit
next now.

I am playing Dungeon Master for the SECOND time. Why the second you ask?
Because the first time I played the game I found myself stuck at an impass.
I finished level 12 (the knight level) and skipped by Chaos down to off the
dragon. After doing that I assembled the firestaff and returned to the level
above to give 'ol Chaos what he deserved. First however, I killed ALL of the
nast firedemons scrambling around there. Then I went over to get the Hellion
and the other thing from the small ante-room. How you ask? For some reason
the things in the floor resembling tar-pits "turned-off" allowing me to cross
to the other side to get the Hellion ect. All this time, Chaos appears and
disappears, harassing me with poison spells and fireballs. After I have got
the Hellion and the other thing, I return back to the other side of the room
and wait for Chaos to appear. The floor-fire thingys start up again (I have no
idea why they stopped in the first place, out of the goodness of their hearts)?
Now I wait, and wait, and wait,... Hello? Chaos? Where are Youuu? I have
not seen him since. No sign of him, anywhere. What have I done wrong? There
goes a couple of months of play (part time only of course). My girlfried
tended the computer for 8 hours one day while I was at class. Mr No Show.

Well that is my story, can someone help me please? My new party is fast
approaching the same location and I would hate to have the game end the same
way. I would much like the players to go on to CSB which lies on my bookshelf,
still in the shrinkwrap. Please reply by E-mail.

Andrew Semple Andrew.Semple@hydra.uwo.ca
2nd Year Applied Math/Computer Science ads@hydra.uwo.ca
The University of Western Ontario
London, Ontario
Canada "Perfection is the result of extensive correction" -Emery

2972. TOS LOADER LOCATION?

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 01:31:11 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000029@ux1.cso.uiuc.edu>
Source record: 242158

Anybody have a TOS.IMG loader they could email me or know
the location of an FTP that has one?

Can I just malloc the memory, load in TOS and jump to its
starting address?

-- Greg

2973. Techno-Marketing-Blab (was Re: Atari Financial condition)

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 01:32:13 UTC
From: kawakami@monsoon.Berkeley.EDU
Message-ID: <35151@ucbvax.BERKELEY.EDU>
Source record: 242159

In article <90032523232155@masnet.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>I don't know why we're all so worried about the future of Atari. Right
>now, my ST lets me do some decent DTP, read e-mail, word process, and
>(using MT-CShell) gives me an incredibly cheap platform for developing
>Unix-like software at home instead of spending too much time sitting
>in front of an orange monitor under florescent lights. Sure, it's out of

Actually, the ST is not "incredibly" cheap. If you are willing to buy
used equipment, you can get decent deals on used workstations (with software
and drives included.)

>date -- so are the Mac, Amiga, and anything which runs MS DOS (I include
>Windows and MSDOS's messy follower, OS2). There's a new generation on
>the horizon, which will be so much larger and faster than any home
>computers that we won't know how we ever got along with only a few lousy
>megabytes and speeds under 50mhz. We'll have multi-gigabyte HDs and
>machines running really nice graphic interfaces on top of a (usually
>invisible) Unix, all for a little more than the price of an ST today.

That new generation will be very pricy for a while. I think the real next
generation will be multiprocessorr RISC based small workstations which
cost more than $7000. The fake next generation will be the technological
equivalent of Sun 3/50s and 3/60s. Unlike the MacII, they will be reasonably
priced and have a real OS. They will be designed as scaled down workstations
and not like scaled up micros , unlike all those evil '486 MS-dOS/2 machines.
In all honsty, I don't know if the TT was designed that way, but it looks more
like a "nice" computer than all those clone machines.

>David Megginson, Centre for Medieval Studies
>BITNET: meggin@vm.epas.utoronto.ca

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

2974. Re: Single-sided atari drives

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 01:38:24 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2579@ultb.isc.rit.edu>
Source record: 242160

In article <2593@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
>In article <633@ksr.UUCP> fay@ksr.UUCP (Peter Fay) writes:
>>Has anyone tried upgrading one of those old cruddy single-sided Atari
>>external drives to a double-sided drive by just pulling out the old
>>drive and inserting a 720K TEAC or whatever? Does it work with no
>>hitches? How about a 1.2 Meg drive - anyone tried that?

The problem with building your own drive is knowing what mechanisms
work. I've had good luck with the Toshiba ND-354, but the 352 gives
me problems. Ergo, you can't just say a company's drives will work.
I'm using both a Teac 3.5 and a 5.25 inch drive on my system, and am
pretty happy with them. I also know that Epson drives are good too.
If you want to upgrade a SS mech, get rid of the PCB board. Buy
a $10 drive cable from Best Electronics, or hack one end off of your
drive cable and put on a 34-pin header for the drive. You can rig
the power supply pretty easily. I've found that eliminating the
PCB solves more problems than keeping it.

By the way: somebody mentioned that they were able to get a Toshiba
ND-352 working by some internal modification. Could you please repost
what you did?

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

2975. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 01:46:42 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <2580@ultb.isc.rit.edu>
Source record: 242161

In article <1990Mar24.192858.1655@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>From time to time I've seen mention of replacement floppy drives not indicating
>disk change status. Since I've had a replacement drive for longer than my
>human memory works, I don't recall if the original could really detect disk
>change status either.
>

There are a number of things you can do to solve the disk change problem. First off, try running a jumper between pins 2 and 28 on the drive's connector. For many drives, this will give you the needed signals for regular media changes.

If that doesn't work because when the jumper is hooked up, you get a write protect error, use a momentarily closed button. Run the wires of the button to pins 2 and 28, and hold the button in when inserting a disk. This will give the computer the media change signals, but will remove the write protect errors when the button is released.

More elegant solutions to this are:

1) Get TOS 1.4: it fixes all the problems be re-reading the disk on every access.
2) A program called FMC.PRG will force media detects, basically doing what TOS 1.4 does. However, it doesn't seem to be 100% operational.

Considering you can set up your own drive for 40% of a "real drive", the money saved more than offsets the potential troubles you'll have.

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

2976. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 02:40:10 UTC
From: jdg@elmgate.UUCP
Message-ID: <1238@elmgate.UUCP>
Source record: 242162

In article <1990Mar26.071218.10123@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Chris very nearly admitted I was right a couple days ago that if Atari was
>going to fold any time soon it would have done it already. Now he says
>the're going down. Just because they aren't what he wants them to be, he
>predicts doom.
>

Two Cents. I too beleive atari (at least US) to be in deep.
In fact, I'm not so sure that the whole last 5 years of Nill' support
is simply because atari could care less about the US market. Figuring,
it's a PC land (as it is), and why waste valuable money trying to gain
entry. But, if some poor soul wishes to buy a machine, fine. But dont expect
much. Maybe a tax-writeoff. The Lynx, is another story. According to two
pals a mine, whom bought Amiga's to develop for the Lynx, they cant even
get the developer package. Could it be that atari has no license to this?
If atari were, intererested in making money here, why, preytel, did they
create a Lynx commercial that easily turns off any american parent?
If they want to make money, see the Lynx to Sega say (if they want it).
And it'll go big. I find it VERY hard to beleive that Atari's poor marketing
in the past 5 years in the US is simply an accident. They just keep
danglin' a carrot in front of our noses for a "just in case" market.
Just in case what? I dunno. Maybe UK sales dropping. It cannot be a simple
set of mistakes. AS to atari US future. They have none w/ me. They are
(in my opinion) a HIGHLY non-credible company, that could care less about
me, the end purchaser. And, to use an analogy, Would you buy a car from this
man? Knowing that once you've bought it, he could care less about service/
support. Not I. And, I've heard it for some 5 years. Promises here. Excuses
there. While I like the ST, I cannot justify the purchase of the (still vapor)
TT. You may pay more for apples, but, at least you know they are there for
you. And w/ IBM, they happen to be very very good w/ support. And even if
they were'nt I could rcv all the support I'd ever need elsewhere.ZO}_
In addition, I think I'd be real hard pressed to find 100 competent Atari
developers around. I helped write Deskcart, which, was touted as the best
add on product for the ST at one time. Even fickle Jerry Pournelle liked
it. I made 12K bucks... (Thats stretchin it). Thats SAD, REAL REAL SAD.
Alienating people such as I, Dave Beckmeyer, and others dooms atari.
They were/are all kissy face again. But, "Fool me once, your the fool"
"Fool me twice, I am". IF! the ATARI COMMUNITY, would stand up and SAY
WE HAVE HAD IT!. And mean it. you might see a turn around. Bankrupting Epyx
really upset me. Atari has no right to do that. Especially considering that
Epyx produced fine software, for many machine types, and was around before
atari entered the computer arena. ANY company that claims to be a good
organization, yet blatently bankrupts others has no place at all in this

country. So, Atari, since you support the UK so readily, why dont you just pack up & go there, and let the rest of us get what we pay for from a credible organiztion. Flames to dev\null.

--
Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
(716)-726-0084
Eastman Kodak makes film not comments. Therefore these comments are mine not theirs.

2977. Re: Mega ST4 slows down and seizes ...

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 03:28:14 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Mar27.032814.20588@ccu.umanitoba.ca>
Source record: 242163

In article <1990Mar26.145406.13953@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum) writes:
>A friend of mine is having problems with running WP for extended
>periods of time on a Mega ST4. She has GDOS setup using Neocept's
>driver for and HP DeskJet+. After about an hour of heavy usage, the
>whole system slows down to a crawl (consistently) and all menu
>operations/dialog boxes etc. take minutes to process. Does anyone
>have any clues as to what is causing the problem? Her documents

Sounds like it's related to the infamous "phantom typist". Ask your friend to try moving the mouse slightly after each keypress or mouse operation, the next time the problem strikes. If moving the mouse causes the keypresses or menu operations to take effect immediately rather than minutes later, then it's the same problem that many of us have been having periodically with WP and other keyboard intensive applications.

Assuming that it is the same problem, can she really consistently recreate it after an hour of use? If so, I'd really like to know the exact configuration of her system, including order of \AUTO\ prgs etc. Better yet, I'd really like Atari Corp. to know the exact configuration of her system, so that they can finally confirm the existence of the problem, and hopefully do something about it.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

2978. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 04:03:03 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2640@calvin.cs.mcgill.ca>
Source record: 242164

Ignac says:
>
> Do you Usenet folks feel that the posting of our demos of our products here
> is a worthwhile endevour, or should we stop?
> Are Usenet folks REALLY care all that much if a commercial endorsement is
> made in the demo??

I feel that software posted on the net should be judged solely on its
usefulness. If usenet people like the damn thing, why deprive us of
a demo simply because it endorses a product? By this logic, we could
censor messages posted by people who work at commercial institutions,
because their content may be construed as commerical, even they just
contain info about how their products work!

Well, since I am happy and satisfied a LEGAL OWNER of QuickST II,
and would strongly recommend the non-demo version without reservations,
my opinion may be biased, but I think I would say the same thing
about any other product - the simple fact is, the more useful stuff which
is available on the net, the better.

To be honest, if his original shareware demo versions were never posted to
the net, I wouldn't have known enough about the product to buy it
in the first place, so it is in a sense, serving the interests of
Branch Always. To this, I say: WHO CARES?

just my two dollars worth...

2979. Re: MT CShell

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 04:38:54 UTC
From: david@bdt.UUCP
Message-ID: <1810@bdt.UUCP>
Source record: 242165

I'm posting this because (1) it's short, and (2) it contains info that
might prevent a posting next time.

In article <90032422335919@masnet.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON)
writes:
>1) How do I use the ARGV environment variable? I know it has to be
> something like xArgs, which I haven't used yet. I want to be able to
> pass sickeningly long command lines to my own programs too.

MT C-Shell uses the Mark Williams ARGV style arguments, which it turns out
is close to the new official Atari "standard" method (in fact it looks like
it's going to be supported for a while because there are so many pgms
using it). The MWC libraries will automatically understand this extendend
arg format. The ARGV varaible is the last one in the envrionment. The
value of ARGV is the wierd MWC "CCCP?????..." string, which they use for
isatty(), but you can ignore it. After that, the arguments are sitting
in the env., one after another, each separated by a null.

>2) How do I keep MT CShell from adding quotation marks here:
> set copt=-a -p
> program $copt -i${TCINC} $i
> program gets
> '-a -p' -id:\include myfile.c
> instead of
> -a -p -id:\include myfile.c
> I thought that you could set a variable to a list of words, but
> MT-CShell is convinced that it has to be one word.

Yes the variable expands to a single word. The quotes are only added
in the basepage copy of the args (because there isn't another way to
put whitespace in an argument), but the quotes aren't in the ARGV
list. One sort of ugly way to get the above to work is to use back-quotes,
as follows:

```
set copt=-a -p
program `echo $copt` -i${TCINC} $i
```

>
>Thanks DB, or anyone else who can help.

No problem. Please note that you can contact the BDT BBS at (415) 530-9682
for MT C-Shell technical support. This BBS is also available for anyone
and contains a fair amount of general ST stuff (including comp.sys.atari.st).

>David Megginson, Centre for Medieval Studies
>meggin@vm.epas.utoronto.ca
>---

> * Via ProDoor 3.1R

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

2980. Using DOS utilities to defrag

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 08:05:36 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <9003270805.AA13151@ucbvax.Berkeley.EDU>
Source record: 242166

Can I use COPYIIPC to defrag my hard disc? ie use CHKDSK? or pctools VERIFY or COMPRESS? These are great tools on MS-DOS machines. Can I use them on my ST?

2981. using PC-DITTO and dos utils for defrag

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 08:05:52 UTC
From: HEIMBIG@WSUVM1.BITNET
Message-ID: <9003270805.AA13184@ucbvax.Berkeley.EDU>
Source record: 242167

Opps....

>Can I use COPYIIPC to defrag my hard disc? ie use CHKDSK? or pctools
~~~~~~~~
what an idiot you all must be thinking, I meant: Can I use PC-DITTO...

>VERIFY or COMPRESS? These are great tools on MS-DOS machines. Can I
>use them on my ST?

Bye
Bruce Heimbigner
Email: Snail mail:
HEIMBIG@WSUVM1.bitnet N.W. 324 True Street
Pullman WA 99163-3347 (USA)
~~~~~~~~

2982. Re: Question: Indus GTS 100 compat. w. Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 08:44:06 UTC
From: dsmall@well.sf.ca.us
Message-ID: <16894@well.sf.ca.us>
Source record: 242168

The Indus GTS uses an NEC mechanism that tends to filter out Mac data on the innermost 16 tracks (so , first off, most of the disks should be readable to begin with).

This can be cured by shorting inductor L7 and adding a capacitor to change the frequency of the filter to include GCR data.

Complete instructions can be posted (or emailed) upon request; let me know. It's around 5 minutes of soldering and 50 cents of capacitor in parts.

I've been told that "Indus" (okay, it's Future Systems) has switched to a new NEC mechanism that we'll also have to figure out. (what fun). Anywho, the above applies, I believe, to the 1035 mech; don't try it on an 1037.

-- thanks, Dave / Gadgets

2983. Re: The 'Phantom Typist'--It's back: in TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 09:16:17 UTC
From: cjr@cs.bham.ac.uk
Message-ID: <943@christopher-robin.cs.bham.ac.uk>
Source record: 242169

In article <5863.260753c0@judy.uh.edu> cosc10hv@judy.uh.edu (Paul Sears) writes:
>In article <9343.25ffe423@ecs.umass.edu>, beroll@ecs.umass.edu writes:
>>I was trying to put Uniterm in an AUTO folder so I could (be lazy) and run it
>>as the computer was turned on. It didn't work (any ideas?) and I got 4 bombs (
>>...
>>just my 1040 ST(f) with 1 meg and TOS (1.2 I beleive).
>>
>> Dave
>
>Well, one of your problems is apparant - UNITERM can't be run directly in the
>AUTO folder. Uniterm is a full GEM programs and GEM is not loaded until AFTER
>the programs in the AUTO folder are run first. Almost any GEM program run in
>the auto folder will bomb...
>

Unless of course Dave has TOS 1.4 :-) Did you know that we still don't have
TOS 1.4 here in the UK? Has it arrived in Germany or Holland yet?

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One
Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

2984. ** HELP ! ** my ST does not know diskdrives any more !!

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 09:16:30 UTC
From: henk@spex1.uucp
Message-ID: <1018@dnlunx.pttrnl.nl>
Source record: 242170

Who can help me ?
My 520 ST (upgraded to 1 MB) does not recognize disks anymore.
It boots up very fast, gives the desktop screen, but without
disk icons! The floppy does spin for a moment, but nothing happens.
The mouse works, I can get the info-dialogbox for TOS, chance
preferances, probably screen dump as well, but no disk.
My harddisk is nowhere as well.

Who has a clue what to do ?
Is it the disk controller chip? I could not fasten it because it is
soldered already.

Any help is appreciated.

Henk van der Griendt (henk@spex.nl)
--

==========
| Henk van der Griendt E-mail: henk@spex.nl (internet)|
| Speech Processing EXpertise centre spex@hlsdnl5.BITNET |

2985. RESET from C, TOS LOAD, QUICK TOS a

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 12:18:52 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000030@ux1.cso.uiuc.edu>
Source record: 242171

I finally got a Reset to work in the following way for a program
I wrote...

```
#include <stdio.h>
#include <stdlib.h>
#include <tos.h>

long res;

void getrv(void)
{
*(long *)0x426L = 0x31415926L;
res = *(long *)0x4f2L;
}

void main(void)
{
Dsetdrv(2);
Dsetpath("\\AUTO\\");
Frename(0,"HAC.PRX","HAC.PRG");
Supexec(getrv);
Supexec(res);
}
```

Question: Is this the simplest way? Q2: QUICKTOS by Darek M. doesn't
work with an image of my ROMS from $fc0000 with length
192K. Is there a header on the RAM TOS that allows it
to be loaded... Does anyone know the mechanism.

Thanks in advance...

-- Greg

2986. Some hard(ware) questions

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 12:43:00 UTC
From: FALDELLA%BODEIS.CINECA.IT@CUNYVM.CUNY.EDU
Message-ID: <3040@BODEIS.CINECA.IT>
Source record: 242172

Some days ago my SH204 hard disk decided not to work with my MEGA ST1 anymore. It does not autoboot, neither can it be read or written with AHDI installed. It strikes me how the boot phase sounds different: in particular, some beeps (the last ones) seem to be missing. I removed the Tandon TM262 drive and plugged it in a PC compatible: Disk Manager, a low level disk utility recognized the drive (610 tracks, 4 heads, 17 sectors) but could not verify any track, just saying something like "SEEK I/O COMMAND FAILED".

Do the more technically inclined among you think that I'd better go out and buy a new drive or is there a chance of repairing the old one ? Could I continue to use my SH204 with its defective Host-adapter by placing inside a Seagate ST157N or ST296N ? Is there any power supply problem ? Or would it be better to keep my Adaptec 4000 controller upgrading to a ST251-1 MFM drive ? Has anyone installed an internal SCSI drive inside the MEGA case ?
If you let me I have some more questions. Which is the best way to upgrade a MEGA ST1 to 2.5 or 4 Mb ? I guess some unpopulated solderless board with 1Mbit DRAMs bought from some USA mail-order service. Are boards suitable for old STs suitable for MEGA ST1s too ? German contributions are welcome.
I am also considering Spectre GCR; I have seen it advertised as low as $200 with Mac 128k ROMs at $124. I would like to know whether there are retailers in North Florida, since a friend of mine is currently in Gainesville, Fl.

I thank you all.

****
Francesco Zanichelli
Department of Computer Science
University of Bologna, Italy
E-mail FALDELLA@BODEIS.CINECA.IT
****

2987. Re: TOS LOADER LOCATION?

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 13:16:18 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1500@lzsc.ATT.COM>
Source record: 242176

In article <16000029@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
> Anybody have a TOS.IMG loader they could email me or know
> the location of an FTP that has one?
>
> Can I just malloc the memory, load in TOS and jump to its
> starting address?
>
Pexec does this for you. Its normal mode is :

Pexec(0,...) : loads; starts; frees memory on exit. This is NORMAL.
Pexec(3,...) : Loads; does NOT start yet.
Pexec(4,...) : Start it now, its already loaded. Debuggers use this.
Pexec(5,...) : Lets you do your own loading into a TOS image.
Pexec(6,...) : Like 4, but different memory ownership.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2988. Re: Windows on PC Ditto I

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 13:20:37 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1501@lzsc.ATT.COM>
Source record: 242177

In article <9003270804.AA13057@ucbvax.Berkeley.EDU>, MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>
> Does anyone out there know if MS Windows would work on a 1Meg 520ST using
> PC Ditto I? I don't have a hard drive, either....Yes, I know this would
> be SLOOOWWW, but that might still be OK for me...as long as it works.
> Thanks in advance for any insights.
> Gerry
> maxg@suvm
> ggreenbe@rodan.acs.syr.edu

I got it running. At is so SLOW I found it uninteresting.

I run MultiMate on PC-ditto I; sluggish transitions but bearable.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

2989. Archive bit

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 13:41:19 UTC
From: forcheck@rulcs.uucp
Message-ID: <645@rulcs.cs.rul.nl>
Source record: 242178

Dear ST'ers,

Does anyone of you know of a program that will talk some sense into
the archive-bit associated with every file? Probably you know what I
mean: in MS-DOS (yuk!) this bit gets set every time the file is
changed, and reset every time it is backed up. In that way incremental
hard-disk backups become a snap.
TOS unfortunalety doesn't do this... This is a real pain as I backup
my SH204 using PC-SPEED & PC tools de Luxe (hey hey!). Sure works great,
I even can optimize my TOS-partitions fine with a MS-DOS optimize tool :-)

So, who can give me a pointer to this (preferrably auto-folder) program
that I feel must exist somewhere? (btw: wasn't this cured in TOS 1.4?)

Kind regards,

Jan Joris Vereijken
forchk@hlerul53.bitnet

2990. Re: Barrel

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 14:34:00 UTC
From: greg.trice@canremote.uucp
Message-ID: <90033012502002@masnet.uucp>
Source record: 242184

Several people have mentioned Barrel as a solution to the printer port redirection problem. It only works for small files. This it because it buffers the entire capture in memory before writing it to a disk file. What I need (and I think the other enquirers also need) is a utility that continuously captures printer output and redirects it to a file, repeatedly flushing its buffers as needed, so that file size is limited only by disk capacity. My files are multi-megabyte in size (music scores of large orchestral works) and Barrel just won't do.
---
* Via ProDoor 3.1R

2991. Re: Problems with TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 14:34:52 UTC
From: UPSYF173@DBIUNI11.BITNET
Message-ID: <9003280803.AA09874@ucbvax.Berkeley.EDU>
Source record: 242185

I have problems with TOS 1.4 which may be related to this topic:
1. After a warm reboot (I think even cold boot) the Harddisk driver is
not loaded.
2. I sometimes get an R/W error on the harddisk (which I don't think is
a problem of the disk)
3. Drive A: will sometimes be corrupted (root Directory written into
FAT sectors, as far as I remember).

Installation: SH205, CBHD3.5 Driver, GEMINI installed to autostart.

What helps for 1. and 2. is to turn off the harddisk and turn it on again,
nothing else.

I have some theories about the problems:
1. a virus (I don't think so!)
2. A bad driver blocking the DMA (CLAUS BROD, are you on the list?)
3. A memory allocation failure of the TOS
4. A floppy vbl routine that blocks DMA
5. A critical error handler that does something wrong

The #3 problem may have been caused by me formatting disks under MSDOS,
so that a mediachange was ignored (no different serial numbers in the
boot sector). So I don't complain about that.
But there's another mystery:
After autoboot of GEMINI (which lives in C:\DIV\GEMINI on my harddisk)
the first file selector box will only show the subdirectory; the only
possibility to get to the root directory is to click on drive C, the
closer box does not work.
Anyone else with nice little theories?
Wolfgang

2992. ANYONE HEARD OF.....

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 14:42:36 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9003271442.AA08452@nimsn41.>
Source record: 242186

Hi there,
Way back in October 1987, there was a programme around called 'The Graphic Artist'. This was an orientated drawing package which used a 500X500 spreadsheet to store ploting information, coordinates etc.. This means that you can edit, copy, delete or move blocks of cells. You could also enter formulae so that a dimension can be made conditional on some others.

At the time this cost 200, a lot of dosh. Well does this programme still exist, is it public domain yet or shareware, has anyone used it or if not used anything like it????
Many thanks.
Nick
PS Axel, are you still on the planet?
PPS is NIBSC joined the nets yet??

2993. Re: Crash when switching resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 15:30:57 UTC
From: ignac@electro.UUCP
Message-ID: <1542@electro.UUCP>
Source record: 242187

In article <1110@mtunf.ATT.COM> rdb@mtunf.ATT.COM (Ron DeBlock) writes:
>In article <22746@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:
>>Hello,
>>
>>I am having a problem trying to figure out the cause of a crash I am
>>getting on my ST. I originally noticed the problem when I switched
>>resolutions from low to medium and I got 4 bombs. I have been trying
>[stuff deleted]
>>* Christoper Roth * "Machines have no
>>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
>
>
>I have had this problem also. It is caused by desk accessories and/or
>auto folder programs. The following programs caused a crash on res
>change in my system:
[stuff deleted]

this is a relatively common problem for accessories which patch vectors.
upon res change, the accessories are reloaded, wiping out the originally
loaded accessory, and along with that, the new patched vector code, causing
multiple bombs. if atari somehow notified accessories that a res change was
in process, then the accessories could unhook the vectors they hooked, and
allow a proper transition from one resolution to another with no bombs.

... more wishful thinking by someone who does a lot of thinking ...

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

2994. Re: Windows on PC Ditto I

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 15:36:54 UTC
From: rjd@cs.brown.edu
Message-ID: <34162@brunix.UUCP>
Source record: 242058

In article <9003270804.AA13057@ucbvax.Berkeley.EDU> MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>
>Does anyone out there know if MS Windows would work on a 1Meg 520ST using
>PC Ditto I? I don't have a hard drive, either....Yes, I know this would
>be SLOOOWWW, but that might still be OK for me...as long as it works.
> Thanks in advance for any insights.

Coincidently, I tried doing this very thing this weekend.

Yes, it does work.

Yes, it is Slow with a capital S.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

2995. Hard drive questions/ Atari question

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 16:59:09 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22758@uflorida.cis.ufl.EDU>
Source record: 242059

Hello World.

First off, is there a hard drive defragger available for the ST,
preferably something PD?

Second off, we've all heard everyone's opinions on if atari is going
to fold and why they seem to be abusing their users. Such a dedicated
lot we are, aren't we? Anyway, why can't some of these guys who work
at atari who have net access attempt to get an official statement from
atari, maybe even from someone IMPORTANT at atari? To me, Atari seems
to be the single most stupid corporation in the world. (Advertise?
Hey, what an idea! Let's ADVERTISE the fact that the ST can emulate a
mac, ibm, cpm, etc...etc...HEY, maybe an 'Uprgrade your Mac to an ST'
campaign...WOW! WHAT A %$%#$%#@ concept! Ooops, flame off...).

I give up. Oh Great Gods of Atari, WHERE THE HELL ARE YOU?!

--
=-=-=-

2996. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 17:41:00 UTC
From: WJOHNSTO@COLGATEU.BITNET
Message-ID: <9003280804.AA09981@ucbvax.Berkeley.EDU>
Source record: 242188

Hello, Atari16 people:

I have just recently subscribed to this SIG, and the main purpose for this posting is to ask about its offerings. I've been running a 520 ST since Feb '86. It is, obviously, one of the museum pieces--external drives and power supplies; TOS now in ROM but originally on floppy. But it has served me well, especially since I added a 30-meg HD.

My problem is isolation: I'm in a tiny upstate NY town, with no user group or dealers close by; COMPUSERVE is a long-distance call, and it's even becoming difficult to find the Atari-oriented magazines. While I don't need tons of software, it's difficult to escape the feeling that I'm missing out on a lot.

It's therefore good to read other people's notes, and to see hints of demo software and other goodies available through this SIG. But how does a newcomer find out what's available, and get access to it?

Any and all suggestions welcome; feel free to email me directly via BITNET unless you think others might benefit from seeing "the basics" in a general posting. Many thanks.

Michael Johnston

BITNET: WJOHNSTON@COLGATEU

2997. Re: Question!

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 17:45:25 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003271743.AA02045@fsucs.cs.fsu.edu>
Source record: 242060

>Ignac says:
>
> Do you Usenet folks feel that the posting of our demos of our products here
> is a worthwhile endevour, or should we stop?
> Are Usenet folks REALLY care all that much if a commercial endorsement is
> made in the demo??

Well, could this problem not be solved (and everyone made happy) if a version was posted to the net that did NOT have the "Available from X at $XX.XX" line? If a substitute was made like "Send email to X or snailmail t Y for more info" would that not satisfy the non-commercial requirement of the net? I for one do not think that a demo should be held from the net just because it advertises something, but I can see where that could get out of control if people abused it. I have always thought that most user text in a program was stored in the .RCS file. A net-only version, if easy to produce, may be the best way to solve this dilemma.

Again, this is IMHO, and I could easily be wrong about the .RCS file thingy.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

2998. Re: Hard drive questions/ Atari question

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 18:05:16 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Mar27.180516.16074@murdoch.acc.Virginia.EDU>
Source record: 242063

In article <22758@uflorida.cis.ufl.EDU> cr1@beach.cis.ufl.edu (Chris Roth) writes:

> Anyway, why can't some of these guys who work
>at atari who have net access attempt to get an official statement from
>atari, maybe even from someone IMPORTANT at atari?

Usenet isn't a place where official things get said, generally. The
financial information we've been discussing is the kind of thing your
stockbroker gets; No company with a comp.sys.* group posts things
on it that would be seen as an advertisement.

But you will see Atari people here answering technical questions. And
that's very useful for some of us. Thanks, guys!

Of course, if you make a posting here with the attitude of "I'm asking
Atari a question, they should answer me!" you'll probably become
disappointed. This is the newsgroup of the rabble, not the company;
Atari people happen to participate here, but they don't run the group.
We rabble types are happy to comment about just about anything,
though.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

2999. Stacy, UPgrading

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 18:16:09 UTC
From: jackin@vehka.uta.fi
Message-ID: <1055@kielo.uta.fi>
Source record: 242189

Well, we Finns got a glimpse of Stacys. Few of them
are actually here in Finland and are selling (not
more than a couple of dozens).

What I have heard, is that they CAN be upgraded with SIMs.
I remember one reviewer in PCW wondering why it was so
easy to get to memory (just one little cover), memory being
soldered. It seems that Atari had SIMs in mind.

How about HD. I do assemble PCs for my living (just to pay
my studies :-) and I would really like the idea of upgrading
a basic model to full blown 4 MB, 40 MB HD Stacy later on.

Does somebody have more information ?

(I am still looking for prices of Stacy. So far only Sweden
answered my plead. Thanks Ari !)

3000. Re: LIST SERVES

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 18:37:19 UTC
From: frachel@umiami.miami.edu
Message-ID: <6183.260f6c8f@umiami.miami.edu>
Source record: 242067

In article <9003270807.AA13374@ucbvax.Berkeley.EDU>, STIBOREK@VAXB.ACS.UNT.EDU writes:
> Does anyone know the/or a current list serv for the Info-Atari16 digest
> and Info-Atari16 Programs for either the Bitnet or Internet Access.
> Thanks
> Please Reply to the Net, it seems a lot of people need this information.
> (perhaps this will allso cut down on the number of subscribe/unsubscribe/
> help messages being sent to the digest.)
> John Stiborek
> --
> = This mail comes to you through twisting tunnels of logic, =
> = across endless plains of ideas, through mountains of symbolism =
> = and endless universes of alternate truths.... =
> = =
> = John STiborek | UUCP - Ntvax!Vaxb.acs.UNT.edu!STiborek =
> = BITNET - STiborek.UNTvax | ARPA - STiborek.Vaxb.acs.UNT =
> = GENIE - J.STiborek | "Join the Revolution" =

I get the info-a16 digest from LISTSERV@TCSVM

-Frank

3001. Re: Hard drive questions/ Atari question

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 18:59:46 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003271848.AA02637@fsucs.cs.fsu.edu>
Source record: 242064

In article <22758@uflorida.cis.ufl.EDU>, cr1@beach.cis.ufl.edu (Chris Roth) writes:
>Hello World.
>
>First off, is there a hard drive defragger available for the ST,
>preferably something PD?
>

Well, the ICD utilities include a defragger (I think) and are free. The
catch is that you must own an ICD host adapter to use them (they are
about to come out with a new line of HA's, might want to wait if you
are about to purchase). Also, Michtron's Turbo HD kit includes a
defragger. I do not know which is better, if any.

The next part is a long semi-warm flame, skip now or forever hold your peace.

>Second off, we've all heard everyone's opinions on if atari is going
>to fold and why they seem to be abusing their users. Such a dedicated
>lot we are, aren't we? Anyway, why can't some of these guys who work
>at atari who have net access attempt to get an official statement from
>atari, maybe even from someone IMPORTANT at atari? To me, Atari seems
>to be the single most stupid corporation in the world. (Advertise?
>Hey, what an idea! Let's ADVERTISE the fact that the ST can emulate a
>mac, ibm, cpm, etc...etc...HEY, maybe an 'Uprgrade your Mac to an ST'
>campaign...WOW! WHAT A %$%#$%#@ concept! Ooops, flame off...).
>
>I give up. Oh Great Gods of Atari, WHERE THE HELL ARE YOU?!
>

I am beginning to believe that Atari managment is more dedicated to
making money than making a good product, and then making money. This
is the general trend in American business, and it sucks for a product
like a personal computer because it robs users of much desired support.
I think Atari would move to selling fried pigskins if they thought they
could make a buck. They just do not care that a computer product can
REALLY take off given the proper support, they would just rather make
a quick buck off the sale of the hardware, and let third parties risk
tangling with the wiles and whims of supporting a computer product
(people are notorious for changing their minds for no good reason).
This is the basic difference between a company like (I hate to say it)
Apple, and Atari. Apple does stand behind their products (over-priced
as they are), and does help other companies and dealers do the same thing.
A relationship with Atari starts and ends with the purchase of equipment.
The sad thing is that the product is so potentially marketable, the only
computer coming close in terms of user-friendliness being the $$$Mac$$$.
There are enough people that KNOW that Atari hardware is really good,

very cheap, and has some really good stuff written for it, to make this line of computers a success. But to do this, Atari has to get involved. One thing that would really help would be to somehow get the info that most Atari users learn by expensive trial and error out to the general potential and new buyer: What software is really worth the money! I know that there are many great non-game packages available for the ST (Pagestream 1.8, Neodesk, Michtron stuff, Codehead stuff, GBS stuff, Neocept stuff all comes to mind). The problem is that for every excellent program in every catagory, there are 3 or 4 lemons that would discourage anyone from ST line. Atari should endorse good software (or at least WORKING software), and distribute this info with their computers. Another great idea would be to distribute some high-power PD stuff with them (look at the NeXT, it comes with GNU C!!). There are many PD packages for the ST that completely outclass any comercial product of the same type (Uniterm, IMHO would fit this description). I think that an envelope with about 10 disks full of good PD, shareware, and a working software list (perhaps on an STwriter file, with STwriter of course) should be given away with every ST. They could also include demos of stuff, which would help the new user decide where to plunk his cash down initially (which is the critical time to help people, if they get pissed in the beginning, there will not BE a later for that product). It really annoys me that all the makings of a successful line of computers (empire style) are here: Good machines, good software, good online support (GENIE, etc), enthusiasm of many owners (Atari people have always known that they had some really good stuff, and nobody knew about it. This creates a rather defensive attitude in many, and quite rightly so). Atari has managed to create incredible potential, and then throw it away like complete morons! The funny thing is, they DO still make money, and they are a BIG company. The Tramiels are not at all displeased with the cash they have received for the sale of Atari equipment, because it is a LOT of cash. Thus, for the intended goal (making bucks), they are a success. But they could be a MAJOR success. In other words, I think that flaming Atari for being ignorant of basic marketing strategy is incorrect. They do know, but that is not what they are after. They want to make cash NOW, and have the option of moving on later if Atari users turn fickle and go buy IBM's or something. What they are ignorant of (heehee) is that they are CREATING that situation themselves. Yeesh, enough. This is now a registered book, I am sorry of the length.

Before I send this off, I want to make something clear. This is MY current opinion. It might change in 10 minutes, or I might take it with me to the grave. This is the nice thing about opinions. If you would like to make a comment about my opinion, send it to me. Do not clutter up the net with opinions of opinions. Instead, make your very OWN opinion, and post IT to the net. I am sick of flame wars with old messages indented 4 deep in them. I have seen too many messages get butchered down to a few lines (via reply mode) that no longer carry their original meaning.

>--
>=-=-=-

>* Christoper Roth * "Machines have no
>* InterNet : cr1@beach.cis.ufl.edu * Conscience..."
>=-=-=-=-=-=-=-=-=-=-=-=-=-Post No Bills-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3002. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 19:03:42 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <20407@cs.yale.edu>
Source record: 242065

In article <1990Mar24.192858.1655@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>From time to time I've seen mention of replacement floppy drives not indicating
>disk change status. Since I've had a replacement drive for longer than my
>human memory works, I don't recall if the original could really detect disk
>change status either.

Media change is detected using the write-protect line and the disk ID written in the boot sector. It is assumed that this line will go on whenever a disk is removed. Whenever a disk operation is requested, the system determines whether or not the media has changed by the following algorithm: If the write protect line has gone on since the last disk operation and more than a second or two of time has elapsed, then read the boot sector and check if the disk ID has changed. If it has, then a new disk has been inserted. Otherwise, assume the same disk is still in the drive.

Notes: (1) if the disk is write protected, then the boot sector will be reread whenever an operation is performed after the disk has been idle more than a second or two. This is safe but takes extra time. (2) If two disks have the same disk ID, or the write-protect line does not work, then media change will NOT be detected, with predictably disasterous results.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

3003. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 19:10:12 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Mar27.191012.10607@ccu.umanitoba.ca>
Source record: 242190

In article <1238@elmgate.UUCP> rg@aurora.UUCP writes:
>
> [blah blah in deep blah no support blah blah Atari Corp. hates
> Americans blah blah didn't make no money blah blah HAD IT! blah blah
> blah don't get no respect blah blah ...]

[Was this supposed to be an early April Fool's post, or what?!]

>--
>Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
>(716)-726-0084
>Eastman Kodak makes film not comments. Therefore these comments are mine
>not theirs.

In light of the recent interest in posting a monthly "Intro. to
Comp.sys.atari.st", I suggest that we also post the following on a
monthly basis, under the title "GENERIC COMP.SYS.ATARI.ST WHINE".
(This is copped from a message sent to me recently by one "mathew"
<smm12@cl.cam.ac.uk>. It's remarkably similar in style and content to
Jeff's post, but I think it's preferable for monthly posting, since it
covers a few more bases. For the sake of thoroughness we should
probably add a few whines concerning Atari's financial health. Oh
yes, and if any other developers or ex-developers have more personal
testimonials concerning how little money their products have made,
that would be helpful too; a little something for everyone. Just
think how much needless typing and banging on the 'n' key and editing
of kill files we could save, not to mention wasted bandwidth, if we
could all just get it off our chest once a month in the form of a
Generic Whine post!! Here's a start:)

"I've not had time to wade through comp.sys.atari.st recently... I get
fed up with all the people moaning - they go on and on about how Sam
Tramiel should be running the country and how Atari don't make good
enough manuals and they don't give their dealers proper support and
why isn't the blitter available yet and they ask why can't I get TOS
1.4 from my dealer and then wonder why nobody answers and isn't it
terrible that they don't advertise in magazines enough and complaining
about the keyboard "it's so tacky..." and if the Europeans can buy an
STe why can't they I mean it's not as if there were any difficulties
in getting them to Canada, not that I want to buy one of course I just
want to see one so that I can complain that Super ZapNarg III doesn't
run on it and anyway the blitter's no good because it doesn't have a
draw-tartan-circle routine like the Amiga does and they told me I'd be
able to upgrade my ST with a Cray emulator for two dollars on a
plug-in card and the Mega ST 2 has been discontinued so now I'll have

to throw it away and buy a new 2MB ST in a different box and of course the TT/P is vapourware I mean okay so people have seen it working in England so what they're probably lying to us just to get us to buy Atari gear and did you see the new Nintendo GameBoy cartridge nowhere near as good as the Lynx but of course you can't buy them because Atari messed up the distribution like they did with the ST and I'm going to have to go to Europe to get a mono monitor and stop off at a pub for a pint of Watneys Red Barrel and (continued in Monty Python's "Travel Agent" sketch)..."

That pretty much sums up the state of the art in c.s.a.s. whining, I think. Suggested revisions?

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

3004. Vceldemo available at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 20:04:40 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Mar27.200440.5704@terminator.cc.umich.edu>
Source record: 242066

Hi everybody.
For those interested in a complete version of vceldemo, it is obtainable
on terminator in ~ftp/atari/new/vceldemo.arc

Have a swell day,
Jmw

3005. SHEET New Release

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 20:07:11 UTC
From: tpg@XN.LL.MIT.EDU
Message-ID: <1766@xn.LL.MIT.EDU>
Source record: 242191

I recently received in the mail an offer to update to the latest version of SHEET, a fine shareware spreadsheet program. It's now a 4-in-1 package with a spreadsheet, database manager, graphics, and BASIC interpreter. The offer described the 111 page laser-quality printed manual, but offered little information on the new products themselves.

If you have tried this new version or a 3.0 earlier version, I would like to hear your comments.

3006. Atari TT

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 20:10:08 UTC
From: sarnila@tukki.jyu.fi
Message-ID: <SARNILA.90Mar27231008@tukki.jyu.fi>
Source record: 242192

Well they had the TT in CeBit (also the unix model).
The TOS version (TT030/2) should be available in Germany in May:

- 2M memory
- 40M hard disk (not 30 even they say so)
- VGA monitor
- 6500 DEM (available only in this configuration)

The box is really silly looking.

The unix version (TT/030X)should be available to developers in May:

- 2M (slow) memory for video
- 4M full speed memory (unix will use primarily this)
- HD size not sure yet (at least 80 and propably 120, 170)
- tower case
- either 14 inch (VGA) color monitor (640x480 16 out 4096 colors)
or 19 inch mono monitor (1280x960 mono) (really nice with X)
- price not yet know (round 10000 DEM)

The unix version (ATX = Atari unix) is officially Sys V 3.1 (SVID 2) but
it has really BSD4.3 kernel modified for Sys V. On shell level command
switches are Sys V, but the kernel has also full BSD4.3 syscall interface,
BSD signals (including ones needed for full job control), BSD sockets, TCP/IP,
the BSD fast file system, disipline 2 tty driver (supports SIGSTOP etc. = ^Z).
This gives nearly full BSD compatybility. Csh is the full BSD with full
job controll. Tcsh compiles. Gnu CC (1.36), CC+, gdb, gas are fully ported
(really same as Sun m68k) and officially distributed by Atari. Comes with
NFS and X11.4 (has got 3 button mouse). For developers there comes also the
Hewlett Packard extended XFaceMaker tool kit. Kernel size with basic drivers
+ TCP/IP + NFS 650k. Pager is so customized that it will take pages from full
speed memory first, and only if that runs out, from the slower dual-purpose
(video) memory. As I tryed it out it seemed OK. ^Z really worked. The
(VGA style) display seemed slowish (must be in driver). From a X-terminal
the speed seemed fine. It seems like a nice (BSD) hackers home unix machine
(better then Sys V 3.2/80386). But .... Two buts. 16MHz, it is 1990, should
be at least 25 (it seems that TOS compatibility requires either 16 or 32, for
video shifter to work properly). And the price!!!!. I think far too much to
really compete with 386. It seems Atari really doesn't trust it will sell
in great volume, for the current projected price is clearly a low volume
price. Also it is late. It took so long because Atari wanted also TOS
compatibility. The unix only prototype was ready more than two years ago.
It seems Atari didn't believe a unix only version would sell well enough,
and also they wanted future for TOS line.

```
------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
------------------------------------------------------------------------
--
------------------------------------------------------------------------
Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi
------------------------------------------------------------------------
```

3007. Pen pals list (2nd posting)

Newsgroup: comp.sys.atari.st
Date: 1990-03-27 21:53:41 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003280804.AA09922@ucbvax.Berkeley.EDU>
Source record: 242193

To *ALL* Atari ST owners worldwide!

Are you interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not got network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime). I am working now on a list for the UK and when both lists are complete I will Email a copy to everyone that wants one.

I hope that this generates a reasonable level of interest, so don't be shy! Contact me sooner rather than leter and lets all keep in touch! :-)

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

3008. micro-emacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 04:58:32 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2657@calvin.cs.mcgill.ca>
Source record: 242194

I use EMACS everywhere, and have about 4 versions on my ST.... I decided
that I would finally get around to making up an emacs.rc file which is
suited to my own tastes. Here is what I want to do

bind-to-key delete-next-character <DEL>

on the version of emacs I have on unix, I type ^? and emacs
recognizes this as the delete key.

on atari st 3.10, this is not recognized. I put it in my emacs.rc,
do describe-bindings, see it listed there, and del still does a delete-left.
I do a bind-to-key delete-next-character and then hit the <DEL> key,
and for the duration of my session, it works fine.
I do a describe bindings, and I see

bind-to-key delete-next-character ^?
bind-to-key delete-next-character ^?

so obviously, the ^? I created in the session and the one in the
emacs.rc file are not the same.

all my problems would be solved if I could do something like this

bind-to-key delete-next-character chr$127

but I don't know the proper format to do it... any help would be
appreciated.

3009. Re: Stacy, UPgrading

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 05:51:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Mar28.055112.26062@chinet.chi.il.us>
Source record: 242195

I remain VERY interested in the first report to the net of a STacy offered for retail sale (by someone who has one in stock, of course). Any model. One for sale in Canada would also be interesting, only a tiny bit less so. Steve J.

3010. Re: UniTerm 2.0 question

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 05:51:29 UTC
From: ripley@tubopal.UUCP
Message-ID: <1308@opal.tubopal.UUCP>
Source record: 242196

In article <6317@umd5.umd.edu> matthews@umd5.umd.edu (Mike Matthews) writes:
]I'm having some serious problems with Uniterm 2.0e (now 002, also with 009).
]The local tie-in I have to the mainframes as, well, gone to h*ll with some
]major line noise problems (it's the only place that gives me line noise, too),
]and Uniterm keeps locking the modem out, such that I have to reboot in order
]to use the modem again.

This happens when UniTerm receives a Xoff (^S) Character. Now the program
waits for the following Xon (^Q) before continuing.
In this case you need to reset the terminal (<ALT>+<F7>) to clear the ^S-
status.

I'd much prefer having a special function on the menu-page to clear the
^S-status, and therefore not loosing the contents of the history-buffer
and any additional settings I might have done...

Simon are you listening?

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3011. Re: Gemini autobooting...

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 05:59:43 UTC
From: ripley@tubopal.UUCP
Message-ID: <1309@opal.tubopal.UUCP>
Source record: 242197

In article <2182.260b8ecf@cc.helsinki.fi> jalkio@cc.helsinki.fi writes:
]I have some problems with the Gemini shell. When I autoboot it with the
]Headstart, I can't get my saved desktop settings - only the ones which
]were there when I the first time tried Gemini. When I load the Gemini
]without autobooting, everything seems O.K. Why is this?

While executing the auto-folder the current dircetory is x:\ (x == bootdev.)
Suppose you have a harddisk with autostart. Now you have c:\ as current
directory when headstart runs. In the headstart.inf-file there might stand
c:\gemini\gemini.prg... So, does the gem-starter set the correct path ?

Try it again with copies of the setup-files (gemini.inf, mupfel.mup) in c:\

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3012. Re: ZOO Bugs

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 06:05:16 UTC
From: ripley@tubopal.UUCP
Message-ID: <1310@opal.tubopal.UUCP>
Source record: 242198

I heard something about some obscure bug crashing zoo when archiving files
with a certain filelength (multiple of 8192 bytes).
Is this true and when will it be fixed? (I use 2.01/STg)

Also, I use zoo-boy for simple tasks. unzooing is not a task for which
zoo-boy is suitable. The reason? It calls zoo with "zoo x zoofile" when
using the extract-button. What I need is "zoo x.//" in too many cases.
So I end up invoking gulam if I do not-so-simple tasks on zoo-files !

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3013. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 06:15:18 UTC
From: ripley@tubopal.UUCP
Message-ID: <1311@opal.tubopal.UUCP>
Source record: 242199

In article <1990Mar26.143622.18337@pmsmam.uucp> wwm@pmsmam.uucp (Bill Meahan) writes:
]Has anyone gotten an implementation of UUCP running on the ST? I've tried
]Mailtruk, but it just doesn't want to work with my host system (MT drops
]characters at 2400 baud, my host won't accept 1200). [...]
Are you running MailTruck from within the GfA-Interpreter ?
You might want to compile it for speed-improvement...

]was trying to get UUPC running, and I even have some source patches to that
]effect, but my floppy-only system just can't handle a C-compile that big.
]ARRGH! must be time to either get a hard disk or else get an IBM clone
]with a hard disk.
As the newest version has been tagged 1.0, I might mention a system written
by a friend in Stuttgart which is called Mercury UUCP Modules.

It provides a complete (although simple) Mail & News system for the Atari ST
running under TOS !

]In any event, if someone could mail me a uuencoded EXECUTABLE of a working
]UUPC/UUCP implementation that will run on a 512K ST with one DS and one SS
]floppy (and will support reliable 2400-baud operation), I would be forever
]in their debt.
Don't ask me to send away Mercury UUCP... I only have a test-version (0.926)
and it is not that small. I don't have a fat documentation either.

]Does a working UUCP exist under MINIX as well? MTC-shell?
There is bdt-uucp especially for the MT C-Shell. If you're having RS232-
support in your Minix-Kernel, a portation of Gnuucp should be quite
straight-forward.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3014. Re: Playing Replay sounds in STOS (help!)

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 06:17:28 UTC
From: ripley@tubopal.UUCP
Message-ID: <1312@opal.tubopal.UUCP>
Source record: 242200

In article <78456@tut.cis.ohio-state.edu> Greg Gladman <gladman@cis.ohio-state.edu>
writes:
]I just bought both the STOS package and ST-Replay. Both seem like great

WRT ST-Replay, how much is it ? The demo I've seen (you know The Snowman,
don't you ?) was quite impressive.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3015. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 07:37:11 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <603@galadriel.bt.co.uk>
Source record: 242051

From article <6382@blake.acs.washington.edu>, by ramsiri@blake.acs.washington.edu (Enartloc Nhoj):
> Yet another full page STacy ad in this month's
> EM (Electronic Musician) rag... along with several mentions
> of the TT.. (I laughed too!!)
>
[stuff about 9 note stave (!) deleted with much merriment]
>
> -kevin
> ramsiri@blake.acs.washington.edu
>
> BTW: aside from the unjustifiable notation absurdity,
> the advertizement is of EXCELLENT quality.. one that
> really catches your attention... ;-)

I rang the (possibly, or possibly not) sole retail source of Stacys in the UK yesterday: first shipment of machines sold out, next batch due in May, estimated.

ho hum

Robin
robing@uk.co.bt.galadriel

3016. Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 07:38:08 UTC
From: paulz@olnl1.UUCP
Message-ID: <1090@olnl1.UUCP>
Source record: 242052

Has anyone ever tried upgrading a Mega 2 (late 1987) to 4 MB. ?
It has room for 10 more RAM chips on the motherboard. Is an upgrade
as easy as I hope it is or is there catch to it. ??

--
Paul van der Zwan # {mcvax,uunet,hp4nl}!olnl1!paulz
Olivetti Nederland B.V.
Marketing Support (Xenix,Unix,X/OS)

3017. Re: Virus on the ST

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 08:37:21 UTC
From: stefan@spcc386.UUCP
Message-ID: <593@spcc386.UUCP>
Source record: 242053

Mickey Boyd writes:
>After having to deal with an outbreak of the "Stoned" virus on several of
>our PC's, I wish to clarify some things that I have heard about the virus
>situation on the ST (this could be out of date). Is it still true that:
>
> 1. No known virus on the ST infects or otherwise screws up a
> fixed (hard) disk.
>
> 2. No known virus on the ST attaches itself to other files, as
> opposed to the standard bootsector method.

Well, out here in Europe we DEFINATELY have link-viruses. There are about four of those, but since some crappy German magazine published a listing of a link-virus and since the utterly disgusting 'Virus Construction Kit' has been out, who knows what kind of viruses are being spread. I don't know about viruses that screw up a hard disk, I haven't encountered any yet. A friend of mine has been on top of viruses ever since the first one was discovered and we have disassembled quite some viruses already.
Get yourself a very good viruskiller (the same friend has written a very extensive one but I shouldn't be advertising) and be very careful with new software.
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer Junkies!!" +-----------------------------------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

3018. Re: ** Computer Stuff For Sale. New items and prices.***

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 08:45:43 UTC
From: me@dude.pcs.com
Message-ID: <ME.90Mar28094646@dude.pcs.com>
Source record: 242054
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,misc.forsale

In article <5865@ur-cc.UUCP> lmna_cif@uhura.cc.rochester.edu (Louis Nau) writes:

********** Atari and Amiga Stuff For Sale **********
****************************** FOR SALE ******************************

ATARI HARDWARE AND SOFTWARE

Folks, this is getting annoying. IF you have to post your sales offers, please
add a Distribution: line, to restrict it to your local area.

I don't think that anybody over here in Europa is really interested in buying
stuff from the US.

Thanks, Michael
--
Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

3019. re: LYNX Developers program

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 08:59:13 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <5481@cuphub.cup.edu>
Source record: 242055

In article <1238@elmgate.UUCP>, jdg@elmgate.UUCP (Jeff Gortatowsky CUST) writes:
[stuff deleted]
> The Lynx, is another story. According to two
> pals a mine, whom bought Amiga's to develop for the Lynx, they cant even
> get the developer package. Could it be that atari has no license to this?
[stuff deleted]
> --
> Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
> (716)-726-0084
> Eastman Kodak makes film not comments. Therefore these comments are mine
> not theirs.

I recently spoke with Gail Johnson at Atari(Sunnyvale) {development coordin-
ator} and she said that ATARI-Computers and ATARI-Games are TWO DISTINCTLY
DIFFERENT COMPANIES owned by AtariCorp(USA),Inc.

The ST,TT,etc... and 8-bits are handeled thru SUNNYVALE.

The LYNX is handeled thru ATARI-Games division in CHICAGO,IL

The LYNX developers kit has a hefty buy-in at $5000.00(US);
I am told this includes LOTS of stuff--namely PROM burners, etc...

For more information about the LYNX DEVELOPERS PROGRAM, don't bug
those nice, all too patient, people in Sunnyvale--

CALL CHICAGO......Get the number from Directory assistance...

--
+-------------------------------------+-------------------------------------+
!Dan Karbowsky kar7481@pitt!cuphub! S U P P O R T T H E S T ! ! ! !
!102 Lee Drive _________________/ Call the ATARI ELITE of PITTSBURGH'S !
!Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 !
!15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! !
! / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***!
!(412)929-4023 /---Also--Now the NEW H.Q. of the Atari-Users-Association--- !
! / For more info, send email TITLED "AUA-INFO-REQUEST" !
+-------------+---+

3020. Re: Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 11:36:11 UTC
From: ballier@blnosz.UUCP
Message-ID: <292@blnosz.UUCP>
Source record: 242056

In article <2381@syma.sussex.ac.uk> grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
[.....]
>
>I've not seen any messages from Simon Poole in this newsgroup for a
>while. I guess he's got a job that keeps him away or has taken him into
[.....]

I have written a letter to Simon (Wettingen, Bahnhofstr....): no answer,
no return.

Ralph

3021. Matricks 3D graphics routines

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 12:58:38 UTC
From: gge@CXA.DARESBURY.AC.UK
Message-ID: <4867.9003281258@cxa.daresbury.ac.uk>
Source record: 242057

Hi Folks,
Has anyone managed to get L. de Wit's 3D graphics routines to
compile with sozobon C. I'm having problems converting the Laser C
assembler routines, mxops.asm and drawlin.asm, so that jas will assemble
them, not being familiar with 68000 assemblers of any sort I am stuck.
Any help would be gratefully received.

Regards

Gareth J.Baker

JANET:gge@uk.ac.dl.cxa | Post: S.E.R.C.,
Internet:gge%cxa.dl.ac.uk@cunyvm.cuny.edu | Daresbury Laboratories,
EARN/BITNET:gge%cxa.dl.ac.uk@UKACRL | Warrington, WA4 4AD,
UUCP:gge%cxa.dl.ac.uk@ukc.uucp | U.K.
| Phone +44 925 603586

3022. Gemini + dstart.o = BOOM

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 16:34:55 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Mar28.163455.24524@wam.umd.edu>
Source record: 242061

I've noticed that all programs I've compiled with Sozobon C and Dlibs instantly die with three bombs if run from within Gemini. Since even trivial programs (e.g., hello world) crash, I can only assume that something in dstart.o is causing problems.

Has anybody else experienced this?

Thanks all,

Dave Baggett
dmb@cscwam.umd.edu

3023. musical entry/score printing?

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 16:44:32 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Mar28.164432.3394@ccu.umanitoba.ca>
Source record: 242062

My wife plays bluegrass and traditional fiddle, and is looking for a program that would allow her to enter music in standard musical notation, play it back on the monitor speaker for auditory verification, and then print out the finished score. Does anyone know of such a critter?

Provisos:
1. It has to run in monochrome.
2. Semi-intelligent entry (keyboard and/or mouse) would be nice, but not critical. I.e., it would be nice if the software itself kept track of measures and the like.
3. Easy editing is a must.
4. Quality of the sound output is unimportant, since the playback feature would only be used to check that harmonies are right and so on.
5. Ability to edit printer drivers would be a big plus, though again not crucial, since we have access to various dot-matrix printers as well as a laserjet.

I haven't paid much attention to the musical side of the ST, so I don't have a clue what's available. I think that something simple like Music Studio is what she wants. Does it run in monochrome? Will it print the final score? What else is available? Any and all facts/opinions concerning availablity, price, quality, ease of use, etc. will be most appreciated. And of course I'll summarize if I get any interesting replies. BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

3024. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 18:39:00 UTC
From: david@bdt.UUCP
Message-ID: <1847@bdt.UUCP>
Source record: 242068

In article <1990Mar26.143622.18337@pmsmam.uucp> wwm@pmsmam.uucp (Bill Meahan) writes:
>Does a working UUCP exist under MINIX as well? MTC-shell?

Yes MT C-Shell has a supported UUCP, called MT C-Shell UUCP. The
package sells for $49.95 retail. It has uucp file and mail support
and is set uop and run similar to Un*x UUCP, with uucico running
from cron and a L.sys file defining the links. It also supports
two-way use of the same modem (incoming and outgoing calls on the
same line). There is also a scaled-down PD version of news software
available for it from our BDT BBS (415) 530-9682.

>--
>Bill Meahan | UUCP: uunet!mailrus!umich!pmsmam!wwm

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3025. Re: RAM expansion

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 19:11:47 UTC
From: wao@cbnewsm.ATT.COM
Message-ID: <10763@cbnewsm.ATT.COM>
Source record: 242069

In article <9003270805.AA13117@ucbvax.Berkeley.EDU> HAMMOUDH@Wabash.BITNET writes:
>
> Hello netters!
> I am very interested in Zubair Interfaces' Z-RAM 3-D 4 Meg expansion
>board. If anyone has it, could you tell me how you like it. Did you
>install it yourself? How easy/hard is the installation? Will it easily
>fit into an old 520 ST with an RF modulator and an EXternal drive? Any
>information you send me will be greatly appreciated.

I installed the beast into my 1040st (REV. B). It works great. I had
to cut the power lines to the on board ram to get the thing to work.
That process is outlined in the instructions. Placing the pin grid
board over the MMU is no picnic, patience is a must! You should have
and know how to use an ohmmeter. I cut off the cover of the video
shifter box but the main RF shield was replaced intact. One problem
you may have is that there is a large capacitor in the video shifter
box that might have to be moved (different versions of the mother
board). I moved it by de-soldering it and running two jumpers
to its leads. It is still in the shifter box but now it lays flat.
Would I do it again? Yes!!

I hope this helps
Bill Oswald
aloft!wao

3026. Re: Mega ST4 slows down and seizes ...

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 19:50:34 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2775@sactoh0.UUCP>
Source record: 242070

Hmmm... I don't have any problems of the sort that you describe, although my programs are different, my system doesn;t slow down to a crawl.

I have a Mega 4, use GDOS, and use Microsoft Write. The documents that I work on are around 50-60 pages, and sometimes I have four documents in memory. I have configured a 2Mb Ramdrive using the Rambaby program (Intersect) and have QSTAUTO (a graphics speedup program), FSELV6 (a file selector) and FOLDR100 in my AUTO folder.

I suspect it might be the driver somehow slowing the system down...

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

3027. ST BASIC version of UUD

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 20:46:13 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003282042.AA06223@fsucs.cs.fsu.edu>
Source record: 242071

I am looking for a version of uud written in ST BASIC. I seem to remember seeing such an animal, but I cannot remember where. I want to mail this to a friend in Australia, who would then use it to uudecode uud.ttp (probably very slowly). Thus, he needs initial uud capability. If anyone can suggest an alternate way to do this, I am game.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3028. UNIX clone from Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 20:56:07 UTC
From: cs161fca@sdcc10.ucsd.edu
Message-ID: <9365@sdcc6.ucsd.edu>
Source record: 242072

In recent issue of Byte there is an ad of Mark William Co (they made the Mark William C for the ST) for their product "Coherent", a unix clone for IBM for $99.95 (US). It includes everything you expects from a UNIX system, over 200 commands/utilities, lex, yacc, uucp, C complier, etc. Does anyone know if th`at will be ported to the ST?

3029. Re: ZOO Bugs

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 22:03:35 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2674@rodan.acs.syr.edu>
Source record: 242073

In article <1310@opal.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:
>
>I heard something about some obscure bug crashing zoo when archiving files
>with a certain filelength (multiple of 8192 bytes).
>Is this true and when will it be fixed? (I use 2.01/STg)
>
>Also, I use zoo-boy for simple tasks. unzooing is not a task for which
>zoo-boy is suitable. The reason? It calls zoo with "zoo x zoofile" when
>using the extract-button. What I need is "zoo x.//" in too many cases.
>So I end up invoking gulam if I do not-so-simple tasks on zoo-files !
>
>Greetings,
> RIPLEY

If you have access to a PC, you could un-ARC, un-ZOO, un-WHATEVER all your
files on your PC and then copy them to a floppy disk and get them to your
ST via sneaker-net. The un-ARCers from the IBM world are (unfortunately)
a little better than those in the ST-world. I have never had a problem
doing things this way, believe-it-or-not (no offense)

---jb

>
>--
>Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
>Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
>D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
>Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3030. CeBIT news

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 22:13:00 UTC
From: UK14@DKAUNI2.BITNET
Message-ID: <"90-03-28-14:13:13.73*UK14"@DKAUNI2.BITNET>
Source record: 242074

A few days ago someone asked for news from the CeBIT-fair
in Hannover/West Germany. I've been there last saturday. Here
are some impressions:
The TT and the UNIX-TT have been presented by ATARI. They told me
that they will start delivering the TOS-machine in June, the UNIX-
machine will be available next fall. Developers can get their
machines in May. But don't forget: That's what ATARI told me, so
let's hope the best.
The battery-problem of the laptop Stacy hasn't been solved.
Tempus Word (a new textprocessor from the author of Tempus) will
not be available until sommer.
Someone told me that the announced delta-module (80386SX-emulator)
will never be delivered ...
Vortex, a German harddisk-distributor, announced an AT-emulator,
based on a 8-mhz-80286. The board which I saw in Hannover has
about the same size as the PC-SPEED-board (no slots, no
co-processor!). Vortex says the ATonce-board (that's the name)
is 35% faster than a 8-mhz-V30-computer (it's not allowed to
compare products in ads in Germany, so they didn't name the
PC SPEED/Supercharger). The ATonce-board has to be soldered
on the 68000 and will cost less then DM 500 (< $250).
A small German company showed a ST-emulator for the Commodore
Amiga - and it works! Most of the standard-software is running
nearly as fast as on a real ST. The QUICK INDEX benchmark reported
a performance of 93 - 98 percent. The price: about 600 DM (< $300).
The 'medusa'-emulator will be available in April for the Amiga 2000,
a version for the smaller Amiga 500 a bit later. You have to use
the original TOS, which is not included with the emulator board.
But you get a program which reads the ATARI-ROMs and saves the
OS on a disk. The medusa-board can emulate the STE, so perhaps
it is the fastest way to get a STE in the US to buy an Amiga
and install the medusa-module ... (just a joke !?).
I hope that all these news are correct (especially the
dates and prices).

Oliver Steinmeier (uk14@dkauni2.bitnet)
Waldhornstr. 4-8
D-7500 Karlsruhe 1
++49-721-377892

3031. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-28 23:28:57 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar28.232857.6057@ns.network.com>
Source record: 242075

wwm@pmsmam.uucp (Bill Meahan) writes:
>]Has anyone gotten an implementation of UUCP running on the ST? I've tried
>]Mailtruk, but it just doesn't want to work with my host system (MT drops
>]characters at 2400 baud, my host won't accept 1200). [...]

The Atari TOS buffers characters from which MailTruk merely extracts them.
Furthermore, the packet protocol does a checksum on the data packet and
requests retransmission of bad packets. So my question is what makes
you think the problem is character dropping????

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

3032. Window folder->New WINDOW (TSR)

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 01:31:42 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000031@ux1.cso.uiuc.edu>
Source record: 242076

So...

What I want to do is write a auto folder program that would intercept the call from the desktop to open a folder (within a window) and create a new window instead of replacing the old one.

Do any of you programmers have any tips that could help me out? Where would I look for the vector to replace?

If anyone out there could point me to some source (C) that contains auto folder programs, I would appreciate it.

Thanks.

-- Greg

3033. Re: UNIX clone from Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 01:56:58 UTC
From: mikew@wheeler.wrcr.unr.edu
Message-ID: <3787@tahoe.unr.edu>
Source record: 242077

In article <9365@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu (Say no to core dump!) writes:
|
|
|In recent issue of Byte there is an ad of Mark William Co (they
|made the Mark William C for the ST) for their product "Coherent", a
|unix clone for IBM for $99.95 (US). It includes everything you
|expects from a UNIX system, over 200 commands/utilities, lex, yacc,
|uucp, C complier, etc. Does anyone know if th`at will be ported to
|the ST?

Sounds like the toolkit that comes with their C compiler for the
ST less the lex, yacc, uucp. They have long made software for
Coherent systems and PC's ...

Presumably they would port it to the ST if possible.

~ ____
~ |Mike Whitbeck | mikew@wheeler.wrc.unr.edu |
~ |___________________________|__RENO___NEVADA_____________|

3034. Re: Appointment calender programs.

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 02:22:55 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003290221.AA09456@fsucs.cs.fsu.edu>
Source record: 242078

In article <801@sce.carleton.ca>, greg@sce.UUCP (Greg Franks) writes:
>Has anyone in netland ported 'calentool' to the Atari?
>Does anyone know of any other appointment programs, either PD,
>shareware or $$ that may exist?
>
>Enquiring minds want to know!
>
>--
>Greg Franks (613) 788-5726 Carleton University,
>uunet!mitel!sce!greg (uucp) Ottawa, Ontario, Canada K1S 5B6.
>greg@sce.carleton.ca (bitnet) (we're on the internet too. (finally))
>Overwhelm them with the small bugs so that they don't see the big ones.

Timelink, buy the now defunct Batteries Included, works well. It can be
found in the discount bin for $10 (where I got it), and is well worth it.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3035. Uniterm version numbers

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 03:06:38 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9003290806.AA08256@ucbvax.Berkeley.EDU>
Source record: 242079

I checked my version of Uniterm today after all the discussion that has been going on, and my version is 2.0e 010. Is that the highest there is?
Has anyone else got this version? I ask because I have only seen references of upto 2.0e 009.

Have I got a rarity? Should I have it insured?? :-)

Simon.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

3036. Help with bit field troubles in Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 04:33:30 UTC
From: rjd@cs.brown.edu
Message-ID: <34368@brunix.UUCP>
Source record: 242080

I have a bit (excuse the pun) of a problem I'd like some
help with.

I am bringing some C code that I wrote over from a UNIX system which
is trying to do the following:
set up bit fields within a 4 byte word.
union that word to a 4 byte char string and a long.

Essentially, the structure mappings look like:

```
struct phred
{
unsigned long a:20;
unsigned long b:11;
unsigned long c:1;
} ;
```

```
union {
struct phred ieee;
char string[4];
float floater;
} float_guy;
```

This way, when I read a floating point number into float_guy.floater,
I can get at the word in a variety of different chunks...

Now, I've ported this code to a couple of machines, and it works
fine, but, unfortunately...Laser C does not allow bit field assignments
on anything other than unsigned ints, so it chokes on by
unsigned long a:20, etc...

...looking at the K&R language description, it states as one of
the caviats that bit fields should not cross int boundaries, and
an int in Laser C is 2 bytes long.

So, am I screwed, or can you folks suggest an alternative to what
I want to do? (I *hope* so, otherwise I'm in for a *major* rewrite of
my code, and what I'll be left with is an ST-specific peice of
C code...I hate that.

So, any suggestions?

Thanks in advance.....
-- Rob

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)

"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

3037. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 05:46:01 UTC
From: aaron@pencarrow.comp.vuw.ac.nz
Message-ID: <1990Mar29.054601.8487@kaukau.comp.vuw.ac.nz>
Source record: 242081

In article <1990Mar27.191012.10607@ccu.umanitoba.ca>,
bright@ccu.umanitoba.ca (Bob Bright) writes:
>
> In light of the recent interest in posting a monthly "Intro. to
> Comp.sys.atari.st", I suggest that we also post the following on a
> monthly basis, under the title "GENERIC COMP.SYS.ATARI.ST WHINE".

Do you think .st posters are just the sort of people who whine too much,
or are you prepared to consider the ever so vague possibility they have
something(s) to complain about?

> [stuff deleted]... and how Atari don't make good
> enough manuals and they don't give their dealers proper support and
^^
You think you have problems, here in NZ we have to make out own support.
The NZ distributors make an good effort but you get the feeling they're
keep fairly much in the dark.

> [stuff deleted]... and if the Europeans can buy an
> STe why can't they I mean it's not as if there were any difficulties
> in getting them to Canada, ...[foo]

Well, we can get them here, not particularly cheap though, in case
anyone is interested here are the full retail prices:

0.5Mb STe NZ$1299 Estimated US value: US$647
1.0Mb STe NZ$1599 (Excluding NZ Sales Tax) US$796
2.0Mb STe NZ$1999 US$995
4.0Mb STe NZ$2999 US$1493

Note: These prices include a local (to NZ) sales tax (called Goods &
Services Tax or GST here) of 12.5%.

Any remaining ST's (there aren't many) are selling for NZ$999 inc GST
(520STfm), about US$497 I guess.

I would like to know what prices are like elsewhere, probably a
constructive exercise - if we don't whine to much about the differences.
So if you're reading this and you're not from NZ (a distinct
possibility) then tell us what you local retail prices are - this means
full recommended retail, not street value. If you're in the US, I guess
you should mention which state the prices refer to, and possibly local
tax conditions.

I'll summarise and post any email I get on the subject. I guess any
Atari computer products are valid data, ST's, STe's, Lynx, Mega's, TT's
(:-) but remember rrp, not back-of-truck discount price.

> [stuff deleted]... and did you see the new Nintendo GameBoy cartridge nowhere
> near as good as the Lynx but of course you can't buy them because...

Well, apparently they will be selling NZ wide (NZ's not that wide you
know :-) as of next week (source: this is what Atari dealers have been
told). I'm told only four games will be available and I have not heard
any indication of what the prices will be.

> Bob Bright <bright@ccu.umanitoba.ca>
> Dept. of Philosophy
> University of Manitoba
> Winnipeg, Man R3T 2N2 (204) 474-9680

____
/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

3038. Ram expansion on STes

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 08:05:59 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9003290805.AA08130@ucbvax.Berkeley.EDU>
Source record: 242082

In article <9003100804.AA03794@ucbvax.Berkeley.EDU>, I wrote :

..
>..I've seen someone buying a 8 MB machine..

..which was not exactly true. In fact, the retailer is actually PLANNING to offer such expansions. They would do this by plugging in (maybe specials ?) 4 MB
SIMM boards. They still don't know at what price they would sell this.
For those who are interested, the retailer is AXE-3D in Paris (I don't remember the address, see add in ST-magazine - or your minitel).

Eric Dujardin
Ecole Superieure d'Electricite (SUPELEC) - France

3039. Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 08:06:36 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9003290806.AA08231@ucbvax.Berkeley.EDU>
Source record: 242083

Hi all,

Does anybody know if it's possible to use a non-US keyboard with Gulam ? I've got the version 1.03.04.05, which I downloaded from panarthea. Seems like they forget to write the KEYBFR.COM driver ...

Eric Dujardin
Ecole Superieure d'Electricite (SUPELEC) - France

3040. Message for Dave Small

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 09:40:26 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4720@brahma.cs.hw.ac.uk>
Source record: 242084

I can't get mail to Dave Small but I receive his just fine. Sorry folks!

Dave,

Thanks for the message about HiSoft. I will contact Ladbroke and see what
plans they have, if any, for supporting existing users of Spectre. I look
forward to getting the latest update.

The Appletalk connection will be fantastic. Is there any possibility of
a native ST program to use it on say a TOPS network with Suns and PC's or
just for networking ST's?

+---+
! DISCLAIMER: Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "there's nought wrong wi' gala luncheons"!
+---+

3041. Questions about the STE (compatibility)

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 12:53:48 UTC
From: eric@castle.ed.ac.uk
Message-ID: <3068@castle.ed.ac.uk>
Source record: 242085

Hello!

I am suddenly in the market for a new computer (my five year old 520ST is somewhere in N. America...) and am thinking of getting a 4 Meg 520 STE (mail order prices on the order of 750 pounds sterling including mono monitor, much much cheaper than a Mega 4 -- I'll put up with the non-detachable keyboard for the difference in price :-).

I have a couple of questions for those people that may actually have one of these beasts (expanded or not) in terms of compatibility. I am planning on using:

gulam
gcc
GNU emacs
Sozobon C
TeX (any version)
Minix
and Uniterm.

(talk about impressive assortment of "free" software! [except Minix, of course!)

Has anybody had any problems using any of these with an STE? If so, what kind of problems?

I'd like to hear from anybody that has tried any of the above on an STE, whether it worked or not. Please email and I'll summarize for the net.

Also, what would people suggest as the best buy (based on quality and price) for a reasonably large (60-100 Mb) hard disc in the UK?

Thanks,
eric

PS - I don't care about Atari's financial situation. :-)

--
+---+
|Eric S Fraga, Department of Chemical Engineering, University of Edinburgh |
|phone: +44 31 667 1081 x2955, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk |
+---+

3042. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 14:37:31 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990Mar29.143731.1207@pmsmam.uucp>
Source record: 242086

In article <1990Mar28.232857.6057@ns.network.com> logajan@ns.network.com (John Logajan) writes:
>wwm@pmsmam.uucp (Bill Meahan) writes:
>>]Has anyone gotten an implementation of UUCP running on the ST? I've tried
>>]Mailtruk, but it just doesn't want to work with my host system (MT drops
>>]characters at 2400 baud, my host won't accept 1200). [...]
>
>The Atari TOS buffers characters from which MailTruk merely extracts them.
>Furthermore, the packet protocol does a checksum on the data packet and
>requests retransmission of bad packets. So my question is what makes
>you think the problem is character dropping????
>
>--
>- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
>- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

I dumped the incoming data lines to a file and examined them.

On the workline request (always!) the control byte seemed to be missing.
MT loops forever looking for a valid packet.

The system I'm connecting to is an HP9000/825 HP-UX 2.1. This host moves
about 3 MB of news a day over a Telebit T2500 plus makes other UUCP connections
so I'm sure that the host end works properly :-)

--
Bill Meahan | UUCP: uunet!mailrus!umich!pmsmam!wwm
| snail: 128 Factory St., Ypsilanti, MI 48197
#include <disclaimer.std> | voice: +1 313 484 9320
/* witty */ |packet: wa8tzg @ wa8ooh.mi.usa.na

3043. Re: UNIX clone from Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 15:20:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1250628733@thelake.mn.org>
Source record: 242087

[In article <3787@tahoe.unr.edu>,
mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes ...]

> In article <9365@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu (Say no to core dump!) writes:
> |
> |In recent issue of Byte there is an ad of Mark William Co (they
> |made the Mark William C for the ST) for their product "Coherent", a
> |unix clone for IBM for $99.95 (US). It includes everything you
> |expects from a UNIX system, over 200 commands/utilities, lex, yacc,
> |uucp, C complier, etc. Does anyone know if that will be ported to
> |the ST?
>
> Sounds like the toolkit that comes with their C compiler for the
> ST less the lex, yacc, uucp. They have long made software for
> Coherent systems and PC's ...
>
> Presumably they would port it to the ST if possible.
>

Coherent is a complete multitasking Unix-like operating system, not a
toolkit that runs on top of an existing operating system. It looks to me
as if it's being positioned as a more reliable alternative than Minix and
a less expensive option than Xenix and the "real Unixes."

$99.95 is a darned reasonable price, and a big cut from the $495 they used
to charge. If Idris or the complete version of OS/9 had been marketed for
the ST at that level, they might actually have sold a few copies.

I'm not going to hold my breath waiting for an ST port of Coherent. I
expect the Mark Williams Co. has better things to do than write oddball
early-1980s-style software for an unadvertised, erratically marketed and
usually unavailable computer.
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3044. Re: UNIX clone from Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 16:24:51 UTC
From: jmberkey@watnow.waterloo.edu
Message-ID: <JMBERKEY.90Mar29112451@watnow.waterloo.edu>
Source record: 242088

> On 29 Mar 90 01:56:58 GMT, mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) said:

In article <9365@sdcc6.ucsd.edu> cs161fca@sdcc10.ucsd.edu (Say no to core dump!) writes:
> |In recent issue of Byte there is an ad of Mark William Co (they
> |made the Mark William C for the ST) for their product "Coherent", a
> |unix clone for IBM for $99.95 (US).

MW> Sounds like the toolkit that comes with their C compiler for the
MW> ST less the lex, yacc, uucp. They have long made software for
MW> Coherent systems and PC's ...

Nope, Coherent is a real Unix clone. Not as fast as QNX, but much,
much more Unix like. I don't think MWC was planning a port to the
Atari.

Mike Berkley, University of Waterloo
PAMI Lab
jmberkey@watnow.waterloo.edu
{utai,uunet}!watmath!watnow!jmberkey

3045. Re: Help with bit field troubles in Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 16:28:08 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22652@watdragon.waterloo.edu>
Source record: 242089

In article <34368@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>
>Now, I've ported this code to a couple of machines, and it works
>fine, but, unfortunately...Laser C does not allow bit field assignments
>on anything other than unsigned ints, so it chokes on by
>unsigned long a:20, etc...
>
>...looking at the K&R language description, it states as one of
>the caviats that bit fields should not cross int boundaries, and
>an int in Laser C is 2 bytes long.

In K&R C, bit fields are only guaranteed for the type unsigned
(i.e., not unsigned short or unsigned long, just unsigned). Compilers
which allow other types are extensions to the standard.

>So, am I screwed, or can you folks suggest an alternative to what
>I want to do? (I *hope* so, otherwise I'm in for a *major* rewrite of
>my code, and what I'll be left with is an ST-specific peice of
>C code...I hate that.

In their book, K&R comment that the way a compiler deals with bit
fields can vary from compiler to compiler. Specifically, it may
start listing the bit fields either from the left or from the
right. Hence bit fields are inherently machine specific. They
are normally used to access some sort of machine specific hardware.

The only way that you can GUARANTEE portability would be to use
an unsigned long (integer, NOT bit field) and use bit masks and
the bit operators to manipulate your data. (Granted, this isn't
as simple as bit fields are but it is more likely to be portable.)

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3046. 32-Bit compress for TOS

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 17:18:22 UTC
From: dietrich@fromuu.UUCP
Message-ID: <0142322@fromuu.UUCP>
Source record: 242090

Hello,

is a 32-bit compress for TOS available?
We (hi Rodney :-) need it for a News-System.

Bye

Dietrich

--
Dietrich Froemming dietrich@fromuu.from.sub.org
Tel# +49 8152 5579 dietrich%suninfo@sunmuc.UUCP
Fax# +49 8152 8577 BIX&DASnet: dfroemming@BYTECOSY.DASnet Yes or no?

3047. Re: UniTerm 2.0 question

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 17:39:13 UTC
From: eezprandolin@qut.edu.au
Message-ID: <8668.26124841@qut.edu.au>
Source record: 242091

In article <6317@umd5.umd.edu>, matthews@umd5.umd.edu (Mike Matthews) writes:
> I'm having some serious problems with Uniterm 2.0e (now 002, also with 009).
> The local tie-in I have to the mainframes as, well, gone to h*ll with some
> major line noise problems (it's the only place that gives me line noise, too),
> and Uniterm keeps locking the modem out, such that I have to reboot in order
> to use the modem again.
>
> This is highly annoying.
>
> Is there anything that I have set up incorrectly with Uniterm?
>
> My system is a Mega 2 mono system with TOS 1.4 currently. I have the buffers
> set to 5KB RS232, and larger than standard buffers for everything else.
> Whatever I type before I reboot is sometimes (can't remember if it's always)
> sent to the modem after Uniterm is loaded again.

This is not Uniterm fault. A component of your received line noise is Xoff if
Xon does not come the ST wait forever for it so you cant send.
Fix ? Set uniterm to use no handshaking ... for the most part at 2400 baud
you dont need it anyway. (esp if you have 512 k rx buffers like me :-)

BOB

>
> Mike

3048. Re: Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 17:57:37 UTC
From: eezprandolin@qut.edu.au
Message-ID: <8669.26124c91@qut.edu.au>
Source record: 242092

In article <9003270806.AA13287@ucbvax.Berkeley.EDU>, MFAGKCHR@HMARL5.BITNET writes:
> Hello,
>
> I phoned the shop where I bougt the mega-2 with the dutch TOS 1.4 ROMs,
> I wrote about before. They told me atari the ROMs were new. They had
> only recently received UK and dutch TOS 1.4 ROMs. These have not been
> delivered before. Only sets of six 34 K ROMs are available, so they
> had to do some soldering to get these in a mega.
>
> They told me, they had problems with the UK ROMs themselves. In fact they lost
> their whole Calamus directory on a megafile 60. They installed the ROMs in a
> mega-4 which had worked correctly until then. They had not used the CBHD driver
> or Gulam. So I think these programs can not be related to the problem. I
> received a megafile 20 from them which had been used with this mega 4 as a
> temporary solution (atari does not deliver much in Holland at the moment), the
> FAT and Directory structure of that disk had been ruined completely. In fact I
> tried to repait this structure using the dutch TOS 1.4 ROMs, and did not
> succeed. At that moment I expected the disk to be bad, and send it back.
>
> These problems caused me to resubscribe to the info-atari16 digests
> on BITNET. But I'm not sure whether I will receive them. Anyhow,
> I have not received many reactions to this problem yet. Please send
> important information to me directly.
>
> It might be important to state that the problems are occur very often.
> They are not occasional harddisk errors. I do not think that anybody
> who does serious work on the ST can have missed them. So, if the problem
> is caused by TOS 1.4 it must be an new problem. I do not think that
> the previous US and German ROMs contain it.
>
> I did look into the contents of the dutch ROMs. There is some rubish there
> like JIM LOVES JENEANE. Is this true for the US ROMs as well? Or did
> someone fool with it.
>
> ATARI are you listening? I do not want to start a world wide rumour,
> I just want to get rid of the problems. Please send me any info that
> might help. I could even send a dump of the dutch ROMs to you, if
> that might help.
>
_I have seen no problems with the Euro roms. (British at least)
Your problem possibly stems from an incompatable auto or acc program
Please do not start rumors, it is highly unlikely there is the problem
you describe. Look at other sources first.

PS as for the Junk , yes it is there one wonders if atari could elliminate
line F by removing this :-)

> Chris Evelo
> MFAGKCHR@HMARL5 (BITNET)

From: IN%"root@bunyip.cc.uq.oz.au" 30-MAR-1990 13:47:03.53
To:
CC:
Subj:

Received: from bunyip.cc.uq.oz by uqvax.cc.uq.edu.au; Fri, 30 Mar 90 13:46 W
Received: by bunyip.cc.uq.oz (5.57/Ultrix3.1) id AA06974; Fri, 30 Mar 90
13:39:47 EST
Date: Fri, 30 Mar 90 13:39:47 EST
From: root@bunyip.cc.uq.oz.au
Message-id: <9003300339.AA06974@bunyip.cc.uq.oz>
Apparently-To: uqvax::newsmgr
X-Envelope-to: newsmgr

3049. Re: Mega ST4 slows down and seizes ...

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 18:27:24 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003291825.AA15767@fsucs.cs.fsu.edu>
Source record: 242093

In article <2775@sactoh0.UUCP>, mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>Hmmm... I don't have any problems of the sort that you describe,
>although my programs are different, my system doesn;t slow down to
>a crawl.
>
>I have a Mega 4, use GDOS, and use Microsoft Write. The documents
>that I work on are around 50-60 pages, and sometimes I have four
>documents in memory. I have configured a 2Mb Ramdrive using the
>Rambaby program (Intersect) and have QSTAUTO (a graphics speedup
>program), FSELV6 (a file selector) and FOLDR100 in my AUTO folder.
>
>I suspect it might be the driver somehow slowing the system down...
>
>
>--
> Mark Newton-John
> (ames att sun)!pacbell! \ Sakura-mendo, CA
> ucdavis!csusac! - sactoh0!mfolivo
> uunet!mmsac! / the good guys!

You could try installing G+Plus instead of GDOS. This should result in a
speed increase.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3050. Re: UNIX clone from Mark Williams Co.

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 18:29:06 UTC
From: rwa@cs.AthabascaU.CA
Message-ID: <1786@aurora.AthabascaU.CA>
Source record: 242094

mikew@wheeler.wrcr.unr.edu (Mike Whitbeck) writes:
> cs161fca@sdcc10.ucsd.edu writes:
> > made the Mark William C for the ST) for their product "Coherent", a
[...]
> > Does anyone know if that will be ported to the ST?
> Presumably they would port it to the ST if possible.

A long time ago (at least 18 months) I remember Daniel Glasser, at
that time an MWC employee [I believe; corrections solicited]
mentioning that MWC had ported Coherent to a slightly-modified 1040.
The mods involved building a little MMU (the chip Atari calls an MMU
is more of a memory controller than a memory _manager_) from MSI logic
to enforce interprocess memory protection and to do dynamic relocation
(i.e., every user task believes it has memory starting @ 0 or some
other small fixed value, and can't write to system or other process
memory spaces).

I believe they decided that the product wasn't marketable, which is
sad since Minix-ST has shown how much hackers would like a small Un*x
clone for the ST platform. Perhaps we could persuade MWC to release
schematics and/or a board layout for their MMU? I would gladly pay
two hundred dollars or so for one, if it gave me (say) base-and-limit
registers for User I&D plus Super I&D - four base-and-limit pairs
would be adequate. Another one or two or three to handle DMA accesses
and/or interrupt vector fetches and/or video accesses would be nice
but hardly nescessary.

Daniel, are you still out there? Any chance of this? I'd settle for
just a schematic. This would be lots of fun even without Coherent;
MMU support could be stuck into Minix without too-too major surgery
I think. It would be a lot of fun.

BTW, I don't mind carving on my ST because I don't really care whether
it runs or not. I am moving to a used Sun 3/50, and taking my SCSI
peripherals with me, Uncle Jack can stick that in his "TTx" pipe and
smoke it :-P. The TTx is two years late and 50% too slow, 16 MHz
indeed. If Atari had just stuck to its knitting (designing, building,
and marketing _computers_) instead of fiddling around in the LBO arena
and getting *burned*, both they and we would be far better off IMHO.
But hey, who ever listens to the customers? With luck, maybe MWC?!

--
--
Ross Alexander (403) 675 6311 rwa@aungbad.AthabascaU.CA VE6PDQ

3051. Re: musical entry/score printing?

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 19:18:05 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <4402@cbnewsj.ATT.COM>
Source record: 242095

In article <1990Mar28.164432.3394@ccu.umanitoba.ca>, bright@ccu.umanitoba.ca (Bob Bright) writes:
>
> My wife plays bluegrass and traditional fiddle, and is looking for a
> program that would allow her to enter music in standard musical
> notation, play it back on the monitor speaker for auditory
> verification, and then print out the finished score. Does anyone know
> of such a critter?

One such program is EZ Score Plus from Hybrid Arts (213) 841-0340.

It runs in mono, offers good scoring capabilities, and supports 9 and 24-pin dot matrix printers for output. You can hear what you've scored through either the Atari built-in speaker or a MIDI device.

Although for just scoring purposes you can run EZ Score Plus standalone, I use it in combination with the EZ Track sequencer software, also from HA. This lets me input a song from a Midi keyboard (which, in my case, is an el cheapo but goodo Casio CZ 101). For me, this is a faster and more natural way to get notes into the computer than entering them by hand from within EZ Score. I use EZ Track to quantize my uneven playing to, say the nearest 1/32nd note. After that, EZ Score Plus reads the sequencer output, and does the scoring automatically.

I only wish that EZ Score would support the HP Deskjet. Does anyone know of a scoring program that does?

Rana Dutt
rcd@mtqua.att.com

3052. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 19:39:53 UTC
From: logajan@ns.network.com
Message-ID: <1990Mar29.193953.12904@ns.network.com>
Source record: 242096

wwm@pmsmam.UUCP (Bill Meahan) writes:
>On the workline request (always!) the control byte seemed to be missing.

I don't know why the control byte is missing, but I am pretty sure it is
not a speed issue. As I say, the TOS buffers incoming characters.
MailTruk merely uses a bigger buffer. There should be more than
enough buffer room for control messages and packets.

One thing you might want to check is to make sure MailTruk and your
modem are NOT flow controlling! XOFF-XON should be disabled in both
your modem and MailTruk (about line #20 in MailTruk, 3rd xbios parameter
should be zero.)

Control bytes often look like xoff/xon characters, thus screwing everything
up as they are stripped off the message!

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

3053. Re: CeBIT news

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 20:37:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <5780003@acf5.NYU.EDU>
Source record: 242097

/* acf5:comp.sys.atari.st / UK14@DKAUNI2.BITNET ("O. Steinmeier") / 5:13 pm Mar 28, 1990 */
> The TT and the UNIX-TT have been presented by ATARI. They told me
> that they will start delivering the TOS-machine in June, the UNIX-
> machine will be available next fall. Developers can get their
> machines in May. But don't forget: That's what ATARI told me, so

Any idea how much they would cost?
The price seems to be a secret.
Is it that they don't want to hurt ST sales?
Or is it that thr price is not good?

As far as I can tell the unix box wont be competitive unless it costs
less than $2000 with 4Mb RAM, 40Mb Hard disk and Color monitor.
(without the software (unix))

Thanasis

3054. STacy advertisement

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 21:18:55 UTC
From: navarro@cpsc.ucalgary.ca
Message-ID: <2661@cs-spool.calgary.UUCP>
Source record: 242098

>There is something blatantly ridiculous in the photograph
>of the STacy running NOTATOR.
>Seems like *** 9 *** ledger lines below the treble cleff
>might be a bit much.... ;-) I guess the "stylist" at
>ATARI just wasn't up to hitting the "S" key that day....
>Then again, why advertize something you know about....
>that wouldn't make any sense ..

>Of course, a musician who doesn't read music won't know the
>difference.. maybe this is the market for which ATARI
>is demonstrating NOTATION sofware ..interesting marketing idea...
>a little backward maybe ;-)

>ACTUALLY... ridiculous blunders like this make a big difference...

You're right. It does look kind of strange. I noticed it the first
time that ad was run in KEYBOARD. But the way I looked at it was that
it kind of showed off Notator's ability to put those *nicely drawn*
notes on screen at however many notes below the staff one requires.
True, they could have hit "S" to invoke the staff splitting facility
but the guy probably thought it was "really neat" (uh-heeyyuh!).
Still, the ad is great and I think the intent of it was
to show that the STacy was every bit an ST by showing it running a
"big" program like Notator along with its optional Unitor/N plug-in.
It didn't make much difference to me since I was just floating with
being able to see a nice clear, non-spy-quality, photo of my next
computer purchase (I use my ST for music and I've waited since last
summer for it).

Demetrio R.R. Navarro
University of Calgary
Calgary, Alberta

"Damn the nuclear, heat-seeking, satellite-controlled, $3 million torpedoes.
Ugghh! Will you LOOK at those colors?!"

3055. Re: X (was Re: Gemini on old STs)

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 21:25:15 UTC
From: l86@nikhefh.nikhef.nl
Message-ID: <812@nikhefh.nikhef.nl>
Source record: 242099

Expires:
References: <9003191155.AA17336@freya.math.dmswwu> <1990Mar20.233950.3630@pmsmam.uucp>
<1364@male.EBay.Sun.COM>
Sender:
Reply-To: l86@nikhefh.nikhef.nl (Hugo Burm)
Followup-To:
Distribution:
Organization: Nikhef-H, Amsterdam (the Netherlands).
Keywords:
Atari Germany has developed an Ethernet board for the Mega-ST.
I have seen it at Cebit. They also ported TCP-IP software.
Price of the board will be 1000 DM.
A German company ported the X-server (only the server). They sold it
to Atari. Price not yet known.

3056. Help Please (terminator ftp'ing)

Newsgroup: comp.sys.atari.st
Date: 1990-03-29 23:25:07 UTC
From: beroll@ecs.umass.edu
Message-ID: <9418.26129954@ecs.umass.edu>
Source record: 242100

Sorry to waist your time in reading this or computer bandwidth, BUT...
I'm having trouble ftp ing to terminator. At the FTP> prompt I type 'user'
then at the Username: prompt i type anonymous, then it asks for Account number.
What do i put for that ?
Thanks
Dave

3057. Epson graphics emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 00:30:56 UTC
From: tony@hpcupt1.HP.COM
Message-ID: <8280001@hpcupt1.HP.COM>
Source record: 242201

Does anyone know if there is software available which
emulates Epson graphics on an Atari laser printer?

I have EZSCORE+ from Hybrid Arts which current only
supports Epson compatibles and would like to print
scores out on my Atari laser printer. Any help
would be greatly appreciated. Thanks in advance.

-Tony-

3058. Help needed with Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 05:35:30 UTC
From: krieg@jupiter.uucp
Message-ID: <2402@mrsvr.UUCP>
Source record: 242202

Can someone please tell me how I have to configure Uniterm to get Xmodem or Ymodem to work? I've been using Uniterm since one of the earliest versions and even with the documentation, I haven't figured it out. I want to transfer files between my ST and a Sun running Sun OS/Unix. How should I set these parameters for Xmodem to work?

RS232 Settings
Flow ?

File Transfer Settings
Accept ASCII Null ?

Buffer Settings
File Transfer Buffer size in Kb ?

These seem to be the only 3 I don't know how to set, but I may be forgetting something. If anyone has been able to use Xmodem, please let me know what your settings are or e-mail me your UNITERM.SET file.

For what it's worth, I am using the Xmodem 3.6 on the Sun side. I have been able to use it flawlessly with the built in Xmodem in the Mi-Term program.

Thanks for any help.
--

==
= Andrew Krieg Marvel Historian =
= krieg@jupiter.med.ge.com Keeper of: The LIST, 2to1 list =
==

= If you don't find it in the Index, =
= look very carefully through the entire catalogue. =
= -"Consumer's Guide", Sears, Roebuck and Co. (1897) =
==

3059. Re: TIME.INF: What does it do?

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 06:31:09 UTC
From: icsu8053@nero.cs.montana.edu
Message-ID: <1501@dali>
Source record: 242203

In article <90Mar23.232431est.57991@ugw.utcs.utoronto.ca> FCTY7284@RYERSON.BITNET ("Hiscocks, Peter") writes:
>Anyone out there know where the 'TIME.INF' file comes from, the one that
> appears in the root directoryof my hard drive? 14 byte total...
>Does it have anything to do with the fact that I can't get my clock to work,
> even though the batteries are OK and the leads ARE plugged into the
> (mega2) motherboard?
> Peter

Both the time problem and the TIME.INF file are due to the NEWWORD desk accessory. It seems to ignore the system time clock and somehow uses TIME.INF to set GEMDOS time. This problem in itself forced me to abandon NEWWORD; an otherwise excellent program. If there is a newer version, I don't know about it. In short, it's not a hardware problem. Just disable the newword accessory and reset your clock with CONTROL.ACC or something.

Craig

--
/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~~~~/
/ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

3060. Re: Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 07:46:29 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2073@laura.UUCP>
Source record: 242204

In article <9003290806.AA08231@ucbvax.Berkeley.EDU>,
DUJARDIN@FRESE51.BITNET writes:
> Does anybody know if it's possible to use a non-US keyboard with Gulam ? I've
> got the version 1.03.04.05, which I downloaded from panarthea. Seems
like they
> forget to write the KEYBFR.COM driver ...

Yes, it is possible. Some time ago someone posted a program
named Gulamfix. I just checked the panarthea index but it is
not there. So it must have shown up in comp.sys.atari.st.

Gulamfix reads your national keyboard map and takes the
original GULAM.PRG as input. It then generates a patched
version, GULAMNEW.PRG.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3061. sig groups

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 10:22:00 UTC
From: MXW110@psuvm.psu.edu
Message-ID: <90089.052200MXW110@psuvm.psu.edu>
Source record: 242205

Hello fellow ST users,
I am a proud owner of an ST for over two years now and I was wondering i
f there is somekind of PSU ATARI ST sig group around, so far I have yet to come
across any ST owners please fill me in on any pertinent information.

Thank you,
Mark

3062. UniTerm

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 11:40:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9003311620.AA17911@ucbvax.Berkeley.EDU>
Source record: 242206

With regard to some recent descussions about UniTerm:
(Well I.m on BITNET, might not be so recent)
1) Use of the hold screen function does also send an OFF (and XON after
a key press) This is much faster than a reset.
2) If somebody really has a version newer than 2.0e 009 he should not insure
it but distribute it

Chris Evelo, MFAGKCHR@HMARL5 (BITNET)

3063. Re: Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 12:29:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9003311621.AA17981@ucbvax.Berkeley.EDU>
Source record: 242207

>Subj: Re: Problems with dutch TOS 1.4

Ralph Haglund writes:

>Mightn't be extremely interesting but - the Swedish TOS 1.4 works at least.
>Been using them for a couple of months by now, using both Megafile 30 and
>an 85Mb SCSI disc I bought from Germany. Just wonder who is making the
>different versions? I put in 5 patches in it that I found in a German magazine
>and they work - meaning the machine code is at the same position in most of
>the EPROMs, so.... That's as far as I know.

I tried the same 5 patches from the German ST computer magazine in the
problematic dutch TOS ROMs (that is before I found out they were problematic).

I found that the code for the so called shell-find patch was shifted
about 200 bytes. So there are differences between the dutch and the german
ROMs.
Mind the problems occurred with the original, unpatched ROMs. The dutch
and UK versions (both seem to be problematic) have become available
only recently.
There were more strange things in the ROMs, except the love declarations
stated earlier (the other one is something with "Dave StaUgas loves",
I forgot who it was.
- The country code seems to be one bit wrong. (i.e 13 while according
to the an article in that same magazine it should be 14. 13 is the
suppossed to be the code for saudie arabia. May be atari does not
know the difference. (Remember: oil is from Arabia the tulips come
from Holland).

N.B. The patches are meant for less important things than the harddisk
problems I described. Two of them are also present in the TOS14FIX program
from atari.

Chris Evelo
MFAGKCHR@HMARL5

3064. Computer dying: HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 12:55:26 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1198.261310ee@miavx1.acs.muohio.edu>
Source record: 242208

PRoblems!!!!

System: 1040 STf version 1.0 tos (I think) Color Monitor Hard drive

Problem: The computer seems to turn itself off. It's especially bad when I first turn it on. I'll be typing, or just sitting there watching it, and it will just sortof shut down.(Monitor goes balck, power light goes off) Then if I tap the computer, it comes back on. Sometimes it stays on for a long time, other times it flickers for a few seconds and then dies again. I thought about reseating the chips, but I couldn't figure how to remove the big square ones.

Please, if you have ANY suggestions at all, send me mail....

tmwhitehead@miavx1 (bitnet)
or try the above address

thanx!
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

3065. Re: LaTeX source/binaries Wanted

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 13:32:48 UTC
From: jansteen@piring.cwi.nl
Message-ID: <8930@boring.cwi.nl>
Source record: 242209

mike@abekrd.UUCP (Mike Quinn) writes:

>Hello fellow atarians!

>I have been collecting all the various bits of the TeX system (mostly from
>the mail server at utrecht), but I can't find LaTeX anywhere. Is it
>available from an archive server anywhere? Or can somebody mail it?

To make TeX.ttp you need the files:

plain.fmt (see below)
virtex.ttp
undump.ttp

Make TeX.ttp by execution of:

undump tex.ttp virtex.ttp &plain

To make LaTeX.ttp you need the files:

lplain.fmt (see below)
virtex.ttp
undump.ttp

Make LaTeX.ttp by execution of:

LaTeX.ttp: undump latex.ttp virtex.ttp &lplain

To make the plain.fmt file you need the files:

initex.ttp
plain.tex

Make plain.fmt by execution of:

initex plain\dump

To make the lplain.fmt file you need the files:

initex.ttp
lplain.tex
lfonts.tex
hyphen.tex

Make lplain.fmt by execution of:

initex lplain\dump

Posting the binaries of TeX.ttp or LaTeX.ttp is not very attractive
since they are 712680 bytes a piece...

Jan van der Steen

--
-=-=-=

3066. Re: Questions about the STE (compatibility)

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 14:44:44 UTC
From: chad@norge.enet.dec.com
Message-ID: <9799@shlump.nac.dec.com>
Source record: 242210

I also have a question about STe compatibility.

Will C-labs Notator run on it (the STe)?

And if a European buys the US version of Notator and takes it back to
Europe (Finland) will the US dongles work on US machines (are there
timing problems?)

Thanks

Chad
chad@norge.enet.dec.com
DEC has no opinions!

3067. Gulam Question

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 15:32:56 UTC
From: m_t@sioux.cis.ohio-state.edu
Message-ID: <78667@tut.cis.ohio-state.edu>
Source record: 242211

I'm writing a script for gulam, and can't figure out how to
remove the extender from a filename. I can easily get
all of the filenames that end in .arc for example, by:

foreach fn {*.arc}

but then how does one extract the base name (ie get test from test.arc)?

I want to build a directory without the extenders.
I've tried set fn $fn-'.arc' and it doesn't work.

help would be appreciated ...

Thanks, Mustafa

-=-
"Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here; you talk to me." Max - The Road Warrior

M. Thamer @cis.ohio-state.edu

3068. Re: SPECTRE GCR & System 6.04

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 15:56:40 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <21111@dartvax.Dartmouth.EDU>
Source record: 242212

Z4648252@SFAUSTIN.BITNET (Z4648252) writes:

<Hello all,

< So to nip it in the bud... there is nothing to the rumor. I'm typing
<this message on a Mega2 ST that's been upped to a Mega4, am running
<System 6.04 on my Spectre GCR (version 2.3), and am in MultiFinder.

I have a 1040STf with Tos 1.4 that has no trouble with 6.04. I am running GCR with a Syquest 44 which leads to me question. I took one mof my disks which was partitioned into 4x11meg groups. I ran Spectre.prg and converted them to HFS partitions and when I go into mac mode only 3 show up. Anyone know whats going on?

As a side note: I am thinking of starting a GBS mailing list. Anyone interested?

3069. Re: Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 16:26:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9003311624.AA18243@ucbvax.Berkeley.EDU>
Source record: 242213

IN%"root@bunyip.cc.uq.oz.au" writes

>_I have seen no problems with the Euro roms. (British at least)
>Your problem possibly stems from an incompatable auto or acc program
>Please do not start rumors, it is highly unlikely there is the problem
>you describe. Look at other sources first.

The problem is I did check all I could think of. I did not use anything
but the programs I described. i.e. CBHD driver, occassionally TURBO ST
(1.6) and Gulam started from desktop.inf and the TOS14FIX.PRG from atari.
No other auto folder or acc program active. Problems even occurred
without Gulam. I checked the problems with dlii and SED, both gave many errors.
The problems that occurred in the shop were not related to CBHD or Gulam.
I know of a lot of people who run the german TOS 1.4 with these programs
without problems.

There was one special thing using these disk checkers. The FAT compare
functions sometimes gave errors. If I recheckt them they did not always
give the same results. This might indicate that the FATs are not always
read correctly. I do not know why. I do not say that this must be a
TOS 1.4 problem. I just can not think of another cause. I did not see
any data errors on the harddisk. If a file was found correctly the contents
was also correct. Errors only occurred in the FAT and directory contents.
(Which is about the worst place). I did rebuild the disk using another
mega with TOS 1.2 installed. I did check intact programs, including
the most used things like Gulam and SEDT, with Sagrotan. No virus found.

What I would like to know:
-Did anybody have the same kind of problems? (I was already informed
of one case, with US ROMs).
-Has anybody been running the dutch or UK ROMs, who is sure he
does not have the same kind of problems. (I.e. at least run a hard disk
checker that would indicate lost and cross-linked clusters), while he
did do much movement of large files on the disk, and with many open
files?
-Is there a hardware explanation. Is there anything in the hardware that
could fail and give this kind of errors? The mega that gave the problems
here was a new machine, it just might have given the same problems
with another TOS version.
-Is it possible to install the ROMs in a wrong way? Can it be that the
shop just did a poor job in the installation(s). Since they told me
that problems had also occurred with a used mega-4 after the ROMs
were changed, I think this would be a more likely explanation.

I would be very glad with a definite idea. I have an expensive new
machine here, which I would like to use. In fact we NEED it.

Chris Evelo
MFAGKCHR@HMARL5

3070. Using cdar with PC-Ditto I ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 16:35:14 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1511@lzsc.ATT.COM>
Source record: 242214

Has anyone hacked up PC-Ditto I to support the CDAR?
I popped in a CD-ROM that would like to think its running on a PC,
and as long as I could copy stuff to a HD, PC-Ditto could handle it
well. Unfortunately, its hard to copy 340 megabytes into a 20 Meg
partition.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3071. Internal Drive Problems

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 17:08:56 UTC
From: bgrave@umn-d-ub.D.UMN.EDU
Message-ID: <3303@umn-d-ub.D.UMN.EDU>
Source record: 242215

I own one of the old Atari 1040st's (this one has the RCA tv output plug in the back of the machine - that's how old) and I am having a problem with my disk drive. It's a Chinon internal 800k drive and it is slowly dying on me. About a year ago I bought this Chinon brand new from a dealer in the twin cities because my old one croaked. Now this one is going. I was wondering if anyone out there has any suggestions for a new internal drive.

I've heard that the Chinon drives are crappy, but this is nuts!

Replies much appreciated.

Brian

3072. For Sale: Mac Hardware, Amiga Software

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 18:33:49 UTC
From: markv@kuhub.cc.ukans.edu
Message-ID: <22668.2613522d@kuhub.cc.ukans.edu>
Source record: 242216
Cross-posted to: misc.forsale,comp.sys.amiga,comp.sys.atari.st,comp.sys.amiga.tech

I posted this once to misc.forsale, but after a few people committed
and then reniged, these items are available again. Some general notes:

Prices include parcel post or book rate in Continental U.S. (except for the
drive mech, thats + actual cost of shipping.) Other methods or overseas are
price+shipping_cost. Payment in U.S. dollars please. I think that
covers it.

Hardware:
(These items were purchased when I thought I was going to buy AMAX the
AMIGA Mac emulator. They can be used by Mac owners, Spectre (Atari
emulator), AMAX, or any of the Mac laptops that need ROMs. The drive is
mostly useful to a Mac owner, but will work with AMAX given the right
cabling.)

Sony 800K 3.5" Mac Drive Mech - $125 / b.o.
(Drive mech only, no cable or
enclosure. DOES have a SE/
II/IIx internal bracket)

Mac 128K ROMs (B/C Revision) - $100 / b.o.
(These are the 128K ROMs that
fix the SCSI bug that was
in earlier versions.)

Amiga Software:

Superbase Personal - $ 40 / b.o.
(I got Professional now...)

Balance of Power - $ 25 / b.o.
Balance of Power Book - $ 10 / b.o.
Book + Game - $ 30 / b.o.

UMS (Univ. Mil. Simulator) - $ 25 / b.o.

BAAL (Psygnois Game) - $ 20 / b.o.

Test Drive II - The Duel - $ 25 / b.o.

Mindshadow (Text w/Pics adven) - $ 15 / b.o.
Borrowed Time (" ") - $ 15 / b.o.

Defender of the Crown - $ 20 / b.o.

Books:

Inside the Amiga (1st Ed.) - $ 15 / b.o.
Programmers Guide to the Amiga
-Vol I. - $ 20 / b.o.
-Vol II. - $ 20 / b.o.
-Both I and II - $ 35 / b.o.

If you are interested let me know. I'll consider barter for most of the
Games as the reason I am selling them is I've played through them and am
looking for new challenges. Well, for now,

Cheers,

--
~~~~~~
Mark Gooderum Only... \ Good Cheer !!!
Academic Computing Services /// _____________________________
University of Kansas /// /| __ _
Bix: markgood \\\ /// /__| |\/| | | _ /_\ makes it
Bitnet: MARKV@UKANVAX \/\/ / | | | | |__| / \ possible...
Internet: markv@kuhub.cc.ukans.edu
~~~~~~

3073. Flight Sim. and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 18:58:22 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <40288@iuvax.cs.indiana.edu>
Source record: 242217

I now have the ROM version of TOS 1.4 in my Atari ST and most things work fine, however, Flight Simulator from Sub Logic does not. Does any one know whether they have a version that runs with TOS 1.4.

3074. Re: musical entry/score printing?

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 19:12:53 UTC
From: wright@hpccc.HP.COM
Message-ID: <5330016@hpccc.HP.COM>
Source record: 242218

> I only wish that EZ Score would support the HP Deskjet. Does anyone know
> of a scoring program that does?

I have used EZ Score with my Deskjet+ and the Epson emulation
cartridge, which I believe is $80-100.

My results have been a little uneven. The Deskjet cartridge emulates
a different model Epson printer than EZ Score supports, and I've seen
spurious horizontal lines dropped near the top and bottom of the page.
It's also tricky to get the paging right.

HOWEVER, I wouldn't be surprised if there was a way to work things
out. I just bought EZ Score because I got a really good deal on it,
and figured I might use it some day. So far I haven't really needed
it, so I haven't taken the time to study all the software and printer
configuration parameters enough to try to fix things.

Plus, this is not to say that the output is bad -- just a few
glitches. The Epson cartridge also gives you a few additional fonts
(elite courier and an Epson proportional space font).

--Jeff "speaking for myself, not HP" Wright

3075. Re: Flight Sim. and TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 19:48:23 UTC
From: merlyn@iwarp.intel.com
Message-ID: <1990Mar30.194823.4040@iwarp.intel.com>
Source record: 242219

In article <40288@iuvax.cs.indiana.edu>, pwp@iuvax (Paul Purdom) writes:
| I now have the ROM version of TOS 1.4 in my Atari ST and most things work
| fine, however, Flight Simulator from Sub Logic does not. Does any one know
| whether they have a version that runs with TOS 1.4.

Most bizarre. Mine works under 1.4 just fine. Works on a Mega2+2 as
well, and even with a 16Mhz accelerator (talk about *update* rate and
smooth flying!).

The 16Mhz accelerator and Spectrum512 are not very happy with each
other, though. Sigh.

Just another Atari ST user (finally retired my old 512 from the "first
batch"),
--
/=Randal L. Schwartz, Stonehenge Consulting Services (503)777-0095 ==========\
| on contract to Intel's iWarp project, Beaverton, Oregon, USA, Sol III |
| merlyn@iwarp.intel.com ...!any-MX-mailer-like-uunet!iwarp.intel.com!merlyn |
\=Cute Quote: "Welcome to Portland, Oregon, home of the California Raisins!"=/

3076. Thanks and Help

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 20:48:22 UTC
From: beroll@ecs.umass.edu
Message-ID: <9427.2613c616@ecs.umass.edu>
Source record: 242220

Hello,
Thanks for all of the replies helping me getting on to an ftp site.
(although no one mentioned that you have to put "anonymous" in quotes")
Now that I'm in, how can I download something? All of the files are in
standard form, not binary. When I try, everything gets garbled and when I un
arc it, it messes up (i get 2 bombs).
Thanks,
Dave

3077. Re: SHEET New Release

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 21:17:46 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2811@isc-br.ISC-BR.COM>
Source record: 242221

In article <1766@xn.LL.MIT.EDU> tpg@xn.UUCP (Terry Gleason) writes:
>I recently received in the mail an offer to update to the latest version of
>SHEET, a fine shareware spreadsheet program.

If someone has this, could you please post it to eh binaries? It sounds interesting.

Thanks, lawrence

3078. Re: SPECTRE GCR & System 6.04

Newsgroup: comp.sys.atari.st
Date: 1990-03-30 22:02:54 UTC
From: rvanzuylen@letitb.enet.dec.com
Message-ID: <9838@shlump.nac.dec.com>
Source record: 242222

System release 6.0.4 works fine with Spectre; I've been using it for months. The only problem is... THE SYSTEM ALWAYS THINKS IT IS RUNNING ON A MAC 512KE MACHINE even if I force the Spectre to emulate a Macintosh Plus. This causes some dumb incompatibility problems. Apple must of changed the way the system determines what type machine it is running on in 6.0.4 (and up.) HOPEFULLY, the new release of the Spectre software (2.65) fixes this problem. It is probably a trivial problem... something just isn't set right.

DAVE??? :-)

--Ron

P.S.: I'm going to be installing 6.0.5 soon... wish me luck. :-)

3079. STe and 68030

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 00:16:58 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3101@castle.ed.ac.uk>
Source record: 242223

Hi,

I seem to remember seeing this point raised before but can you just
plug a 68010/20/30 into an STe?

Thanx,
Mark.

3080. Concatenating files

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 00:49:14 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <9082@mentor.cc.purdue.edu>
Source record: 242224

How can I concatenate a group of files into one file? I just spent a lot
of time downloading gcc137.zoo?? from terminator and now I need to put all
the files into one big file. Is this possible (I hope)?

--
	g4r	Why should I be tarred with
Purdue University	mentor.cc.purdue.edu	the epithet 'loony' merely
Computer Science Major	Drew Burnett	because I have a pet halibut ?
---+

3081. Atari SI Emulator Does Exist!!!!

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 04:16:26 UTC
From: aman@xroads.UUCP
Message-ID: <1035@xroads.UUCP>
Source record: 242225
Cross-posted to: comp.sys.amiga,comp.sys.amiga.tech,comp.sys.atari.st

I was at a friend's friend's house (did you get that?) today and saw a pre-release demo of the Atari ST Emulator from Germany!! It works!!! It comes into TOS and allows you to change between all three screen modes (lo,med,hi). Best of all, unlike a real ST, this allows you to use the 640x400 hi-res mode without having a separate Monochrome monitor!! This version did run a few programs (BASIC, LOGO) but died when trying to run color-graphics oriented programs (Neochrome specifically). I feel that this is only a case of it being such an early demo version. However, it allows you to use any amiga drive to read/write ST disks! The screen was slower than a real ST but I feel that also will get faster and would really cook if you had an accelerator!! Hope this gives you all goose bumps and gets you excited about the eventual release of this program. Think, the amiga will be the only computer in existence that can run Amiga, IBM, Macintosh, and Atari ST software not to mention UNIX when Commodore gets their !#@ in gear.
Chris
--
\ / C r o s s r o a d s C o m m u n i c a t i o n s
/\ (602) 941-2005 300|1200 Baud 24 hrs/day
/ \ hplabs!hp-sdd!crash!xroads!aman

3082. Looking for Curses package for MWC

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 08:28:49 UTC
From: seattle@hydra.unm.edu
Message-ID: <2137@ariel.unm.edu>
Source record: 242226

Hi, I'm looking for a curses package for my Mark Williams C compiler.

I tried to get the one made by R. van't Veen work, but to no avail.

If anyone has a working package for their MWC, and would be willing to
e-mail it to me, or better yet, post it to comp.sources.atari.st, I'd
be very happy.

Thankyou

Dave

/|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /

3083. NEC 3D and NEC GS multisync monitors...

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 08:42:04 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900331.02420304.016077@SFA.CP6>
Source record: 242227

Could someone who has experience with both the Atari RGB and monochrome monitors comment on how the NEC 3D and NEC GS multisync monitors compare in relation to the Atari products? Please??? The main focus would be how sharp the monochrome is compared to the Atari monochrome monitor. Also, regarding the NEC 3D, how rich is its color when compared to the Atari RGB?
Many thanks....

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3084. Re: Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 14:25:13 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3112@water.waterloo.edu>
Source record: 242228

In article <2073@laura.UUCP> klute@heike.informatik.uni-dortmund.de (Rainer Klute) writes:
> In some article, DUJARDIN@FRESE51.BITNET writes:
> > Does anybody know if it's possible to use a non-US keyboard with Gulam ?

> Yes, it is possible. Some time ago someone posted a program named Gulamfix.
> Gulamfix reads your national keyboard map and takes the original
> GULAM.PRG as input. It then generates a patched version, GULAMNEW.PRG.

At "terminator", the ftp server, the file "keyfix.arc" is in
the directory "unindexed".
At panarthea, the mail server, see "volume3/keyfix".
--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3085. Re: Concatenating files

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 14:37:26 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3113@water.waterloo.edu>
Source record: 242229

In article <9082@mentor.cc.purdue.edu> g4r@mentor.cc.purdue.edu (Drew Burnett) writes:
>
> How can I concatenate a group of files into one file? I just spent a lot
>of time downloading gcc137.zoo?? from terminator and now I need to put all
>the files into one big file. Is this possible (I hope)?

I don't know about your file in particular, but I frequently catenate text
files using "Gulam" on my ST. Some examples of the usage are

```
cat a b c > output
cat stuff.* > junk
```

When I download a big file from a the net to the ST, I use UUE on the
VAX and then use UUD on the ST. This usage of UUD makes it unnecessary
to catenate the pieces before decoding.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3086. Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 15:01:19 UTC
From: jkain@silver.ucs.indiana.edu
Message-ID: <40345@iuvax.cs.indiana.edu>
Source record: 242230
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Greetings-

I am a current Macintosh user and am selling my Mac and plan to buy either an Amiga or an Atari ST. I have been trying to find information regarding these computers from the net and from magazines at the bookstores, but I haven't been able to find anything both objective and accurate. My questions are as follows:

1- Is there an Amiga system with a 68030 microprocessor, capable of running a real implementation of UNIX?

2- Is there an Atari ST system with a 68030 microprocessor, capable of running a real implementation of UNIX?

3- Do either of these companies offer discounts to college students (even if their campus micro-supplier doesn't carry these lines)?

4- And if there are no educational discounts, where would be a good place to buy these computers for cheap (comp.sys.mac suggested trying the local supermarket, but I haven't had any luck at Kroger ;)

5- Any additional insight you could share would be greatly appreciated.

I've used an Atari 1024 (? I think that's what it was) in the assembly language class here at IU, and was rather impressed with it's capabilities and especially its potential. The only experience I've had with an Amiga is a friend with an Amiga 500 and a bunch of video games.

Thanks for the space -

Jeff Kain

jkain@silver.ucs.indiana.edu

3087. Internet FTP tips (was Re: Thanks and Help)

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 16:09:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1361450111@thelake.mn.org>
Source record: 242231

[In article <9427.2613c616@ecs.umass.edu>,
beroll@ecs.umass.edu writes ...]

> Hello,
> Thanks for all of the replies helping me getting on to an ftp site.
> (although no one mentioned that you have to put "anonymous" in quotes")

That seems to be a "feature" of the FTP user interface on your end. I had no trouble connecting with terminator.cc.umich.edu and logging in without the quotes. Your email suggests that your site is running VMS, not Unix, and you may encounter some unexpected behavior as a result.

> Now that I'm in, how can I download something? All of the files are in
> standard form, not binary. When I try, everything gets garbled and when I un
> arc it, it messes up (i get 2 bombs).

This definitely belongs in the "most frequently asked questions of comp.sys.atari.st" file.

FTP tries to be helpful. By default, it assumes a file is text and tries to translate it into a canonical format -- which mangles binary files.

The files on Terminator are binary files. Anything with a .arc, .zoo, .lzh or .Z (Unix compress) suffix requires special handling.

The FTP commands "type binary", "type image," and "set binary" all mean the same thing: change the default to image mode. That will allow the transfer over the Internet to proceed without any translation. Try "help type" for an explanation.

Once the files are in your local Internet-connected host, it's a good idea to look inside them by running arc v <filename> or zoo v <filename> if you have those programs available. No sense in downloading damaged files to your ST.

Then you have another hurdle to jump. Moving the files into your ST can introduce another layer of destructive reformatting. Kermit and Zmodem in particular may decide to alter the top of the file or remap '\n' into '\r\n' throughout. You should check with your system administrator or a knowledgeable local user about potential pitfalls that may be unique to your site.

In the worst-case scenario, you can uuencode the data on the big computer, download it in ASCII format, and uudecode it on the ST. Then you can unarchive it normally.

--
Steve Yelvington at the lake in Minnesota

steve@thelake.mn.org

3088. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 16:52:25 UTC
From: lphillips@lpami.wimsey.bc.ca
Message-ID: <1318@lpami.wimsey.bc.ca>
Source record: 242232
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In <40345@iuvax.cs.indiana.edu>, jkain@silver.ucs.indiana.edu (Jeffrey Kain) writes:
>I am a current Macintosh user and am selling my Mac and plan to buy either an
>Amiga or an Atari ST. I have been trying to find information regarding these
>computers from the net and from magazines at the bookstores, but I haven't
>been able to find anything both objective and accurate. My questions are as
>follows:
>
>1- Is there an Amiga system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?

Yes. The hardware is there now. The Unix (Sys V Rev 4) is not here yet, but
should be before long. The hardware you want is an Amiga 2500/20 or 2500/30,
which are nothing more than Amiga 2000s with 2620 or 2630 plug-in accelerator
cards. I don't know what a minimal system for running Unix will be, but it
should be in the order of 4-5 megs, with about 70-80 megs of drive (depending a
lot on your idea of 'minimal'), and a streaming tape unit. When Unix is
released, there will be a configuration sold 'ready-to-run', and I don't know
what provisions will be made to allow an A2000 owner to take the plunge.

>2- Is there an Atari ST system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?

I really don't know. I have not heard of one, but then I don't follow Atari
products.

>3- Do either of these companies offer discounts to college students (even if
> their campus micro-supplier doesn't carry these lines)?

Commodore curently offers an educational discount. I don't know how long it
will be in effect. The prices I heard sounded excellent.

>4- And if there are no educational discounts, where would be a good place to
> buy these computers for cheap (comp.sys.mac suggested trying the local
> supermarket, but I haven't had any luck at Kroger ;)

<sigh>. No, you won't find Amigas in supermarkets. You will find A500s in some
of the 'consumer electronics' stores, but you are better off buying from an
authorized dealer.

>5- Any additional insight you could share would be greatly appreciated.

The Amiga is a fast, capable machine that multitasks right out of the box,
using its own proprietary OS (Amigados). Next to an Atari 520ST or 1040ST, it
is impressive. Add in a 2620, 2630 (or even one of the third party
accelerators), and overused words like 'awesome' come to mind.

When Unix arrives, the Amiga will be capable of running Amigados or Unix at any time, in addition to the other OS's that will run on it now (IBM PC(lone) stuff, Mac, and if reports are true, Atari 520/1040 stuff).

>I've used an Atari 1024 (? I think that's what it was) in the assembly
>language class here at IU, and was rather impressed with it's capabilities
>and especially its potential. The only experience I've had with an Amiga
>is a friend with an Amiga 500 and a bunch of video games.

About all I can suggest is to find a user group or a knowledgeable Amiga owner in your area and have a look. If you were impressed by the Atari, you will be doubly, nay, triply impressed by the Amiga.

I hope I've been objective enough. It isn't easy for an Amiga owner.

-larry

--
Entomology bugs me.
+---+
| // Larry Phillips |
| \X/ lphillips@lpami.wimsey.bc.ca -or- uunet!van-bc!lpami!lphillips |
| COMPUSERVE: 76703,4322 -or- 76703.4322@compuserve.com |
+---+

3089. HP printer drivers wanted!

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 16:53:38 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <4760@hydra.Helsinki.FI>
Source record: 242233

I'd like to get my hands on HP printer (DeskJet, LaserJet) drivers.
Any info appreciated. Thanks.

--
"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ ' All this and brains too'

3090. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 18:07:17 UTC
From: chrise@hubcap.clemson.edu
Message-ID: <8559@hubcap.clemson.edu>
Source record: 242234
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <40345@iuvax.cs.indiana.edu>, jkain@silver.ucs.indiana.edu (Jeffrey Kain) writes:
> Greetings-
>
> I am a current Macintosh user and am selling my Mac and plan to buy either an
> Amiga or an Atari ST. I have been trying to find information regarding these
> computers from the net and from magazines at the bookstores, but I haven't
> been able to find anything both objective and accurate. My questions are as
> follows:
>
> 1- Is there an Amiga system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?

There is one forthcoming, or so I've been told. I don't recall which model it is, maybe the 3000 or something like that. Somebody else, help me out if you can. I think it will run System V

>
> 2- Is there an Atari ST system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?
>
> 3- Do either of these companies offer discounts to college students (even if
> their campus micro-supplier doesn't carry these lines)?

Commodore DOES offer discounts to students. If you want a list of them, I will see if I can find mine and send it to you. Just send me E-mail a the address under my signature.

>
> 4- And if there are no educational discounts, where would be a good place to
> buy these computers for cheap (comp.sys.mac suggested trying the local
> supermarket, but I haven't had any luck at Kroger ;)
>
> 5- Any additional insight you could share would be greatly appreciated.
>
> I've used an Atari 1024 (? I think that's what it was) in the assembly
> language class here at IU, and was rather impressed with it's capabilities
> and especially its potential. The only experience I've had with an Amiga
> is a friend with an Amiga 500 and a bunch of video games.
>
> Thanks for the space -
>
> Jeff Kain
>

> jkain@silver.ucs.indiana.edu

Both machines are pretty good. The advantage of the Amiga is its multitasking capabilities. I use it ALL the time. I have no doubt that some of the people in the Atari lists will be able to give you advantages of the ST. I believe sound is one of them. It has a built in Midi-interface, whereas the Amiga doesn't. However, the amiga has MOST of the hardware used by the Midi interface, including a UART. I used one of the PD schematics and built my own, and it works like a charm. It only cost me about $12 US if I recall. Unfortunately, this ties up the serial port, but with an Amiga 2000, I believe you can add more serial ports.

Another advantage, pertaining to only the A2000 and above is the internal slots. Some people may not find this an advantage, but I do. There's room for hard drives (The A2000HD has one already) and a number of other slots, including one for the IBM bridge board, so you can run PC software. I like the tried and true PC method of add ons, with the exception of jumpers.

Both machines have a number of software emulators. The ST has one for the MAC and the PC. The Amiga also has both, but the PC emulator is not very good. Hopefully, somebody will improve on it. I'm not even sure if it's available any more. As interesting news, I just read about a program under development that allows an Amiga to emulate an ST. It's nowhere near complete, but it's apparently coming along nicely.

If you have any other questions, just email them to me.

Good luck choosing,
Chris Everhart
chrise@hubcap.clemson.edu
weverha@hubcap.clemson.edu

3091. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 18:17:21 UTC
From: don@vax1.acs.udel.EDU
Message-ID: <5954@udccvax1.acs.udel.EDU>
Source record: 242235

In article <40345@iuvax.cs.indiana.edu> jkain@silver.ucs.indiana.edu (Jeffrey Kain) writes:
>Greetings-
>
>I am a current Macintosh user and am selling my Mac and plan to buy either an
>Amiga or an Atari ST. I have been trying to find information regarding these
>computers from the net and from magazines at the bookstores, but I haven't
>been able to find anything both objective and accurate. My questions are as
>follows:
>
>1- Is there an Amiga system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?

Currently, the 2500/30 is available, running a 25 MHz '030 and 68882 on
an accelerator card. The Amiga 3000, with 030 on the motherboard, is
expected to arrive pretty soon but nobody knows for sure... it hasn't
even been "officially" announced yet.
All Amigas w/030 or '020 + MMU should be able to run the upcoming
release of Unix System VR4 for the amiga (I believe it will come with
open look and X-windows).

>2- Is there an Atari ST system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?

The Atari TT, with 16 MHz '030, has been shown for a while by Atari, but
as far as actually shipping it, don't hold you breath. As far as I
know, there is no other '030 option for the ST series. Atari is working
on a version of Unix for the TT but I don't know which version or what
stage in it's development it has reached (the Amiga's seems to be very
close to being finished).

>
>3- Do either of these companies offer discounts to college students (even if
> their campus micro-supplier doesn't carry these lines)?
>
Commodore just recently started an educational discount program which
allows you to buy from any authorized dealer with discount. I'm not
sure how long this deal lasts, however...

>jkain@silver.ucs.indiana.edu

--
Gibberish .sig for sale or lease.
is spoken Contact don@vax1.acs.udel.edu for more information.
here. DISCLAIMER: It's all YOUR fault.

3092. Re: Computer dying: HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 18:51:37 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9003311848.AA10987@fsucs.cs.fsu.edu>
Source record: 242236

In article <1198.261310ee@miavx1.acs.muohio.edu>, tmwhitehead@miavx1.acs.muohio.edu writes:
>PRoblems!!!!
>
>System: 1040 STf version 1.0 tos (I think) Color Monitor Hard drive
>
>Problem: The computer seems to turn itself off. It's especially bad when I
>first turn it on. I'll be typing, or just sitting there watching it, and it
>will just sortof shut down.(Monitor goes balck, power light goes off) Then if
>I tap the computer, it comes back on. Sometimes it stays on for a long time,
>other times it flickers for a few seconds and then dies again. I thought about
>reseating the chips, but I couldn't figure how to remove the big square ones.
>
>Please, if you have ANY suggestions at all, send me mail....
>
>tmwhitehead@miavx1 (bitnet)
>or try the above address
>
>
>thanx!
>--
> ____
> / _ _/ _/ Todd Whitehead
> / /_/ /_/ /_/ Miami University
> Oxford, Ohio
> If it looks like I said it, I probably did...
>____
> I'm graduating in May as a Systems Analysis Major!
> Anybody wanna hire me?
>---

Well, you could try to remove the power switch itself, and spray it full of WD-40. It is a constant amazement to me that most problems with computers are of a low-tech nature. When I have to fix something, the first thing I do is rip it apart, vaccum out all the dust, clean contacts with an eraser, jiggle the cables, and put it back together. This cures all problems about 90% of the time.

If you can, you should also check the springiness of the contact itself. It is possible that by bending it slightly (if it is of that type, I have never looked inside an ST, even mine!). Just be careful, and DO NOT USE THE WD-40 TRICK ANYWHERE NEAR THE COMPUTER. If you cannot detach the part, just clean it as best you can, with compressed air and perhaps a dab of rubbing alcohol. Check to see if actuating the switch moves any wires in the machine. If so, check the solder contacts on the end of those wires (the slightest jiggle,

repeated many times, can fracture a solder joint)

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3093. 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 19:09:58 UTC
From: rachna@cbnewsm.ATT.COM
Message-ID: <10877@cbnewsm.ATT.COM>
Source record: 242237

Is there really no one amongst all you distinguished net.atarians
(atarites?) who knows what 10 bombs mean. Or am i just being
ignored. On the chance that my origonal artical didn't get out,
let me try again.

I have a 1986 or thereabouts vintage 1040 st with tos1.0 (i think)
in rom, and an atari sh204 20 mb hard drive. recently i have
started getting this strange problem every time i try and run
flight simulator 2, where the machine dies with 10 bombs on the
screen. This happens wether i try and run it from my hard drive or
from a floppy.
However, when i boot the machine with the origonal disk
as the boot floppy, every thing runs fine.

I am having this problem only with this one program, everything else
runs fine.

I have sent for the vkiller.220 program from the panarthea archive,
though the fact that this problem occurs even with the origonal floppy
which has been sitting in a box all these years, and only with this
one program, makes me wonder if this is indeed a virus.

If any body has any inkling of what's going on, i would very much
appreciate any suggestions. please send me mail or post to the
net as you find convenient.

anil pal
anil\@whtool.att.com

standard disclaimers etc.

3094. GNU-C 1.37

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 19:32:31 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <9095@mentor.cc.purdue.edu>
Source record: 242238

Can someone please help? I am trying to use gnu-c-1.37, but I have no clue where to start. I downloaded it, un-zooed it, and now I am stuck. Anyone have any experience with this? If so, could you e-mail some hints/helpful suggestions?

--
	g4r	Why should I be tarred with
Purdue University	mentor.cc.purdue.edu	the epithet 'loony' merely
Computer Science Major	Drew Burnett	because I have a pet halibut ?
--+

3095. Re: RTX programs

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:30:27 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1924@bdt.UUCP>
Source record: 242239

NeoDesk 3.0 is supposed to have some support for Micro RTX/MT C-Shell/VSH Manager. Also, the NeoDesk 3.0 Developer's Kitis supposed to help specially written Desk Accessories to use RTX's features, so you may want to call them..

3096. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:33:50 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1925@bdt.UUCP>
Source record: 242240

From: Xorg@cup.portal.com (Peter Ted Szymonik)
Newsgroups: comp.sys.atari.st
Subject: Re: ST-Report / CPU-Report on Usenet?
Message-ID: <27828@cup.portal.com>
Date: 12 Mar 90 15:47:52 GMT
References: <1567@bdt.UUCP>
Organization: The Portal System (TM)
Lines: 4

I thought ST-Report was ULed to the Net every week already! If not
I'd be more than happy to do so as a regular reader and contributor.

Peter Szymonik

If issues of ST Report aren't being uploaded to comp.atari.binaries, it would
be pretty good if you could upload it there....

3097. Re: UUCP implementation?

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:34:04 UTC
From: dietrich@fromuu.UUCP
Message-ID: <2478883@fromuu.UUCP>
Source record: 242241

wwm@pmsmam.uucp (Bill Meahan) writes:

> Has anyone gotten an implementation of UUCP running on the ST? I've tried
> Mailtruk, but it just doesn't want to work with my host system (MT drops
> characters at 2400 baud, my host won't accept 1200). [...]

Rodney Volz (rodney@merkur.UUCP) - I hope this is correct) has
written a very good UUCP implementation for the ST called ,,Mercury``.
I don't know if he read this group so I write:

- rn (simple news-reader)
- pnews (news-poster with forwarding)
- mail (small-mail with paths)
- rnews (receive news --> 16 bit compress)
- rmail (receive and send mail --> use paths)
- uupoll (calls your host to specifed time)
- variable baud-rate (I use 1200 and 2400)
- and some more ,,unix-like`` options

Bye

Dietrich

--
Dietrich Froemming dietrich@fromuu.from.sub.org
Tel# +49 8152 5579 dietrich%suninfo@sunmuc.Germany.Sun.COM
Fax# +49 8152 8577 BIX&DASnet: dfroemming@BYTECOSY.DASnet Yes or no?

3098. Re: Is there any ETHERNET card for the ST ?

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:38:02 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1926@bdt.UUCP>
Source record: 242242

SGS Software makes a LAN Network for the Atari ST called SGS-Net. It cucurrently uses the MIDI Port, but can support Ethernet boxes as well. you may want to check into them...

3099. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:42:54 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1927@bdt.UUCP>
Source record: 242243

```
ATW = Atari Transputer Workstation - Formerly called the ABAQ Transputer

ABC = Atari Business Computer - Atari's line of IBM Clones...
```

3100. Re: molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 20:48:00 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <1928@bdt.UUCP>
Source record: 242244

Antic SOftware makes a package called "Genesis: The 3D Molecular Modeler", which allows you to perform mlecular modelling, simulations, etc., with a 1 Meg Atari ST. IT costs $80.00 list price, and is compatible with the CyberSTudio line, so...

3101. Word Up Info Needed

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 21:35:02 UTC
From: ehsnsr@nmtsun.nmt.edu
Message-ID: <4035@nmtsun.nmt.edu>
Source record: 242245

Hi people!

I need some info about Word-Up 2.0 or 3.0. I really want to get a new word processor with more versatility than 1st Word. I have some questions, though.

1) What are the differences between v2.0 and v3.0, and are the differences big enough to warrant the extra $20?

2) Will either version run on 512K 520STfm with a Single Sided Drive?

3) To those of you who have it, are you happy with it?

4) Does it support Star NX-1000 printers?

I would very much appreciate any replies!

Thanks.

HOBBS!
ehsnsr@nmtsun.nmt.edu

3102. The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-03-31 23:30:46 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <35429@grapevine.EBay.Sun.COM>
Source record: 242246

There have been many comments here recently about my policy on demos on comp.binaries.atari.st. I'd like to take this opportunity to explain my position, so everyone will at least know where I'm coming from.

I have several problems with posting blatantly commercial programs to the net, but there are two that very much outweigh the rest. The first, and probably most important, is that several of the networks which transport comp.binaries.atari.st have usage rules which prohibit the networks from being used for profit. The NSFNet backbone of the Internet is the largest example; I believe that BITNET also has such a usage rule, though I'm not certain.

The usage rule exists because the NSFNet (I'll use it as an example, though this applies to others as well) is funded largely by the federal government, which put it in place to facilitate communication among researchers working on government-sponsored projects. The sponsors of the network want to keep it as empty of other traffic as possible, so that when a legitimate user wants to send his physics simulation results to a colleague, he doesn't have to worry about the net being bogged down by fifty zillion copies of an ad for company X's new program.

Strictly speaking, if a site transmits unauthorized data over one of these networks, its network connection can be severed by the sponsoring agency. That rule isn't very strongly enforced, largely because for the most part, everyone behaves pretty well and doesn't abuse the net. If, however, lots of big commercial programs start filling up the net, and someone complains about it formally, the powers that be will have no choice but to enforce the letter of their law. It is mostly for this reason that I want to keep blatantly commercial programs out of comp.binaries.atari.st.

The second reason is along the same lines, but it applies to uucp sites. Watching this discussion, I saw lots of people say that they liked the demos because they were free. Not so. The users on a system may not have to pay, it's true. But the uucp network involves a lot of long-distance phone calls by a lot of people. Rn is right when it says that each article costs hundreds or thousands of dollars to distribute worldwide. Now, say your company makes CAD systems. Are you going to want to pay twenty dollars in phone bills to help distribute a demo of your competitor's new CAD program? Probably not, but by the time you have enough of it to see what it is, you've already paid for it. I consider that a fairly rude practice.

Anyway, those are my feelings on the subject.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

3103. MONOCHROME MONITOR BLUES

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 00:03:59 UTC
From: Z4636947@SFAUSTIN.BITNET
Message-ID: <900331.18035836.016151@SFA.CP6>
Source record: 242247

Hello netters. I'm new so please be gentle. I have a monochrome ST monitor that is just over a year old. I baby my equipment and am scared to open anything up, using my 1040ST for desktop publising. My monitor died just yesterday and a local tv/repair shop said that it was a flyback transformer. He had some phone numbers for Atari repair centers and included a number for a company called Best Electronics. He does not have the transformer in stock and neither do the other places.

Another STer here said that his monitor went out on him recently and his finding was that he would have to trade his monitor in and pay $130.00 for exchange!!! But he said that there are no monochrome monitors anywhere in the U.S. and ended up borrowing a multisync monitor which he is not happy with (Mitsubishi DiamondScan) because it is too fuzzy in as a monochrome monitor.

My questions are these: is there any source for ST monochrome parts? If not, are there any monochrome monitors SOMEWHERE? If no ST monochrome monitors, is there a good substitute which offers the same sharpness. I'm hurting. I really need this computer. I was in hog heaven with it until this year old monitor died.

Thanks in advance!!!

GERALD ROGERS <Z4636947@SFAUSTIN.BITNET>

3104. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 00:09:51 UTC
From: gl8f@astsun8.astro.Virginia.EDU
Message-ID: <1990Apr1.000951.10368@murdoch.acc.Virginia.EDU>
Source record: 242248

```
>If issues of ST Report aren't being uploaded to comp.atari.binaries, it would
>be pretty good if you could upload it there....

No, as I have explained before, it would be inappropriate for ST
Report to be posted to Usenet as-is, because it contains
advertisements. I make ST Report (and ZNet) available via a mailing
list to anyone on the Internet.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.
```

3105. Re: Help with bit field troub

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 03:40:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90040213364447@masnet.uucp>
Source record: 242249

rjd@cs.brown.edu is absolutely right about the limits on bitfields in C: a bitfield may _never_ be longer than an unsigned int in any C implementation -- I believe that this applies to ANSI as well as K&R C. The native int size for the ST is 16-bits -- that's what the OS functions look for on the stack, etc., etc., and code with 16-bit ints will usually run faster than code with 32-bit ints on a 68000. However, there are at least 2 ST C compilers which use 32-bit ints to make porting Unix code easier:

1) Lattice C -- not a great package, but they have released some improved versions.

2) Gnu C -- free, and upgrades always upcoming, but you need a 2 meg machine (or more...). Get version 1.36 or higher, if 1.37 has been ported yet.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

3106. ST curses?

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 05:23:54 UTC
From: buggs@cup.portal.com
Message-ID: <28493@cup.portal.com>
Source record: 242250

Someone mailed me version of curses for the ST.
This was quite a long time ago and I have long since misplaced it.
Could someone mail me another copy?
I'd appreciate VERY much!
I think it can with .src code too, that's what I'm really after *8^)

Ed June
buggs@cup.portal.com

3107. TECH: 50Hz and Boot Sector Booting

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 06:44:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000032@ux1.cso.uiuc.edu>
Source record: 242101

I was wondering if someone could answer two technical questions:

1.) 50Hz: Setting 0x448 to something other than zero does not
put the ST in PAL mode, does it? I downloaded hertz.arc
from terminator, but the hertz.tos is non executable,
i.e. no 0x601a... I have seen both a boot sector program
and a PD 50Hz program, but I can not find them now that
I need to disassemble them.

2.) Starting up a disk that has an executable boot sector:
How? I've tried loading in the sector and jumping to it...
(I know, stupid idea). I disassembled it, but after going
into supervisor mode ala trap 14, it has an illegal instruct.
I've tried jumping to the vector in 0x47a but that accesses
the disk momentarily and quits. Anyone have any ideas?

(P.S., yeah I know, shut off the hard disk and press reset!)
but I would like to do 1. and then 2.

Any info greatly appreciated. Thanks in advance. -- Greg

3108. Flight Simulator bombs - solution

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 06:44:19 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900401.00441835.016202@SFA.CP6>
Source record: 242102

anil pal writes of problems with using Flight Simulator on the
hard drive or when trying to run, not boot, it from floppy.
The solution is to deselect all accessories and programs in the
C:\AUTO\ folder. Flight Simulator is really jealous about what exists
prior to its loading. Some programs conflict with it, some don't. Deselect
your programs easily with SuperBoot 6.0 or any of the other program select
utility programs that are on the net.
The bomb definitions can be found in most language manuals. The following
comes from GFA Basic 2.0's manual:

2 bombs - BUS ERROR
3 bombs - ADDRESS ERROR
4 bombs - ILLEGAL INSTRUCTION
5 bombs - DIVISION BY ZERO
6 bombs - CHK EXCEPTION
7 bombs - TRAPV EXCEPTION
8 bombs - PRIVILEGE VIOLATION
9 bombs - TRACE EXCEPTION

Nothing is listed in this particular manual for anything above
9. Note that somewhere on Panarthea is an interpreter for the bombs,
gving the memory location and what the error is. Also, if you run
NeoDesk, there is an interpreter of the bombs.
I hope this helps.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3109. Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 06:55:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000033@ux1.cso.uiuc.edu>
Source record: 242103

Does anyone know the location of some digitized sounds (for use with newbell) ?

Thanks.

-- Greg

3110. Re: Epson graphics emulator?

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 06:55:01 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004010652.AA15584@fsucs.cs.fsu.edu>
Source record: 242104

```
In article <8280001@hpcupt1.HP.COM>, tony@hpcupt1.HP.COM (Tony Marriott) writes:
>Does anyone know if there is software available which
>emulates Epson graphics on an Atari laser printer?
>
>I have EZSCORE+ from Hybrid Arts which current only
>supports Epson compatibles and would like to print
>scores out on my Atari laser printer. Any help
>would be greatly appreciated. Thanks in advance.
>
>-Tony-
>------------------------------------------------------------------------

Laserbrain, a PD Epson emulator for the Atari laser, is available from various
PD houses (I think Current Notes has it in their library). I do not know if
it emulates graphics capability.

--

------------------------------------------------------------------------
---------------------------------+--------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+--------------------------------------
------------------------------------------------------------------------
```

3111. Re: Thanks and Help

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 07:00:00 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004010657.AA15617@fsucs.cs.fsu.edu>
Source record: 242105

In article <9427.2613c616@ecs.umass.edu>, beroll@ecs.umass.edu writes:
>Hello,
> Thanks for all of the replies helping me getting on to an ftp site.
>(although no one mentioned that you have to put "anonymous" in quotes")
>Now that I'm in, how can I download something? All of the files are in
>standard form, not binary. When I try, everything gets garbled and when I un
>arc it, it messes up (i get 2 bombs).
> Thanks,
> Dave

I always ftp .arc files in binary mode, and have never had a problem. If this
does not work, try tenex mode (type 'tenex'). This takes care of some weird
word lengths on some machines.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3112. Atari/Amiga help

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 07:11:17 UTC
From: jkain@silver.ucs.indiana.edu
Message-ID: <40395@iuvax.cs.indiana.edu>
Source record: 242106

Greetings-

I am a current Macintosh user and am selling my Mac and plan to buy either an Amiga or an Atari ST. I have been trying to find information regarding these computers from the net and from magazines at the bookstores, but I haven't been able to find anything both objective and accurate. My questions are as follows:

1- Is there an Amiga system with a 68030 microprocessor, capable of running a real implementation of UNIX?

2- Is there an Atari ST system with a 68030 microprocessor, capable of running a real implementation of UNIX?

3- Do either of these companies offer discounts to college students (even if their campus micro-supplier doesn't carry these lines)?

4- And if there are no educational discounts, where would be a good place to buy these computers for cheap (comp.sys.mac suggested trying the local supermarket, but I haven't had any luck at Kroger ;)

5- Any additional insight you could share would be greatly appreciated.

I've used an Atari 1024 (? I think that's what it was) in the assembly language class here at IU, and was rather impressed with it's capabilities and especially its potential. The only experience I've had with an Amiga is a friend with an Amiga 500 and a bunch of video games.

Thanks for the space -

Jeff Kain

jkain@silver.ucs.indiana.edu

3113. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 08:21:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28499@cup.portal.com>
Source record: 242107

Golly,... Bob Bright seems to have a pretty good picture of where Atari stand in the world, doesn't he..?

BobR

3114. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 08:32:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28500@cup.portal.com>
Source record: 242108

Aaron Roydhouse of New Zealand asks:

>Do you think .st posters are just the sort of people who whine too much,
>or are you prepared to consider the ever so vague possibility they have
>something(s) to complain about?

Nooo... it's against the Atari Cheerleader's Code to even consider that
possibility...!

>So if you're reading this and you're not from NZ (a distinct
>possibility) then tell us what you local retail prices are - this means
>full recommended retail, not street value. If you're in the US, I guess
>you should mention which state the prices refer to, and possibly local
>tax conditions.

Unfortunately, if you're in the US, there's the distinct possibility that
you CAN'T find any Atari products to buy...

If you call around within a radius of several states, you might find a
dealer with a 1040 to sell.. (not MAILORDER.. OH NO>>! Atari won't sell
via MAILORDER>>>!! Maybe they'll "SHIP" you a 1040... if.. you can find
a dealer who HAS a 1040 in stock, that is...)

So.. how DOES a company survive with NO products to sell, and NO dealers to
sell those (nonexistant) products...?

BobR

3115. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 08:45:04 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28501@cup.portal.com>
Source record: 242109

Gregory Lemperle-Kerr says..
>I found a dealer in Canada that will ship an STe to the US. His add
>is in STart magazine.

Have you actually been able to buy an STE from this dealer..? Has he actuall
been able to ship an STE across the border.?

Can you tell us who this dealer is..?

BobR

3116. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 19:14:51 UTC
From: dcr3567@ultb.isc.rit.edu
Message-ID: <2633@ultb.isc.rit.edu>
Source record: 242110
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

>Greetings-
Hello.
>
[Stuff about getting rid of Mac and getting Amiga or ST deleted]

>1- Is there an Amiga system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?
Well, yes and no.
There is a 25 MHz Amiga 2500/30 with 3 megs of ram (2
megs 32 bit, 1 meg Chip ram) and 68882. It has all the hooks to run Unix
but the software isn't out yet. It *SHOULD* be released withing 30-60
days.

>3- Do either of these companies offer discounts to college students (even if
> their campus micro-supplier doesn't carry these lines)?

C= offers hefty student/educator discounts (about 40-50%) A 2500/30 w/
40 hard drive (and 2 meg Ram sockets) 25 MHz, IBM At (8 MHz) bridgeboard
with 1.2 meg drive, monitor and 1 3.5" drive is $3,700. For about $400
more you can emulate a Floppy based Mac+.

> supermarket, but I haven't had any luck at Kroger ;)
They're not at the local Wegman's yet either.. :)
>
>5- Any additional insight you could share would be greatly appreciated.

I forsee rain today, cloudy tomorrow with Tuesday having a high degree
of humidity. Wednesday will be clear and sunny. But then again, you're
not in Rochester.. :)
>
>I've used an Atari 1024 (? I think that's what it was) in the assembly
>language class here at IU, and was rather impressed with it's capabilities
>and especially its potential. The only experience I've had with an Amiga
>is a friend with an Amiga 500 and a bunch of video games.
Play with both machines for a long time before you decide. I don't know
much about the ST, so I want say anything about it. From what I read
about the new machines, they sound nice (although I don't like the ST's.
Having 2 monitors bugs me).

I have an Amiga 2000, and love it. A few suggestions though:
If cost isn't much of a problem (as I suspect, if you want an '030
machine)
For No Mac Emulation: Get the A2500/30 bundle. It contains the Amiga
2500 with a 25 MHz 68030 & 68882 with 3 megs of ram: 1 Meg for
Video/Sound/General and 2 megs of REAL fast 32 bit ram. It also has the

a2091 HD controller with 40 meg auto-booting hard drive. (and sockets
for 2 megs of RAM). Also included is an IBM AT (Hardware) on a card
running at 8 MHz with a 1.2 Meg floppy (and can use the hard drive also)
and a decent monitor (1084.. ok, but I prefer a multisync. Work out a
deal with your dealer, my suggestion). This costs $3700 w/o Multisync.
See your dealer for details on the Discount program.

If you DO want Mac Emulation, get:
A2500/30 CPU
IVS TrumpCard HD controller & 40-80 Meg Hard drive
A-Max utilities (By IVS makers)
A-Max Package (ROMs, software, and floppy drive (if you want))
Multi-Sync Monitor (Nec 3D, Mit. Diamond Scan, and Princeton Ultra-Sync
are all great)
This set-up will allow you to use: Amiga w/ auto-booting hard drive,
Mac Emulation with the hard drive (& optional Mac Floppy, if you
need to transfer software, otherwise, it's not necessary), and have
a VERY fast machine that will accept Unix when it comes out RSN.
This will cost a little more (get best prices.. shop around), but will
be an incredible system.`

As a side note, I hear there is an Atari ST/STE emulator in the works.
If true, you could get this machine and run: Amiga, Unix, Macintosh,
IBM AT, and Atari ST software from 1 box. All but the latter is already
out and runs nice. (sorry, Unix, isn't out JUST yet, but has been
showcased running X-Windows)
>
>Thanks for the space -
No problem.

-Dan
--
Daniel C. Richardson
Rochester Institute Of Technology / Mechanical Engineering Dept.
"Immaturity Is The Essence Of Humanity. Children Shall Be Our Saviors"
-Red's Dream

3117. Re: micro-emacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 22:52:54 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11572@stag.math.lsa.umich.edu>
Source record: 242111

In article <2657@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
%on atari st 3.10, this is not recognized. I put it in my emacs.rc,
%do describe-bindings, see it listed there, and del still does a delete-left.
%I do a bind-to-key delete-next-character and then hit the <DEL> key,
%and for the duration of my session, it works fine.
%I do a describe bindings, and I see
%
%bind-to-key delete-next-character ^?
%bind-to-key delete-next-character ^?
%
%so obviously, the ^? I created in the session and the one in the
%emacs.rc file are not the same.

Just use the quote character. (In gulam/ue, this is ctrl-Q. It's probably
the same in most other emacs' as well.) Edit your emacs.rc file and type
(Ctrl-Q)(Delete) and you'll see '^?' echoed.
--
-- Howard Chu @ University of Michigan

3118. User groups?

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 22:54:37 UTC
From: warwick@batserver.cs.uq.oz.au
Message-ID: <3123@moondance.cs.uq.oz.au>
Source record: 242112

Request for information:

As editor for the QACE (Queensland Atari Computer Enthusiasts), I am very eager to contact (by regular - paper - mail) other ATARI user groups throughout the world. If you are a member, could you please send a brief reply (eg. address, short description) of your group. Thank you!

warwick@batserver.cs.uq.oz.au

Disclaimer: The University of Qld has no responsibility for my actions!

3119. Re: TECH: 50Hz and Boot Sector Booting

Newsgroup: comp.sys.atari.st
Date: 1990-04-01 23:26:37 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11573@stag.math.lsa.umich.edu>
Source record: 242113

```
In article <16000032@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>
> I was wondering if someone could answer two technical questions:
>
> 1.) 50Hz: Setting 0x448 to something other than zero does not
> put the ST in PAL mode, does it? I downloaded hertz.arc
> from terminator, but the hertz.tos is non executable,
> i.e. no 0x601a... I have seen both a boot sector program
> and a PD 50Hz program, but I can not find them now that
> I need to disassemble them.

I looked at that file too, and also could not get it to work. I wrote up
a small program to do it for me instead:

; program to set 50 Hertz color video mode
syncmode equ $ff820a
palmode equ $000448
sshiftmd equ $00044c

.text
clr.l -(a7)
move.w #$20,-(a7) ;Super
trap #$1
addq #6,a7
btst #1,sshiftmd ;Are we in color?
bne.s quit ;nope, go quit
bset.b #$1,syncmode
st palmode+1
quit: move.l d0,-(a7)
move.w #$20,-(a7)
trap #$1
addq #6,a7
clr.w -(a7)
trap #1
.end

For your purposes, you can omit the call to Super, as I believe the boot
sector is already in supervisor mode when it's executed.

>
> 2.) Starting up a disk that has an executable boot sector:
> How? I've tried loading in the sector and jumping to it...
> (I know, stupid idea). I disassembled it, but after going
> into supervisor mode ala trap 14, it has an illegal instruct.
> I've tried jumping to the vector in 0x47a but that accesses
```

> the disk momentarily and quits. Anyone have any ideas?
>
> (P.S., yeah I know, shut off the hard disk and press reset!)
> but I would like to do 1. and then 2.
>
> Any info greatly appreciated. Thanks in advance. -- Greg

Well, if you're into disassembly anyway, why not diassemble your ROM, and find out where it's disk boot entry point is?

Looking thru my BIOS listing from the ST Internals book, I see that all the ROM routine does is test if the sector is executable, and then JSR to it. Then it does an RTS. Seems like what you describe should have worked. Why don't you just jump thru the reset vector for a cold boot? Append the couple bytes worth of code I listed above to the relevant boot sector, and go.
--
-- Howard Chu @ University of Michigan

3120. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 00:46:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr2.004656.12353@wam.umd.edu>
Source record: 242127

In article <16000033@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>
> Does anyone know the location of some digitized sounds (for use
> with newbell) ?
>
> Thanks.
>
> -- Greg

The best place to look is Mac archives. One archive that has some interesting stuff is sumex-aim.stanford.edu. You'll find sounds there in info-mac/sound/ but you'll have to un-binhex and unstuffit them. (Unix utilities to do this are in info-mac/unix/)

I've extracted the data from most of these files and could upload them to terminator (for use with newbell) if there is sufficient demand. The folks running terminator would probably want to make a new directory for samples, since I've got quite a few.

Any takers?

Dave Baggett
dmb@cscwam.umd.edu

3121. Ram expansions....

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 01:35:56 UTC
From: bbs00021@uafcseg.uucp
Message-ID: <3983@uafhp.uark.edu>
Source record: 242128

Hello all.

I am looking to upgrade my atari st. I currently have a 520stf and would like to upgrade it to 1 meg or more, depending on cost, etc. So basically I am looking for anybody who has done ram upgrades to send me info onm said upgrade. I am looking for something relatively inexpensive. I would like to be able to upgrade to 4 megs, but I am not to sure how a 4 meg upgrade would fit in my machine? If anyone has any info, please send mail to a friend of mine who will forward it to me since I cant get mail here. So please send all replies to

caine@cs.albany.edu

Thank you.

John Bunch

3122. Re: Problems with dutch TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 01:47:20 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <28516@cup.portal.com>
Source record: 242114

Chris Evelo writes:

> -Did anybody have the same kind of problems? (I was already informed
> of one case, with US ROMs).

> -Is there a hardware explanation. Is there anything in the hardware that
> could fail and give this kind of errors? The mega that gave the problems
> here was a new machine, it just might have given the same problems
> with another TOS version.

> -Is it possible to install the ROMs in a wrong way? Can it be that the
> shop just did a poor job in the installation(s). Since they told me
> that problems had also occurred with a used mega-4 after the ROMs
> were changed, I think this would be a more likely explanation.

It just occurred to me: this may be the well-known Mega/EPROM
problem. TOS 1.4 was originally released as a 6 EPROM set, but
the Megas use two higher density PROMs. So, when the six EPROMs
were installed, a driver chip ("SGS" 74LS373) that was marginal
before ran out of oomph. Solution was to replace the faulty driver
with a higher power unit (74AS373).
- hbm
---
henry_burdett_messenger@cup.portal.com

3123. Re: TeX for ST - help

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 02:00:08 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <3128@moondance.cs.uq.oz.au>
Source record: 242130

My last message got munged. Here it is again!
I am a TeX novice. what files do i need for my 1040ST with TOS 1.0 :-(, 20M h/disk, 1 dsdd 3.5" drive, mono monitor, Epson clone and ready access to a postscript driven printer.
If I have to ftp, what is the call number (ftp to names overseas doesn't seem to work). Thanks

---

Internet/CSnet: marshall@uqcspe.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%uqcspe.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@uqcspe.cs.uq.oz.au || St Lucia, Queensland 4067
Bitnet:marshall%uqcspe.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!uqcspe.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@uqcspe.cs.uq.oz.au || fax:+61 7 371 0783

"If you want to make god laugh, show her your plans" - adapted from Woody Alan

3124. Turbo-C: price/availability?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 03:52:48 UTC
From: david@batserver.cs.uq.oz.au
Message-ID: <3132@moondance.cs.uq.oz.au>
Source record: 242131

Hi,
I will be attending a conference in Germany (Kiel) for a couple
days this month, and have a little spare time afterwards. I was thinking
of trying to obtain the ST version of Turbo-C, which I have heard has been
produced by Borland in Germany. Does anyone know of the price (DM will do)
of the package, and whether it is readily available?

Thanks,
David Duke.

email: david@batserver.cs.uq.oz.au
smail: Dept. of Computer Science,
University of Queensland,
Brisbane, 4072,
Australia.

3125. ETHERNET on the ST: A Summary of Information

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 06:02:10 UTC
From: kruel@vax.rz.uni-wuerzburg.dbp.DE
Message-ID: <125
Source record: 242132

Dear networkers,

2 weeks ago I asked about the availability of ETHERNET cards for the ST.
Thanks to all who posted info's to me.
Without claiming to give a complete overview, here is some summarizing
information:

--< begin >----------

1. PAM's ETHERNET
=================

- Hardware:
- IEEE 802.3 based Ethernet card,
- connected via the DMA port, ROM port or Mega ST bus
- Thick- and ThinWire adapters (15pol. SubD and 50 Ohm BNC)
Transceiver on board for use with ThinWire
- contained in a seperate metal box (DMA and ROM port version only)
- own power supply (DMA and ROM port version only)
- max. length of cable: thick: 500m, thin: 185m
- 64kByte Cache RAM
- 48 Bit node ID can be stored in an EEPROM

- Software:
- TCP/IP with ftp, telnet
- ftp works with appr. 100kByte/s
- bsd-socket-library available (optional)
- VT52 emulation
- VT102 and Tek 4014 available (optional) = PAM's TERM
- NFS in preparation

- Prices:
- Ethernet card: ..... DM 1698.-
(DMA version = "PAM's NET/E
Mega ST bus version = "PAM's NET/Emega
ROM port version = "PAM's NET/Erom)
- TCP/IP software: ..... DM 298.-
- VT102 + TEK 4014 (PAM's TERM) ..... DM 398.-
- NFS ..... app. DM 700.-
- Discounts:
10% for universities for the hardware, multiple licenses for the
software upon request.

I saw it working on the CeBit with a VMS-MicroVax. Seems to be a quite
stable solution. The software runs under GEM.
Non-TCP/IP-connections (Atari-Atari, Novell) are available also.

Address: PAM Software
Carl-Zuckmayer Str.27
D-6500 Mainz 33
FRG
Tel. +49 6131 476312
Fax +49 6131 476402

2. BioNet 100
==========

- Hardware:
- IEEE 802.3 based Ethernet card,
- connected via the DMA port, DMA in/out
- Thick- and ThinWire adapters (15pol. SubD and 50 Ohm BNC)
- contained in a seperate metal box, 34cm x 34cm x 4cm (approx. the
size of the Mega ST)
- external power supply

- Software:
- TCP/IP (based on the ka9q package by Phil Karn)
- telnet, ftp, smtp; net spooler
- crash recovery system
- network security system (access limitations)
- VT100 terminal emulation (Tek 4014 optional)
- works with any terminal emulator (e.g. Uniterm)
- UDP library

- Prices:
- Ethernet card: ..... DM 1745.-
- TCP/IP software: ..... DM 450.-
(includes the above listed features)
- Discounts:
for universities, institutes, schools upon request.
multiple licenses available at reduced cost.

I also saw this working on the CeBit. Several reference installations
can be listed. Software for homogeneous Atari-Atari-networks is
available also.

Address: Biodata GmbH
Flughafen Siegerland
D-5909 Burbach
FRG
Tel. +49 2736 50005-6
Fax +49 2736 5152

3. Atari
========

- Hardware:
- Ethernet card for the Mega ST bus (fits in the bus adapter and the
slot left at the back of the Mega ST)
- Thick- and ThinWire adapter (15pol. SubB and 50 Ohm BNC)

- Software:
- TCP/IP
- telnet, ftp

Prices:
- Ethernet card: ..... appr. DM 1000.-
- TCP/IP software: ..... appr. DM 600.-

Availability: "Real soon now after the fare [CeBIT]", as Mr.Mester,
Atari Corp., Germany, stated.

I myself saw the card itself, but no installation working. As Mr.Mester,
who is responsible for the TT and TT/ATX at Atari in Frankfurt, stated,
"he has a lot of these cards in his room waiting to come to sale just
after the fare". We'll wait and see ...

Address: Atari Computer GmbH
Frankfurter Strasse 89-91
D-6096 Raunheim
FRG
Tel. +49 6142 2090

4. Further information:
======================

a) Mr. Alexander Ross, rwa@aungbad.AthabascaU.CA, wrote:

> There is a product called a "Nodem" being marketed by Adaptec -
> the address is 691 S. Milpitas Blvd., Milpitas CA 95035 USA, or phone
> (408) 945 2518 ext 105. It talks ethernet on one side and SCSI on the
> other. I suppose a Supra or ICD SCSI adaptor would be required. No,
> there's no software that I know of. The price is given as "starting
> from $545", which I assume is US$'s. I expect documentation is
> available at a price too.

I saw this product connected to the TT/ATX on the Hannover fare. Both ftp
and telnet appeared to work. Refer to the above address or Atari itself for
details.

b) Mr.Tyler IVANCO <S=tyler;OU=stpl;O=ists;P=cdn;A=telecom.canada;C=ca>,
writes:

<...>

> We have an ethernet card for the Mega ST. It is a plug in unit along
> with a full scsi (meant to interfact to 1040s etc) as well as 8 serial
> and two parllel ports. It contains an onboard transceiver.

> The only software we have is ka9q ported to this unit. However,
> I'm sure that we can offer the bare board and pals <...> for a rather
> low cost. We had meant to construct and sell them but we just haven't had
> the time to pursue the software and hardware effort required for such
> a project. I suspect that we could sell the unit <...> for around
> CAN$200.00 with pals, example source code, and our ka9q effort. One should
> know that etherparts etc. tend to be quite expensive and I would guest

> that you would have to pay about CAN$300.00 to populate the board.

<...>

5. XWindows for the ST
======================

XWindows is available for the ST. On the fare, it has been demonstrated
on the BioNet card. It is alleged to work with others also.
It has been developed originally by Mr. Gehret, Groenenbach, FRG, and now is
distributed by Atari.

Features: - X11.2 port (don't know if X11.3 is finished now, or if they
just hop to X11.4)
- Xserver/client mechanism is based on standard TCP/IP calls.
- FTP and TELNET within a window possible
- runs on the standard monitor (SM124) and on 19'' screens
(here: MatScreen)
- screen size is virtual and can be adjusted freely

A really working version was presented on the CeBit. Moving windows seems
to be a bit slow; screen updates in the windows is done using a jump scroll
mechanism.

Price: appr. 600.- DM per licence,
available through Atari (real now), or directly via:

X/software Michael Gehret
Silcherstr. 15
D-8944 Groenenbach
FRG
Tel. +49 8334 1001

--< end >-------------

[Disclaimer: I do not work for any of these companies now have I relations
to any of them. I made this summary for informational use only
to my best knowledge and conscience. Correct me if I'm wrong.]

Prices are in DM. Currently ratio of the DM to the US$ is appr. 1.73 DM / US$.
Ordering from outside the FRG will give you back 14% V.A.T. Add your local
resident tax + postage.

Best regards,
Thomas.

Thomas-Martin Kruel Inst.f.Physikal.Chemie d.Univ.Wuerzburg, Marcusstr.9-11
D-8700 Wuerzburg, West Germany
EAN: <kruel@vax.rz.uni-wuerzburg.dbp.de>

3126. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 06:35:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <28523@cup.portal.com>
Source record: 242115

Paul Zwan asks:
>Has anyone ever tried upgrading a Mega 2 (late 1987) to 4 MB. ?

IF.. your Mega 2ST has the printed circuit positions for the extra RAM chips, then an upgrade to 4 Megs isn't toooo hard. It requires carefully sucking th solder out of allll the RAM positions (18 pins times 16 chips) plus the decoupling capacitor positions (16 capacitors times 2 leads each). Then you solder in 16 sockets and plug in your new RAM chips..

If you've got one of the "redesigned" Mega 2ST boards with no extra positions, then Atari has you by the balls.. you have to trash your Mega 2ST and buy a new Mega 4ST... the "Atari Upgrade Path"

Welcome to the Atari way of doing things...

BobR

3127. Re: Atari Financial condition

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 07:43:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4746@brahma.cs.hw.ac.uk>
Source record: 242142

In article <1238@elmgate.UUCP> rg@aurora.UUCP writes:
>In article <1990Mar26.071218.10123@chinet.chi.il.us> saj@chinet.chi.il.us
(Stephen Jacobs) writes:
>So, Atari, since you support the UK so readily, why dont you just
>pack up & go there ...

Support in the UK? Where?
Get real! The support is a little bit further east from here.

>Jeff Gortatowsky-Eastman Kodak Company .....sun!sunrock!kodak!elmgate!jdg
>(716)-726-0084
>Eastman Kodak makes film not comments. Therefore these comments are mine
>not theirs.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "spam spaM spAM sPAM SPAM, lovely SPAM" !
+---+

3128. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 07:49:42 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr2.074942.11538@ux1.cso.uiuc.edu>
Source record: 242135

Bob_BobR_Retelle@cup.portal.com writes:

>Gregory Lemperle-Kerr says..
>>I found a dealer in Canada that will ship an STe to the US. His add
>>is in STart magazine.
>
>Have you actually been able to buy an STE from this dealer..? Has he actuall
>been able to ship an STE across the border.?
>
>Can you tell us who this dealer is..?
>
>BobR

Just got his catalog in the mail...

The Desktop Publisher? or JPK? or JPK - the DTP.
Box 2444 Humboldt, Saskatchewan
Canada SOK 2A0

20% off all prices until end of April...

(306) 682-3731

Authorized Atari/Roland dealer...

He was a very nice guy on the phone, said he'd just shipped a few to
the US... To calculate his price, he said, take the US$ retail price,
take of 20% and that is his price in Canadian $$.

-- Gregory Lemperle-Kerr

3129. Two quick questions...

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 07:53:11 UTC
From: jamesl@CIE.UOREGON.EDU
Message-ID: <9004020753.AA21852@cie.uoregon.edu>
Source record: 242136

1. Does anybody know if it is possible to rig up some kind of battery backup for the RAM on an ST? Not necessarily a long-term backup, but something that would cover short outages, like a minute or so.

2. Are there any anonymous FTP sites around that have ST software? I'm kind of stuck in the middle of nowhere as far as PD stuff goes, so through the net is my only hope.

Thanks for listening...

James Charles Lynn *
jamesl@cie.uoregon.edu *
Eugene, Oregon *

3130. Availability of the Megafile60

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 08:03:04 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1633@maestro.htsa.aha.nl>
Source record: 242134

Finally I've saved enough money to buy me a Megfile60, so I went to the store
to get me one; isn't the bloody thing available in all of the netherlands !!!
I'm searching for the *%$&^! thing for three weeks now !

Does somebody know where I can get the wretched thing ????

PS
I'm sooooo very dissapointed that I really needed to give air to my grieve ...

--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

3131. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 11:05:20 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <4661@jhunix.HCF.JHU.EDU>
Source record: 242139

In article <1990Apr2.004656.12353@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <16000033@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>> Does anyone know the location of some digitized sounds (for use
>> with newbell) ?
>> Thanks.
>> -- Greg
>
>The best place to look is Mac archives. One archive that has some
>interesting stuff is sumex-aim.stanford.edu. You'll find sounds there
>in info-mac/sound/ but you'll have to un-binhex and unstuffit them.
>(Unix utilities to do this are in info-mac/unix/)
>
is mac sound in the right format .SND for newbell to read??
just wondering because, we built the Mac Recorder for the my friends MAC
and he has a wealth of sounds..

just wondering...
and YES please put the .snd files at terminator if possible...

-Ajay CHoudhri

line fodder
follows

.
.
.
.
.
.
.
.
.
sorry no sig file here..

3132. Re: ZOO Bugs

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 11:57:31 UTC
From: me@dude.pcs.com
Message-ID: <ME.90Apr2125834@dude.pcs.com>
Source record: 242003

In article <1310@opal.tubopal.UUCP> ripley@tubopal.UUCP (Hans-Ch. Eckert) writes:

Also, I use zoo-boy for simple tasks. unzooing is not a task for which
zoo-boy is suitable. The reason? It calls zoo with "zoo x zoofile" when
using the extract-button. What I need is "zoo x.//" in too many cases.
So I end up invoking gulam if I do not-so-simple tasks on zoo-files !

Rembrandt ??? My zoo-boy asks: 'Extract to original directory ?'
(oder so aehnlich) when unzooing stuff, which does exactly what you'd expect.

Erstaunt, Michael

--
Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

3133. Re: Two quick questions...

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 12:45:47 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr2.124547.3583@ux1.cso.uiuc.edu>
Source record: 242138

jamesl@CIE.UOREGON.EDU writes:

>1. Does anybody know if it is possible to rig up some kind of battery
>backup for the RAM on an ST? Not necessarily a long-term backup, but something
>that would cover short outages, like a minute or so.

>2. Are there any anonymous FTP sites around that have ST software? I'm kind
>of stuck in the middle of nowhere as far as PD stuff goes, so through the
>net is my only hope.

>Thanks for listening...

Correct me if I am wrong... Having just done a 2.5 meg upgrade to my
1040, I had to trace almost all the lines on the board, but it seemed to
me that Vdd and Vss were contigious with many other chips. i.e. if you
tried to place a 5V source across them, it would be eaten quickly. I forget
what is in our ST's, static or dynamic RAM, and for that matter, I forget
which eats more power (see what U of I computer engineering teaches you).

FTP try these:
ftp -i 131.211.80.5
ftp -i 128.252.135.4
ftp -i 35.1.33.8

-- Greg

3134. Hard disk incompatibility with old TOS?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 13:15:05 UTC
From: ogorman@espoir.hasler
Message-ID: <1238@hslrswi.UUCP>
Source record: 242137

A colleague has problems using a new hard disk with his old Atari ST:

* 1985 version of TOS boots from disk, not ROM
* booting with new hard disk installed, error messages:
this hard disk driver may not work with a disk-based version of TOS
files on your hard disk may be damages
hard disk driver not loaded

Questions:
* has this got to do with the TOS version?
* can an upgrade to a more recent version of TOS on floppy be
obtained (e.g. latest Rainbow TOS ?) in Switzerland/Europe
* can an upgrade to a ROM-based TOS be installed in his machine

Any information would be greatly appreciated. Please e-mail me at the
address shown below.

Thanks in advance,

==
Ian O'Gorman
Dept. 55A2, Ascom Hasler Ltd., Belpstrasse 23, CH-3000 Berne 14
Voice: +41 31 631671 Fax: +41 31 633735
E-mail: ogorman@hslrswi.UUCP
==

3135. Ethernet --- PAM's NET

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 14:14:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900402141432.284491@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 242116

we've just installed a small st network based on pam's net. It runs
smoothly, but a few programs show problems. Among them, there are gulam
and uniterm 2.0e (grrrrr.......). Here a short summary of the problems
to be expected:
gulam: ls can't list the files contained on a floppy,
only the amount of occupied space. Since the desktop
and gnome list the directory of a floppy correctly,
it must be a bug in gulam (Mediach() ?). Tested
versions: 1.00.00.02 and 1.03.04.04.
uniterm: redirection to a remote serial interface is not
possible. Accessing the local serial port works.
Looks as if Simon has programmed the
serial port directly. No other problem observed.
Does anyone still have an older version of uniterm?
1.7 or 1.8? These older versions are much less opti-
mised for speed. So there is a chance that these
older versions work better with the net.
Gulam's builtin terminal emulator can be used to acces a remote serial
port, but it does no graphics.
In addition, some programs written in Absoft Fortan using the compiler's
system interface don't work correctly.

Michael Ritzert
mjr@dmzrzu71.bitnet

3136. Re: Uniterm version numbers

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 14:39:46 UTC
From: exspes@bath.ac.uk
Message-ID: <1990Apr2.143946.23692@bath.ac.uk>
Source record: 242143

In article <9003290806.AA08256@ucbvax.Berkeley.EDU> S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes:
>I checked my version of Uniterm today after all the discussion that has been
>going on, and my version is 2.0e 010. Is that the highest there is?
>
>Have I got a rarity? Should I have it insured?? :-)

Far as I know, that is the highest existing version. I have not been able to contact Simon Poole for quite some time; I've been trying to verify this. It appears he has graduated, and I have had rumours of commercial site mail-addresses for him but have not gotten replies to my attempts to get in touch.

2.0E010 was released by accident. (Simon said he did not intend to release it, but accidentally invoked his 'distribution' script.) The only change between 2.0E009 and 2.0E010 (according to him) was that 010 fixed a small bug in one of the Tek emulation changes that was listed as having been made in 009, No, I don't know what the bug was...

--
Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
P.Smee@bristol.ac.uk - ..!uunet!ukc!bsmail!p.smee - Tel +44 272 303132

3137. Re: SPECTRE GCR & System 6.04

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 14:48:37 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1513@lzsc.ATT.COM>
Source record: 242004

In article <9838@shlump.nac.dec.com>, rvanzuylen@letitb.enet.dec.com (Ron van Zuylen) writes:
> System release 6.0.4 works fine with Spectre; I've been using it for months.
> The only problem is... THE SYSTEM ALWAYS THINKS IT IS RUNNING ON A MAC 512KE
> HOPEFULLY,
> the new release of the Spectre software (2.65) fixes this problem. It is
> probably a trivial problem... something just isn't set right.
>
Sorry, 2.65 just documents what you are seeing.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3138. Re: 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 14:54:31 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1514@lzsc.ATT.COM>
Source record: 242006

In article <10877@cbnewsm.ATT.COM>, rachna@cbnewsm.ATT.COM (anil.pal) writes:
> Is there really no one amongst all you distinguished net.atarians
> (atarites?) who knows what 10 bombs mean. Or am i just being
> ignored. On the chance that my origonal artical didn't get out,
> let me try again.
>
10 Bombs means trap 10. This is the line A hdlr.
This would imply at least an invalid Line A command, or that
the line A hdlr didnt get loaded at boot time.

When I get Lots of bombs (>4) it usually means that memory is
usually corrupted real bad, and the power has to be turned off
for several seconds just to reboot.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3139. Re: Bison & Flex

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 14:56:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <90040213364468@masnet.uucp>
Source record: 242149

Has anyone compiled a decent binary version of Bison and Flex for the ST? I have the distributed binaries and source. When I try to recompile Bison with my 16-bit compiler, it _always_ dies. I used to have Gnu C 1.34, but the libraries did not do proper CRLF translation.

If anyone has a version of Bison (and Flex) binaries which translate CRLF to LF on input, and LF to CRLF on output, could you please send me a uuencoded copy of the __binaries only__ (I don't need docs or support files) at my Bitnet address? I am developing a large Unix program T.A.L. (Text Analysis Language) on my ST (it will be out in a couple of months as freeware, with full source, for the ST as well as Unix), and I really need a decent Bison and Flex. Thanks in advance to anyone who can help.

David Megginson, Centre for Medieval Studies
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

3140. Flight Simulator

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 15:05:53 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <40461@iuvax.cs.indiana.edu>
Source record: 242141

Flight Simulator does work find with TOS 1.4. Thanks to the report that it was suppose to run with no trouble, I checked every thing more carefully. I found that my disk went bad just as I switched systems. I have no trouble when I use a good disk.

3141. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 15:08:19 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1515@lzsc.ATT.COM>
Source record: 242005

In article <35429@grapevine.EBay.Sun.COM>, koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
> There have been many comments here recently about my policy on demos on
> comp.binaries.atari.st. I'd like to take this opportunity to explain my
> position, so everyone will at least know where I'm coming from.
>
Perhaps the question here is the line between Moderation and Censoring.

I had thought that Moderated Binaries served to supply:
1. flow control -- send only so much per day.
2. eliminate duplication.

Now Censoring as been added. But is it a valid function of the Moderator?

P.S.
I never distribute thru atari.binaries for just this reason. I don't
need a self appointed Censor picking through code looking for
an Offensive line.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3142. Re: Gulam Question

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 15:36:42 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2076@laura.UUCP>
Source record: 242140

In article <78667@tut.cis.ohio-state.edu>, m_t@sioux.cis.ohio-state.edu writes:
> I'm writing a script for gulam, and can't figure out how to
> remove the extender from a filename. I can easily get
> all of the filenames that end in .arc for example, by:
>
> foreach fn {*.arc}
>
> but then how does one extract the base name (ie get test from test.arc)?

The answer is simple: you can't. Gulam (at least the current
version) does not support any string processing.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3143. Re: Looking for software to drive a tape drive...

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 16:21:47 UTC
From: Xorg@cup.portal.com
Message-ID: <28526@cup.portal.com>
Source record: 242117

That makes three of us! I contacted ICD about the possibility of buying their mech and software - and they said - no way, we have to buy the entire unit. I see a huge potential market for someone who does actually write software so that the ST could use any standard tape drive unit - after all, the ICD adaptor is pretty much 100% SCSI and their should be no reason why it couldn't handle a standard $250 tape drive mech with the right software.

Peter Szymonik

3144. pcb/circuit designer?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 16:25:13 UTC
From: ran@cns.umist.ac.uk
Message-ID: <1990Apr2.162513.4697@cns.umist.ac.uk>
Source record: 242007

Hi!

Has anyone out there heard of any pcb designers (or indeed circuit design tools, etc) that are available for the ST? Obviously anything that's PD/Shareware would be great. I know there was one a couple of years ago, but it was #200uk, and that's a bit much...

Of a more immediate (but related) nature, has anyone got any pcb designs for memory expansion boards (I've a very old STM, but any model will do!). Just about any type of dump will do (HPGL, PostScript, etc)...

This is a desparate attempt to avoid having to write one, of course!

Thanx in advance,

bob

---
bob nutter, computer officer | "There's a time to live,
dept. of computation, UMIST | And a time to die-
manchester, M60 1QD UK | I smoke Elvis Presley's toenails
tel:+44 61 200 3312 | When I wanna get high!"
email:b.nutter@umist.ac.uk (pref) | Butthole Surfers
rn@ap.co.umist.ac.uk |

3145. Re: 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 16:34:58 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22758@watdragon.waterloo.edu>
Source record: 242144

In article <10877@cbnewsm.ATT.COM> rachna@cbnewsm.ATT.COM (anil.pal,hl,) writes:
>Is there really no one amongst all you distinguished net.atarians
>(atarites?) who knows what 10 bombs mean. Or am i just being
>ignored. On the chance that my origonal artical didn't get out,
>let me try again.

Someone seems to ask about the meaning of bombs quite regularly,
and answers seem to go across thenet quit regularly. Anyway, here
is a description of what the bombs mean (summarized from the MWC
manual).

The bombs indicate a processor exception (i.e. the hardware has
discovered an error) and the number of bombs refers to the number
of the exception. That is, 10 bombs means exception number 10.
Here is a list of these exceptions:

2 bus error
3 address error
4 illegal instruction
5 zero divide
6 CHK instruction
7 TRAPV instruction
8 privilege violation
9 trace
10 line A emulator
11 line F emulator
12 - 14 reserved

I would guess (just a guess since I've never got 10 bombs) that
there is an error calling one of the line A functions.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3146. make problems with MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 17:15:18 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22763@watdragon.waterloo.edu>
Source record: 242147

I have been having problems with the make utility and MWC.
Whenever I use it I get the message:

No shell.

followed by a message that make is exiting with an error
condition. My guess is that I screwed something up in
my profile the last time I made changes to it and am hence
missing something in the environment. I haven't managed
to figure out what is wrong so I am asking for help.

Does anyone have ideas as to what is wrong? Has anyone
got this message before? I am reasonably sure (but not
absolutely certain) that it is NOT a problem with my
makefile. It seems to conform to the instructions in
the MWC manual, and works perfectly on my local Unix
system.

If anyone knows what is wrong please e-mail me.
(I'm getting tired of re-typing
cc -c -A whatever-file-it-is.c
cc -A test.c -ltree -Id:\toolkit\include
everytime I make a small change.)

Thanks for any help.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3147. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 17:28:24 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr2.172824.14786@ux1.cso.uiuc.edu>
Source record: 242145

ins_bac@jhunix.HCF.JHU.EDU (Ajay Choudhri) writes:

>In article <1990Apr2.004656.12353@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>In article <16000033@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>>> Does anyone know the location of some digitized sounds (for use
>>> with newbell) ?
>>> Thanks.
>>> -- Greg
>>
>>The best place to look is Mac archives. One archive that has some
>>interesting stuff is sumex-aim.stanford.edu. You'll find sounds there
>>in info-mac/sound/ but you'll have to un-binhex and unstuffit them.
>>(Unix utilities to do this are in info-mac/unix/)
>>
>is mac sound in the right format .SND for newbell to read??
>just wondering because, we built the Mac Recorder for the my friends MAC
>and he has a wealth of sounds..

>just wondering...
>and YES please put the .snd files at terminator if possible...

I downloaded a few. For the most part they sound better with newbell than
with soundmaster. For newbell: Speeds are (I am 90% sure after various
tests) in the first byte. It is and'd with $0f or $07 so only the last
few bits matter. They are fairly equivalent to soundmaster's 5.5,7.5,11 and
22 settings. Usually 02 or 03 is best. Only one needed 05 -- some star
trek recording.

-- Greg

3148. Re: Two quick questions...

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 17:38:48 UTC
From: logajan@ns.network.com
Message-ID: <1990Apr2.173848.13930@ns.network.com>
Source record: 242146

James Charles Lynn, jamesl@CIE.UOREGON.EDU writes:
>1. Does anybody know if it is possible to rig up some kind of battery
>backup for the RAM on an ST? Not necessarily a long-term backup, but something
>that would cover short outages, like a minute or so.

I've been shown a neat external method.

AC==> Battery-Charger ==> Battery (12V) ==> Power-Inverter ==> AC ==> Computer.

This competely isolates you from glitches/power outages on the main AC lines.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

3149. Re: 50Hz v 60Hz Monitor

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 19:02:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90040307442051@masnet.uucp>
Source record: 242118

I have been purchasing games from my supplier that are in four packs in Toronto. I seem to have a problem with some of these games such a s Operation Wolf and IK+ rolling the screen, which I know from previous experience is due to the fact that my screen is 50HZ and UK screens are 60HZ (or vice versa). Anyway, my dealer keeps telling me that these games run fine for others, and that all I have to do is adjust my screen. That doesn't work, so I'm wondering, do Ataris's newer colour screens compensate for a signal of 50Hz versus 60Hz? I have one of the original 520STs and an 1985 version colour screen too. Any help would be appreciated.
---
* Via ProDoor 3.1R

3150. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 19:02:28 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3121@water.waterloo.edu>
Source record: 242002

In article <1990Apr1.000951.10368@murdoch.acc.Virginia.EDU> gl8f@astsun.astro.Virginia.EDU (Greg Lindahl) writes:

>>If issues of ST Report aren't being uploaded to comp.atari.binaries,...
>
>No, as I have explained before, it would be inappropriate for ST ...

However, users with ftp might check at terminator. They will find /atari/magazines/...

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3151. Re: Atari's blitter vs. the Mac RISC graphics unit

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 19:28:12 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1456@uvm-gen.UUCP>
Source record: 242119

From article <900319.21333002.006066@SFA.CP6>, by Z4648252@SFAUSTIN.BITNET (Z4648252):
Most of Larry's text about new Mac graphics chip deleted, so I can be brief.

> March 19th Dallas Morning News announced that Apple announced a RISC
> graphics chip that is supposed to make windows, circles, text, etc.
> draw up to 30 times faster than a 'standard Mac' whatever that is. The
> same article stated that the Mac's RISC unit 'is the first chip of this
> nature' on the market or something to that effect.
> The ballyhoo was so intense in the article that the reader would
> really think that this was indeed a 'first'.
> Now I'm just a dumb 'Joe End User' but what about the blitter chips
> for the Atari ST and Commodore Amiga?
(Essentially: How do they compare the the graphics chip?)

> Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

I'm no expert, but I would like to see a discussion about graphics and
graphic accellerators started.
As I understand it, this announcement is mostly hoopla, but
not because the accellerator is no better than a blitter. Apple is
talking about a second processor that is dedicated to graphics. This
is nothing really new, think of terminals on mainframes, but a better
comparison is to the various IBM graphics boards that include the T.I.
graphics chip (I'm always confusing it with their DSP chip, but I
believe the parts are the 34010 and 34020). Apple needs a processor
for their big 32 bit color displays, which creep along currently.
These accellerators speed up things because the CPU no longer has to
calculate and place every pixel on the screen and/or move it from
place to place. Instead, the CPU tells the graphics coprocessor what
it wants in a more abstract fashion (a circle of this size and color
at the top left of the screen for example) which can save much bus
bandwidth.
Blitters are essentially brainless beasts that operate much
like DMA, they're only supposed to move "rectangles of bits" around in
memory, so that your windows move about on the screen (or are
repainted with graphics created by your CPU off-screen, etc., etc.).
The Intel graphics coprocessor eliminates even this idea by allowing
the screen to display discontinuous areas of memory on screen (i.e.
you'd need only 1 bit map to display two separate windows of the same
scene instead of two copies painted into different parts of the screen
memory). Atari's blitter is a very limited beast because it must
compete with (cycle steal?) the CPU and DMA processor for time to do
its business (and they all split the memory BW with the video chips,
which get the other 8MHZ of BW that 150ns RAM can give). The Amiga
blitter is only part of a set of coprocessors that *have_their_own_

bus* and can do more than a ST can, partly because of more smarts and partly because they don't overload the processor bus until the Ami goes into overscan mode (funny, the display is what really turned me off the Ami, still does, I love my Mono monitor).
What probably *is* new about the Apple chip is its speed and/or particular features, all graphics co-processors must break speed records or become like the IBM (actually VMI) PGA board, which was dropped when its dedicated 8088 was actually slower than a '386 doing grpahics and everything else. See the spring IEEE Micro article on the newish Sun graphics board for details, that board is not exactly a coprocessor, because of what its designer learned from his earlier design, the PGA board.
I welcome corrections and amplificationson the theme. A fast display is what makes a machine *seem* fast, and I wonder what the TT will do to keep it's display quick - especially in the face of some mighty fast competition.

Bob Pegram Internet: pegram@griffin.uvm.edu UUCP: go figure it out for me.

3152. GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 19:45:19 UTC
From: g4r@mentor.cc.purdue.edu
Message-ID: <9140@mentor.cc.purdue.edu>
Source record: 242001

Does anyone use GNU C with gulam? When ever I try to ececute gcc,
I get a : cmd -1 exit. If I try to ececute gcc with the mouse, it does
nothing at all. What am I doing wrong?

--
	g4r	Why should I be tarred with
Purdue University	mentor.cc.purdue.edu	the epithet 'loony' merely
Computer Science Major	Drew Burnett	because I have a pet halibut ?
---+

3153. Ten Zillion People Want Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 19:59:35 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr2.195935.23111@wam.umd.edu>
Source record: 242148

Gee guys, when I said "sufficient response" I didn't mean ya had to
flood my mailbox!

OK, I can upload the 30+ sounds I have to terminator. There are a
few caveats, though.

Most of the sounds were sampled at 11KHz, so they'll sound a bit
funny when played with newbell. I'd forgotten this because I've
been using my own player which lets me specify playback speed in
Hertz. (It doesn't replace the system bell; it just plays the sample
then terminates.)

Also, since I've been using my own program, I don't know exactly what
the header for Atari samples is supposed to be. (My program just uses
the data.) Things seem to work fine when I type, e.g.,

newbell 3 foo.snd

so I think newbell just expects data as well. I know these
samples won't work with the Hippo/Navarone digitizer because
it uses relative samples instead of absolute samples. (Anyone
know of a PD program to convert these things?)

Perhaps we could persuade Dan Wilga to write a version of newbell that
would allow playback speed to be specified in Hertz (or at least one
that would allow a playback speed of 11KHz at all). Is Dan on the
net? If not, could someone reach him thru CompuServe or GEnie?

In the meantime I'll upload the sounds I have to terminator. This is
a lot of data, folks, so it'll take a few days.

A few people asked if I could send them to comp.binaries.atari.st.
I'd prefer not to do this myself since there's so much data.
Perhaps someone would be so kind as to offer to post them once
they've been uploaded to terminator?

Dave Baggett
dmb@cscwam.umd.edu

3154. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 20:09:33 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1457@uvm-gen.UUCP>
Source record: 242120

From article <2074@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
% OK, kids, here's the scoop: I don't know anything, I only report what
% I think is true. I'm a real person behind the glass screen you see,
% and I can be wrong or misinformed.

% Don't blame the messenger: if you don't like Atari's policy, say so,
% but don't say it in such a way as to blame me. Also, it won't help
% much to say it on Usenet. Write to Sam T. if you want to be heard.

% As it happens, I *am* misinformed about the RAM situation, and I'm
% REALLY sorry I got in the middle of this.

Me too, you gave us quite a scare and did no good for your employers.
Atari U.S. now has to deny vague leftover rumors from USENETers who didn't
see your last post or have already (like me) told their friends about
your earlier messages.

% It turns out that a policy
% decision was made a while ago to the effect that SIMMs (the socketed
% kind) are to be used when building STe's. I don't know if any were
% built before that decision, and whether SIPs were used in them. As has
% been pointed out, using SIMMs makes a machine upgradable without
% solder. It does NOT make them user-upgradable, at least not in the
% USA, where opening the shield (or maybe the case) voids your warranty.

With a 90 day warranty who cares? Just wait it out, and with SIMMS,
you're *much* less likely to damage your ST than with the various
kludges that are used to add memory to older STs. SIMMs should be
very easy to plug in if you are at all handy.

% Furthermore, policy decisions are subject to revision by future policy,
% so I still maintain it's a bad idea to assume that an STe has SIMMs
% rather than SIPs.

Memory seems to be the most popular upgrade, and all of your
competitors allow it, I hope the decision is not reversed *ever*.

% Finally, a side note: using SIMMs is not all rosy. The advantages of
% (dealer-)upgradability must be balanced against the disadvantages
% inherent in socketed SIMMs. They're less reliable: the sockets break,
% the contacts get dirty, the SIMMs come loose, etc. So your upgradable
% STe is less reliable than it would have been with soldered-in SIPs,
% along with being more expensive because socket+SIMM usually costs more
% than a SIP alone (I think). Lower reliability also translates into
% higher production costs because it lowers the yield in manufacturing,
% making the cost-per-shippable-unit higher.

But higher volume from giving people what they want should make that up 8-). Seriously, I hear that if you must have upgradeable memory, SIMMs (or removeable SIPS - if there is such a beast) are by far the best way to go, much more reliable than DIP sockets and so forth. Atari (not necessarily you Allan) knows all about socket problems by now.

% Remember, what I say here is *not* "The Voice of Atari" and in fact
% what ANYBODY says is to be interpreted in the context of what that
% person knows to be true, or has "heard" is true, and how likely it is
% that the person would have heard if the policy changed. I am *not*
% likely to be up-to-date on policy in manufacturing, because it's
% FAR from my concern, and I pass things along only to be helpful,
% not to be official.

I am sorry about the whole thing, please continue to post here, we all appreciate the answers, and the compliment of you consulting us on proposed changes to the rules of TOS and GEM. I also hope that you guys can get some more good people in to help, since my guess is that delays are stemming from too much to do, for way to few people. In future, wimp out on info from areas you are not directly concerned with, or at least preface such info with statements to the effect that you really *DO NOT KNOW THIS FOR A FACT*. I know you have a disclaimer in your .sig, but redundancy really helps get your point across within the limited bandwidth of the printed screen.

% My disclaimer: Read it. Live it. Be it.
% ==
% Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
% reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

Thanks, Bob Pegram (pegram@griffin.uvm.edu <still no sig>)

P.S. Not to open old wounds, but what about 2 levels of support (like Commordore's CATS <see comp.sys.amiga.tech> or Apple's 2 level support system) and/or working with an author to get good ST - TT system info out in an approved and timely manner, without having to do it all in house. just an idea,

RBPIII

3155. Re: Questions about the STE (compatibility)

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 20:17:38 UTC
From: apratt@atari.UUCP
Message-ID: <2118@atari.UUCP>
Source record: 242121

in article <3068@castle.ed.ac.uk>, eric@castle.ed.ac.uk (E S Fraga) says:
> gulam
> gcc
> GNU emacs
> Sozobon C
> TeX (any version)
> Minix
> and Uniterm.
>

All of these programs should be utterly compatible. They might not be, but the only reason would be really dumb mistakes by the authors.

I've used Gulam on STe and it's no problem, except for the "mem" command -- the authors tried to get clever and used secret addresses.

We ran the software library we had here on the STe, and the only incompatiblities we found were with programs which made illegal assuptions, like the locations of unpublished variables and the base address of the ROM. These were mostly games; the kind of program you mention had no trouble whatsoever. That's not surprising: the STe is a superset of the ST, not a subset or a rearrangement of anything.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3156. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 20:26:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1934562434@thelake.mn.org>
Source record: 242122

[In article <7083@cps3xx.UUCP>,
schultzd@cpsin1.cps.msu.edu writes ...]

> For any using Sozobon C:
>
> I was trying to compile a file which contained multiple procedures, but
> Sozo didn't like anything after the first (possibly anything not called
> main() .) I would like to be able to mudularize my programs (making a
> C program of only one procedure is kinda pointless!)
>
> Any Comments (Or am I just an idiot with a fluke problem)

Unless you have a bad download of the Sozobon package, there must be
something wrong with your code. Sozobon is quite a competent compiler.

> [I use gcc on a sun running unix most of the time. Sozobon appears to
> not have function prototyping. It would be nice if it did.]

Right. It doesn't. Good old-fashioned K&R-style C.

Be sure you aren't giving it function declarations that really are
definitions -- i.e.,

```
#include <stdio.h>
long fubar1, fubar2(); /* fubar1 is missing () */
main()
{
long l, m;
l = fubar1(); /* <<<<<-- this will make Sozobon indignant */
m = fubar2();
}
long
fubar1()
{
/* whatever */
}
long
fubar2()
{
/* whatever */
}
```

Also, you'll find that Sozobon gets disgusted with you if you're sloppy
about the distinction between ints (or longs) and pointers.

--
Steve Yelvington at the lake in Minnesota

steve@thelake.mn.org

3157. Re: Flight Simulator bombs - solution

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 20:34:06 UTC
From: apratt@atari.UUCP
Message-ID: <2119@atari.UUCP>
Source record: 242123

in article <900401.00441835.016202@SFA.CP6>, Z4648252@SFAUSTIN.BITNET (Z4648252) says:
> The bomb definitions can be found in most language manuals. The
> following comes from GFA Basic 2.0's manual:
>
> 2 bombs - BUS ERROR
> 3 bombs - ADDRESS ERROR
> 4 bombs - ILLEGAL INSTRUCTION
> 5 bombs - DIVISION BY ZERO
> 6 bombs - CHK EXCEPTION
> 7 bombs - TRAPV EXCEPTION
> 8 bombs - PRIVILEGE VIOLATION
> 9 bombs - TRACE EXCEPTION

The number of bombs is the 68000 exception number which happened... 10
bombs is the Line-A exception. Line-A is used as a back-door to VDI,
but unrecognized line-F opcodes are passed through to the bomb handler.

10 bombs - Line-A ($Axxx)
11 bombs - Line-F ($Fxxx) (used by AES/VDI, unrecognized ones go boom)

There aren't any others you're likely to get... All the 68000 exception
vectors are pointed at the bomb handler at boot time; the ones actually
used by the system are re-pointed at the appropriate handler later.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3158. Uniterm Blues

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 20:45:55 UTC
From: 4225_5132@uwovax.uwo.ca
Message-ID: <5573.261773b3@uwovax.uwo.ca>
Source record: 242150

I just got the new version of Uniterm off of the Terminator. Can anyone tell me why I am getting 2 bombs after boot up (everything is fine until I hit a key or mouse button, then it's lockup city)!

--

Andrew Semple Andrew.Semple@hydra.uwo.ca
2nd Year Applied Math/Computer Science ads@hydra.uwo.ca
The University of Western Ontario
London, Ontario
Canada "Perfection is the result of extensive correction" -Emery

3159. Re: ST-Report / CPU-Report on Usenet?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 21:05:53 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Apr2.210553.17771@murdoch.acc.Virginia.EDU>
Source record: 242124

In article <3121@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:

|||If issues of ST Report aren't being uploaded to comp.atari.binaries,...
||
||No, as I have explained before, it would be inappropriate for ST ...
|
|However, users with ftp might check at terminator. They will find
| /atari/magazines/...

Yes, the terminator people are on my mailing list and archive old
magazine issues. There's a bit of a delay, I think, between my mailing
of the issue and it showing up on Terminator.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

3160. HD Backup (a summary of responses)

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 21:25:35 UTC
From: SOFPJF@VM.UOGUELPH.CA
Message-ID: <9004030709.AA10451@ucbvax.Berkeley.EDU>
Source record: 242125

Some people wrote to me in reply to my query about HD backups.

Seems that TURTLE is VERY smooth. There is a newer version (3) available
than the one I was using. The only complaints that I got were that
some people did not like to mangle their configuration to allow TURTLE
all the memory it wants (and it wants the whole 1M, it seems).

Another point is that the archive bits are turned off when the file is
written to the staging(RAM) disk, not when they are safely on floppy,
so a problem ocurring there will mean files marked as backed up that
never made it. Both of these are the direct result of the design, and
it's unlikely the author could address these easily.
One thing I WOULD like to see (gee I want a lot for Share-ware, eh?),
is some sort of multi-tasking (2 1/2-sized RAMdisks, used in rotation?)

VAULT is pretty fast, but I gather there are some problems (2 users)
on some systems that are triggered if you allow VAULT to format the
disks (read: it's more reliable if you format them yourself first)
This seems to be a bug, and I attempted to report it to the author,
but could not get through the UUCP maze.

Attempt to open a backup disk on the desktop caused a crash (strange
non TOS format). Not totally unexpected, but messy.

I went back over my old magazines and re-discovered Meg-A-Minute, by
Dave Small and others, but haven't tried it out yet.

I tried to roll-my-own: The idea is to compress one partition into an
archive on another (assuming you have the space somewhere). I tried
ZOO, but this triggers several bugs in ZOO. I then tried ARC (ver 602
with the new 'z' parameter for directory trees), and that worked,
albeit VERY slowly (but runs unattended). Then one could use one of
the above to back that (BIG) archive to floppy. Instead, I tried
SPLITIT to break up the archive into 700K chunks, which I copied to
disk. I guess the copy of 700K files to floppy is about as fast as you
can go, as there's no stepping back & forth to directory & FAT.

Result: I'm still looking. I guess I'm spoiled by PC-TOOLS's backup
on the IBM PC. It can compress files and still keep the floppy ticking
at a good rate, all at the same time.

So what NON-PD backup systems are out there?

Comments on the above would be appreciated. Thanks.

/PJ SofPJF@VM.UoGuelph.Ca

If an idea can survive a bureaucratic review and then be implemented,
... it isn't worth doing.

3161. pittsburgh bbs

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 21:42:07 UTC
From: MXW110@psuvm.psu.edu
Message-ID: <90092.174207MXW110@psuvm.psu.edu>
Source record: 242012

Dan Karbowsky,
What terminal setup do i use to logon at your bbs (duplex, parity, etc
.) I had a little trouble trying to logon before I just got a bunch of charact
ers. thanks- MW

3162. KERMIT!?

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 22:03:00 UTC
From: WJOHNSTO@COLGATEU.BITNET
Message-ID: <9004030710.AA10493@ucbvax.Berkeley.EDU>
Source record: 242126

Hello again:

Several people responded with very helpful suggestions as to places I could obtain software and other remedies for "Atari isolation". What I need now is some way of downloading what I (presumably will be able to) find. Our VAX does not support my downloading routines (xmodem and dft, on MI-term); the staff suggest I look into KERMIT, which suggests that not everything has changed in recent years.

Does anyone have any suggestions where I could find a version of kermit that would run on my ST (512 K) and on VAX/VMS 5.2? Or suggest an alternative? I assume that with only 512K I'm out of the running for UUCP and similar stuff...

Many thanks!

Michael Johnston
WJOHNSTON@COLGATEU

3163. Re: make problems with MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 22:54:17 UTC
From: tar@naucse.UUCP
Message-ID: <1979@naucse.UUCP>
Source record: 242009

In article <22763@watdragon.waterloo.edu>, swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
> I have been having problems with the make utility and MWC.
> Whenever I use it I get the message:
>
> No shell.
>
[stuff deleted]

Although I don't use MWC anymore (I've gone over to GCC v1.37), I recall once having the same problem. After some experimentation I discovered that the MWC 'Make' program uses MSH.PRG to do its work. I had re-named MSH.PRG to CSH.PRG once upon a time, and 'Make' couldn't find the shell. After changing the name back to MSH.PRG, all was well. My guess is that you need to check the name of your shell (especially if you're running something other than MSH (Gulam, etc).

Hope this information helps you out.
>
> If anyone knows what is wrong please e-mail me.
> (I'm getting tired of re-typing
> cc -c -A whatever-file-it-is.c
> cc -A test.c -ltree -Id:\toolkit\include
> everytime I make a small change.)
>

Oops, I think I hit 'f' instead of 'R'...but I know how you feel about having to retype command lines...

> Thanks for any help.
>
> Steven W. Klassen +----------------------------+
--
Timothy A. Roeder - Northern Arizona University/Univeristy of Arizona
UUCP: ...!arizona!naucse!tar
Internet: arizona.edu!naucse!tar -- troeder@mis.arizona.edu
Bitnet: roedert@arizvm1.BITNET

3164. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-02 23:51:19 UTC
From: koreth@panarthea.EBay.Sun.COM
Message-ID: <1477@male.EBay.Sun.COM>
Source record: 242013

In article <1515@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>I had thought that Moderated Binaries served to supply:
>1. flow control -- send only so much per day.
>2. eliminate duplication.
>
>Now Censoring as been added. But is it a valid function of the Moderator?

So if someone sends me a copy of, say, the Spectre GCR code, I should just post it?

I think not. I also try to keep usage of the net legal, and as I said earlier, many network usage rules cause that to mean "no commercial software." If I were to strictly interpret the rules, shareware would be disallowed, too. My main objective, as I said earlier, is to keep all this stuff away from the attention of those who would raise a fuss about it, and thereby endanger the net as a whole.

If you disagree with my policies, I'm sorry; get enough people to agree with you and you can have me replaced as moderator (I assume such a change would require the same number of votes needed to create a new moderated comp.binaries.atari.st from scratch.) I happen to think I'm doing a good job, and I know that at least a few people agree.

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

3165. Re: Atari/Amiga help

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 00:30:00 UTC
From: tellabs.canada@canremote.uucp
Message-ID: <90040307442079@masnet.uucp>
Source record: 242129

>From: jkain@silver.ucs.indiana.edu (Jeffrey Kain)
>
>1- Is there an Amiga system with a 68030 microprocessor, capable of
>running
> a real implementation of UNIX?
>
>2- Is there an Atari ST system with a 68030 microprocessor, capable
>of running
> a real implementation of UNIX?

Although I don't closely follow news regarding the Amiga, I understand that they are close to releasing a 030 UN*X box. I do know a bit more about the Atari however.

Currently, Atari doesn't sell such a machine, but its been displaying a 030 machine that it claims will be available by the fall (this is the latest news from Atari Canada, it is noteworthy however that other subsidiaries have claimed as early as this summer; who do you believe :-?).

Regarding the flavour of Atari UN*X, and the GUI Atari will adopt, the former is a bit of a mystery to me, but the latter is to the best of my knowledge, settled.

The December 89 issue of UNIX World contained an article on UNIX GUIs, and spent some time describing InDepth, by a French company called Non Standard Logic. According to a company official, InDepth was to be bundled with the TT's UN*X - an agreement has been signed to that effect.

Which of the two machines will be out first is anyones guess, but I'm sure both will be out soon. Further, which of the two machines will be superiour is a toss-up; I'm sure both will be quality products. IMHO, however, and only IMHO, its a fair bet the Atari offering will be less pricey than the Commodore equivalent.

Sincerely,
tellabs.canada.@canremote.UUCP (Roman O)

ps. honest, I tried to be as objective as possible in my comments
pps. in any event, here's the disclaimer:

This commentary is the sender's own, and should not be confused with the many worthy comments attributable to Tellabs Canada
---
* Via ProDoor 3.1R

3166. Monthly comp.sys.atari.st posting (was:Re: 10 ugly bombs (again))

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 00:38:06 UTC
From: jvance@ics.uci.edu
Message-ID: <2617F06D.18600@paris.ics.uci.edu>
Source record: 242014

Steven W. Klassen <swklassen@tiger.waterloo.edu> writes:
> anil.pal,hl, <rachna@cbnewsm.ATT.COM> writes:
>>Is there really no one amongst all you distinguished net.atarians
>>(atarites?) who knows what 10 bombs mean. Or am i just being
>>ignored.

>Someone seems to ask about the meaning of bombs quite regularly,
>and answers seem to go across the net quit regularly.

Another great reason for having a monthly posting.
This is definately one of those lists and answers that should be included
in the monthly posting.
Many of these questions it seems get asked about once every month.
What better way to answer them then in a monthly posting. It also
would make a great resource for all atarians. Something like a
quick reference guide:
"Everything you always wanted to know about an ST that Atari didn't tell you"
(just kidding)

But seriously, this is something that has come up for quite awhile now.
Is anyone collecting responses and working on this monthly deal? I know
someone brought it up a few weeks ago but I don't know if anything is being
done.

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

3167. Re: Concatenating files

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 01:19:04 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr3.011904.26324@cs.dal.ca>
Source record: 242019

>> How can I concatenate a group of files into one file? I just spent a lot
>>of time downloading gcc137.zoo?? from terminator and now I need to put all
>>the files into one big file. Is this possible (I hope)?
>
>I don't know about your file in particular, but I frequently catenate text
>files using "Gulam" on my ST.

All this will work, but it is unnecessary. As I have pointed out
several times, Dumas' UUD program can easily be hacked to decode a set
of files without concatenating and editing them. I have made a version
called WD which will handle multiple files, concatenated files with junk
between the sections, and the IBM formats as well. Send mail to the
following address if you want it.

I have passed these code changes on to the author of UUD, but he seems
to have vanished from the net.

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

3168. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 01:40:38 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Apr3.014038.9157@gumby.cc.wmich.edu>
Source record: 242016

In article <900321225131.250587@DMZRZU71-UNI-MAINZ--GERMANY> Ritzert@DMZRZU71.BITNET writes:
>
> Question to well informed people: is there anything in the st (mega) or
> the monitor (sm124) which might get overloaded or damaged if the computer is
> running and the monitor is switched off?

If there is, I'd be extremely surprised, since I've been doing this for years with my ST's. When I go home at night, I shut off the monitor and leave the system on. Frequently, I don't shut down the computer for weeks at a time. I've never had any problems as a result of it.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3169. Digitized Sounds Now Available at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 01:42:14 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr3.014214.26178@wam.umd.edu>
Source record: 242017

About 30 digitized sounds are now located in

terminator:atari/new/SAMPLES/

(terminator's address is 35.1.33.8)

Have fun! (Try explode.snd as a system beep!)

Dave Baggett
dmb@cscwam.umd.edu

3170. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 02:15:58 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1211.2617c10e@miavx1.acs.muohio.edu>
Source record: 242133

In article <900321225131.250587@DMZRZU71-UNI-MAINZ--GERMANY>, Ritzert@DMZRZU71.BITNET writes:
> there has been a lot of discussion on the varios screen savers. What
> about this alternative:
> switch the monitor off while the machine is doing a run of several hours
> (for example, making gnu c or TeX fonts).
>
> This may be in addition to a software screen saver.
>
> Question to well informed people: is there anything in the st (mega) or
> the monitor (sm124) which might get overloaded or damaged if the computer is
> running and the monitor is switched off?
>
> If not this method should be the best for the sm124. If You run the
> sm124 24 hours a day, some parts in it are really prone to get damaged,
> e.g. c711 and c915.
>
> Michael Ritzert
> mjr@dmzrzu71.bitnet
The main point you are missing is that it is much harder on electronic equipment to turn it off and on than to just leave it on. Most equipment failures occur during powerup. Look at it this way, When was the last time you saw a light bulb just burn out on its own while the light was on? Most of the time, it blows right when you turn it on. So, it's bad to turn electronic equipment on and off too much, but it is also bad to leave your monitor on the same picture for hours and hours. A better manual solution would be to just turn the brightness and contrast knobs down all the way, but a screensaver is better (IMHO) because it never forgets to dim the screen.

For the record, my personal favorite is oatbran. mainly because I only have 1 meg and acnnot afford to waste memory on a fancy screen saver.

--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

3171. Strange Mega Keyboard Problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 02:19:29 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Apr3.021929.9683@gumby.cc.wmich.edu>
Source record: 242018

I replaced my 1040 with a Mega 2 system a couple months ago, and initially everything was fine. Then I started "losing" r's. At first, I chalked it up to clumsy typing on a keyboard with a different feel (you generally have to depress Mega keys a bit further, and I was very used to my old 1040 keyboard).

After a while though, it became evident that it wasn't me, it was the Mega keyboard. Sometimes I'd lose one 'r', then get the next one OK. Once in a while I'd lose several 'r's in a row, sometimes up to five of them (with a full stroke key depression). Very rarely, I'd get multiple 'r's. I should also mention that I turned up the keyclick volume to monitor feedback, and when I was dropping 'r's, there was no keyclick either (indicating a mechanical keyboard problem).

I was fairly certain that it was a dirty (oxidized) or defective key switch (sort of odd on a brand new keyboard, but?).

After I few weeks, the 'r' problem disappeared, to be replaced by a 'g' problem! This seems pretty odd, to say the least, and seems hard to attribute to the mechanism. The 'g' problem has lingered for the last couple of weeks, and I'm anticipating it to move on to new territory soon.

Has anyone else ever experienced anything similiar to this? Or does anyone have any ideas as to what the cause might be? Perhaps some pesky varmint that moves his home periodically? (I was going to post this yesterday, but decided nobody would take me seriously if I did. The problem is real, and this is not a joke.)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3172. 1040ST For Sale in Indiana USA

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 02:29:00 UTC
From: EDGINGTC@Wabash.BITNET
Message-ID: <9004030710.AA10525@ucbvax.Berkeley.EDU>
Source record: 242045

Well, I guess I'll keep breaking this system up until I get rid of it all. I have a 1040ST with monochrome monitor. Will sell to best offer. Have other things also if interested.

edgingtc@wabash

3173. How to use comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 03:15:37 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1483@male.EBay.Sun.COM>
Source record: 242021

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: February 20, 1990

A preliminary note, for those of you who know most of the below already: the official archives on panarthea are NOT reachable via anonymous ftp from the Internet. Read on for information about accessing them by mail, or see the table at the end of this document for a list of alternate archive sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than normal text. Usually, a binary that is posted to the net will contain executable (program) files. Binaries are distinct from _s_o_u_r_c_e_s, which are the human-readable text files that are interpreted by a computer and used to produce binaries. Sources can be modified with relatively little effort, and are usually pretty easy to read. Binaries are not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and electronic mail) are not always capable of handling a pure binary file. They are designed to handle textual messages, and the odd symbols and characters in a binary cause them to become confused, and often to mangle the binaries. To avoid this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencoding translates a binary file into text characters, so that the news and mail transport programs won't mess up. The disadvantages are that uuencoded files are about 30% bigger than the raw binary files they represent, and that you have to go through one extra step to get the binaries to work on your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the

arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segregated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources

groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

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|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know

about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be
wrong. Mail servers usually respond to the word "help"
alone in a mail message. Some of the sites listed below may
not contain full archives of comp.binaries.atari.st, and
some may have other files.

Address Type Comments

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wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@
panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives

Using Binaries -6-

marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

3174. Re: Monthly comp.sys.atari.st posting (was:Re: 10 ugly bombs (again))

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 03:32:45 UTC
From: dhe@uafhcx.uucp
Message-ID: <3989@uafhp.uark.edu>
Source record: 242020

Steven W. Klassen <swklassen@tiger.waterloo.edu> writes:
anil.pal,hl, <rachna@cbnewsm.ATT.COM> writes:
>Is there really no one amongst all you distinguished net.atarians
>(atarites?) who knows what 10 bombs mean. Or am i just being
>ignored.

Since no one seems to want to step forward about your ten bombs, I guess I'll try to answer your question. The 68000 doesn't actually have an exception (what Motorola has termed as a machine language error) which would produce 9 bombs, but it has been my experience that if a program crashes severely, it can generate two exceptions (or two sets of bombs one right after another on the screen). For example two divide by zero exceptions will cause 10 bombs (5 + 5 bombs = 10) -- so any combination which makes 10 bombs could be the two true errors, unfortunately it's very difficult to tell which two exceptions it might be.

-Dave

==
dhe@uafhcx.uark.edu David Ewing, University of Arkansas
dhe@uafb15.uark.edu "DON'T PANIC!!!" Computer Science Engineering
==

3175. RE: TeX

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 04:11:00 UTC
From: CHARLOP%DAQ%NPL@UWCHEM.CHEM.WASHINGTON.EDU
Message-ID: <9004030711.AA10585@ucbvax.Berkeley.EDU>
Source record: 242046

I just got TeX and LaTeX from Current Notes. This implementation will run on a 1 Meg machine with harddrive (although you have to boot with almost nothing in the autofolder). It came on 5 doublesided disk. The cost was $4.00 perdisk and they take mastercard and visa. It also came with some nice docs to get the novice started.

I have also seen TeX on the Terminator archive for anonymous ftp. But it is about 2-3 Megs of files to port.

Hope this helps. I haven't had time to check out the CN implemenation yet. If there is interest, I may post a review to the digest.

Aaron the Alchemist
Charlop@npl.npl.washington.edu
Charlop@uwchem.chem.washington.edu

3176. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 05:09:07 UTC
From: buchanan@cs.ubc.ca
Message-ID: <7376@ubc-cs.UUCP>
Source record: 242023

In article <1515@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>In article <35429@grapevine.EBay.Sun.COM>, koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>> There have been many comments here recently about my policy on demos on
>> comp.binaries.atari.st. I'd like to take this opportunity to explain my
>> position, so everyone will at least know where I'm coming from.
>>
>Perhaps the question here is the line between Moderation and Censoring.
>
>I had thought that Moderated Binaries served to supply:
>1. flow control -- send only so much per day.
>2. eliminate duplication.
>
>Now Censoring as been added. But is it a valid function of the Moderator?
>
>P.S.
>I never distribute thru atari.binaries for just this reason. I don't
>need a self appointed Censor picking through code looking for
^^^^^^^^^^^^^^

Woah there buddy. I seem to recall that we waited a long time
before any one volunteered. This remark is totaly uncalled for.

You are right that there is a fine line between moderation and
censorship. In my books Steve has made the right decision. The net should
not be used for a blanket distribution of commercial software.

>Howard C. Johnson

==
	==============================
John Buchanan (juancho)	buchanan@cs.ubc.ca
	==============================
Imager	(604) 228-2218
Department of Computer Science	==============================
University of British Columbia	Standard disclaimer
Vancouver, BC, Canada	included in this
	box, right here.
==

3177. .snd files

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 05:10:30 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Apr3.051030.7210@terminator.cc.umich.edu>
Source record: 242037

Hi everybody,

All of the sound files that have been recently spoken about are now available
at terminator in the ~atari/music/samples directory.

A big thanks to Dave for uploading them.

Have a swell day,
Jmw

3178. Re: GNU C

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 05:48:01 UTC
From: brazil@pawl.rpi.edu
Message-ID: <}'K#!^&@rpi.edu>
Source record: 242025

There are two possible problems. The first is that Atari ZOO "adapts" filenames by translating characters. Two important ones are '-' to '_' and '+' to 'r'. Check the files in your \bin and \lib directories. You'll find that the compiler, for example, has been renamed from gcc-cc1.ttp to gcc_cc1.ttp. Unless you have modified the gnu.g file to account for this, gcc won't be able to find its components. This leads me to the other problem, the gnu.g file. You must customize it to your system, and execute it before using gcc.

-Tim Onders
brazil@pawl.rpi.edu

3179. Monitor weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 06:02:14 UTC
From: warningm@prism.cs.orst.edu
Message-ID: <17307@orstcs.CS.ORST.EDU>
Source record: 242049

My mono(SM124) monitor decided to flip out on me today. It will jerk the screen back and forth horizontally for several minutes, and then shift the entire screen to the left. If you drag a icon or window to the extreme left, it will come up reversed as if the left side of the screen had been folded on top of the rest of the screen. All this will start to happen after the monitor has been on for several minutes, and you have to turn it off for a minute or so to get it back to normal.

Is this some common, easy to fix problem, or do I have to get it serviced? (It's only about two months old...)

Mike Warning
warningm@prism.cs.orst.edu

3180. games-l

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:05:24 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004030704.AA09970@ucbvax.Berkeley.EDU>
Source record: 242041

Dear netters,
there is a list games-l available on listserv@dhdurz1.
Thomas Neser <So01@Dmarum8.Bitnet>

3181. PC-Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:08:27 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004030708.AA10314@ucbvax.Berkeley.EDU>
Source record: 242042

Dear netters,
does anyone have more information about the PC-emulator of
Vortex?
Thomas Neser <So01@Dmarum8.Bitnet>

3182. Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:09:29 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9004030709.AA10423@ucbvax.Berkeley.EDU>
Source record: 242044

Many thanks to all for keyfix.tos (I got ten answers !). I didn't know there were so many ST users on Usenet in France...
Well, I dowloaded keyfix.tos from Panarthea (which I should have done for a long
time). Someone else sent it to me too (Merci Fethi !). I uu-decoded it, tested it and ... it doesn't work ! I tried different system setups (TOS 1.4, 1.0, 1.6)
with/without DAs, and it keeps on giving me an 'insufficent memory tos error' (#
39) (even with a debugger : maybe an error in the program header). It seems that
I'm facing a transmission error, but there's exactly the same problem with both versions !
Now i've ordered the source from panarthea (hey, I didn't forget to have a look in my lists before crying for help !), so I hope to have a fixed Gulam soon.
Thanks anyway,
Eric

Eric Dujardin
Ecole Superieure d'Electricite (SUPELEC) - France

3183. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:33:55 UTC
From: logajan@ns.network.com
Message-ID: <1990Apr3.073355.19796@ns.network.com>
Source record: 241855

In article <7376@ubc-cs.UUCP> buchanan@cs.ubc.ca (John Buchanan) writes:
>The net should not be used for a blanket distribution of commercial software.

Heaven forbid that something useful should actually come across the wires.

It seems a bit silly to me to allow (pay for) any and all "noise" traffic,
and then only balk if the noise becomes useful to someone (and only then
useful in a very specific way.)

But hey, I don't pay the freight, far be it from me to insult anyone's
eccentricities.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

3184. Re: Monthly comp.sys.atari.st posting (was:Re: 10 ugly bombs (again))

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:34:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11604@stag.math.lsa.umich.edu>
Source record: 242008

In article <2617F06D.18600@paris.ics.uci.edu> jvance@ics.uci.edu (Joachim Patrick Vance) writes:
%Steven W. Klassen <swklassen@tiger.waterloo.edu> writes:
%>Someone seems to ask about the meaning of bombs quite regularly,
%>and answers seem to go across the net quit regularly.
%
% Another great reason for having a monthly posting.
%This is definately one of those lists and answers that should be included
%in the monthly posting.
% Many of these questions it seems get asked about once every month.
%What better way to answer them then in a monthly posting. It also
%would make a great resource for all atarians. Something like a
%quick reference guide:
%"Everything you always wanted to know about an ST that Atari didn't tell you"
%(just kidding)
%
% But seriously, this is something that has come up for quite awhile now.
%Is anyone collecting responses and working on this monthly deal? I know
%someone brought it up a few weeks ago but I don't know if anything is being
%done.

Sounds like a terrific idea. Would anyone care to go thru all of the old postings and distill all the best information into a book? (I thought not...)

What exactly can we put into a monthly posting? The intro to comp.binaries is already posted every month, and describes how to get stuff from the archive sites. That seems to be the best we can really do - all the resources are there, at the archive sites, you just need to know how to get to them.

The problem with actually digesting usenet info is verifying the accuracy or usefulness of the information. This would be highly time-consuming... And I don't know of any site that actually archives all of the discussion newsgroup. A lot of good info comes down the pipe, and apparently flows to the bitbucket. This newsgroup could seriously use the equivalent of a moderator, more like an editor or librarian. Not to censor what gets posted, but to cull thru postings and select info for archiving. Anyone care to volunteer?

--
-- Howard Chu @ University of Michigan

3185. TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 07:44:41 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2812@sactoh0.UUCP>
Source record: 242031

What's this I have heard about the TT possibly not having the Atari name?

I heard this "rumor" and the person has not given any kind of source. I do not believe it, unless someone out there has heard the same thing.

Another is that the TT case is to be redone- and after all that Atari did to get that thing at least a Class A certification? Perhaps so to get a Class B, but the rumormonger gave no information.

I should clarify- I will not believe that the TT will be marketed under another manufacturert unless I hear it from Atari themselves.

(Sounds like someone is more than a bit gullible to pass on everything that they heard)

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

3186. TOS versions and country codes.

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 08:51:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004040702.AA08926@ucbvax.Berkeley.EDU>
Source record: 242010

Hi,

In the recent discussion about FAT problems some people stated they
did not know what TOS version they were actually running. Or what the
country code was. Below is a short GFA Basic V3.0 program that will
show you the TOS version and date, GEMDOS and AES version and
the country code. I included a list of known country codes, but
I'm not sure they are all correct. The only ones I ever saw were
3 (for UK) and 13 (for Holland).

```
----------------------Cut here---------------------------------
' GFA basic version 3 program to show TOS, GEMDOS and AES versions,
' TOS date and country code
'
' First get the system base
sysbase%=LPEEK(1266)
'
' TOS version is encoded 2 bytes higher, date 24 bytes higher
' and the configuration bits 24 bytes higher.
'
tosversion&=10*PEEK(sysbase%+2)+PEEK(sysbase%+3) !(10 for 1.0 etc.)
tosdate$=HEX$(LPEEK(sysbase%+24))
os_conf&=DPEEK(sysbase%+28) !contains pal mode and country code
'
' For the GEMDOS version we can use GEMDOS itself
'
gemdos_version=GEMDOS(48)
gemdos_main=BYTE(gemdos_version)
gemdos_release=(gemdos_version AND &HFF00)/&H100
'
' The AES version is present in the global array
'
aes_version$=HEX$(DPEEK({GB+4}),4)
'
' get the country arrays:
DIM code(14),country$(14)
FOR i=0 TO 14
READ code(i),country$(i)
NEXT i
PRINT "System information:"
PRINT
PRINT USING "Active TOS version #.#",tosversion&/10
PRINT "Generation date: ";
PRINT MID$(tosdate$,3,2);".";LEFT$(tosdate$,2);".";RIGHT$(tosdate$,4)
PRINT "GEMDOS version: ";gemdos_main;".";gemdos_release
```

```
PRINT "AES version: ";MID$(aes_version$,2,1);".";MID$(aes_version$,3,1)
country_code&=SHR(os_conf&,1)
PRINT "Country code: ";country_code&;
IF country_code&<14
PRINT " (";country$(country_code&);")"
ELSE
PRINT "Unknown country code"
ENDIF
DO
LOOP UNTIL INP?(2) OR MOUSEK !wait for user action
END
' DATA for country identification
' source: ST COMPUTER november 1989.
DATA 0,"USA"
DATA 1,"FRG"
DATA 2,"FRA"
DATA 3,"UK"
DATA 4,"SPA"
DATA 5,"ITA"
DATA 6,"SWE"
DATA 7,"SWF"
DATA 8,"SWG"
DATA 9,"TUR"
DATA 10,"FIN"
DATA 11,"NOR"
DATA 12,"DEN"
' Dutch code was found to be 13 not 14, probably swapped with SAUdi code.
DATA 13,"HOL or SAU"
DATA 14,"SAU or HOL"
--------------------------cut here-------------------------------------
```

I could send a compiled version to anyone who needs it.

==========
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==========

3187. Yikes!!! All my disks are empty!!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 08:58:55 UTC
From: loki@moncam.uucp
Message-ID: <LOKI.90Apr3095855@marvin.moncam.uucp>
Source record: 242011

Is there any obvious reason why a disk drive should suddenly think all disks are empty? It happens on both drives, even tried separately and using various combinations of cables, so I imagine the problem is on the motherboard; basically, it knows when a disk is in or out, but it just can't see the data (and I *know* it's got data on it, unless a gremlin has erased *all* my disks!!!). It tries to format, but fails right at the very end (when it tries to read/write the volume label?) The format worked, but I was unable to create a folder... Can it be something simple like a loose connection, or does it have the ring of something more ominous?

Any help greatly appreciated. I will email you a Mars Bar!!!

--
Harry Fearnhamm, ,---.'\ EMAIL: loki@moncam.uucp
Monotype ADG, (, /@)/ ...!ukc!acorn!moncam!loki
Science Park, /(_/ ') VOICE: +44 (0)223 420018
Cambridge, \,`---' FAX: +44 (0)223 420911
CB4 4FQ, DISCLAIMER: Nothing is True.
ENGLAND. Everything is Permitted.

3188. TOS 1.4 and the UK

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 09:12:52 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGNFDDNRBCDZ.at.UMPA>
Source record: 242015

To everyone in the UK - has anyone managed to get hold of TOS 1.4 yet ?
I've been trying to run this new desktop GEMINI - which looks pretty
good, but it crashes. I vaguely remember something about it being for
TOS 1.4 so my old mega4 with TOS 1.09 doesn't seem to be able to cope.
Also has anyone got the blitter - does it really so an improvement and
is it worth the cost - what ever that might be?
What about the HYPERCACHE by Third Coast Tech - any pros and cons - anyone
used it with OPUS, UNITERM, TeX/Latex, SHOWDVI, DVI2SLM, TOUCHUP - being
the programs I mainly use - what about with games software - hope you
can turn it off - I have enough problems without them running even faster!

Thanks for any info
Steve C.

3189. SPECTRE & DISKCOPY & SYS 6.05

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 09:39:22 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000034@ux1.cso.uiuc.edu>
Source record: 242050

Spectre Users:

I tried to get the new system 6.05 software from apple.com, but it comes in a .image format which is to be used with Apple's diskcopy which will not load on Spectre 2.0. Is there an older version of diskcopy that will work with .image files and Spectre GCR?

Thanks.

-- Greg

3190. GCR & Stacy & HardDisk access

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 11:03:55 UTC
From: qralph@dna.lth.se
Message-ID: <1990Apr3.110355.26669@lth.se>
Source record: 242026

Hi folks,
Have heard some rumor about something called "Mac", dunno nothing about it.
BUT - when passing the Atari shop yesterday they had put some stuff, GCR or
whatever, into the belly of a Stacy 2. All fine and nice (thou the nice
Atari desktop was missing), but they couldn't access the hard disk! As they
know I am scanning the net they asked me to ask - is there any trick involved?
Also - any info how the hard disk is attached in the Stacy? They said it is
preformatted, prepartitioned, and no human being except High Priests can make
any kind of changes there. Info?

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

3191. Re: make problems with MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 12:20:27 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1518@lzsc.ATT.COM>
Source record: 241854

In article <1979@naucse.UUCP>, tar@naucse.UUCP (Tim Roeder) writes:
> In article <22763@watdragon.waterloo.edu>, swklassen@tiger.waterloo.edu
> (Steven W. Klassen) writes:
> >
> > I have been having problems with the make utility and MWC.
> > Whenever I use it I get the message:
> >
> > No shell.
> >
> I recall once
> having the same problem. After some experimentation I discovered that the
> MWC 'Make' program uses MSH.PRG to do its work. I had re-named MSH.PRG to
> CSH.PRG once upon a time, and 'Make' couldn't find the shell. After
> changing the name back to MSH.PRG, all was well.

Also, make sure that your PATH in setenv allows your location of msh.prg
to be found. EX:
setenv
PATH = .cmd,,c:\mwc\bin, This is where I have msh.prg as well as make.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3192. ICON language

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 12:34:45 UTC
From: K331672@AEARN.BITNET
Message-ID: <9004040701.AA08862@ucbvax.Berkeley.EDU>
Source record: 242022

Hello |

I have just downloaded the language ICON from a server, but there
seems to be no documentation about this language. I only know that it is
a follow up from SNOBOL/4, but that's all.
Is there somebody out in netland who can point me to some documentation ?
I would be very happy to get a language description, examples, and so on.

Thanks
Gerfried

3193. Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 13:45:03 UTC
From: ulbj@me.chalmers.se
Message-ID: <6156@me.chalmers.se>
Source record: 242036

Where can I find the latest version of Gulam. Please respond by e-mail.

"
Ulf Bjorkenstam
ulbj@me.chalmers.se

3194. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 13:46:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <499504e9.20b6d@apollo.HP.COM>
Source record: 242034

In article <2812@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>I should clarify- I will not believe that the TT will be marketed
>under another manufacturert unless I hear it from Atari themselves.

Not to sound overly cynical or anything, but why would you give it
any more credence even then?
--
>>"Aaiiyeeee! Death from above!"<< | Steve Rehrauer, rehrauer@apollo.hp.com
"Flee, lest we be trod upon!" | The Apollo System Division of H.P.

3195. SuperCharger, MSDOS HW Emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 13:48:32 UTC
From: ogorman@espoir.hasler
Message-ID: <1242@hslrswi.UUCP>
Source record: 242033

Is anybody out there using the Condor Computer SuperCharger
MSDOS emulator for Atari ST?

For info, this is a V30, 1MByte RAM box which connects to the
DMA port of the Atari (or hard disk, in a daisy chain), and allows
MSDOS to be run, using all the I/O devices of the Atari: screen
(Hercules), keyboard, MS-mouse, floppy (720K), hard disk, serial
port (COM2) and parallel port (LPT1). It comes with MSDOS 4.01.
Upgrade to BIOS planned to allow use of Atari RAM as expansion
(or extended? I never know!) memory. Free software upgrades fo
purchasers.

Cost was UK#350, purchsed recently in London. Much to my horror,
I discovered that it is for sale cheaper here in Switzerland -- groan!

However, I have had some problems -- it occasionally crashes
when I am using Enable, an integrated WP, spreadsheet, DB and
telecoms package, and also using the Norton Commander. The
IBM Hard Disk Organiser does not function either -- it complains about
the format of the date being too complex!

The problem with Enable may have something to do with the fact that
my keyboard connector on Atari Mega-ST2 was loose, but this has now
been fixed, and the crashes still happen, although far less frequently.

Condor have indicated that they will investigate the problem, if I
can make it reproducible.

I am interested to know if anyone else is using the SuperCharger:
what packages are running and any problems encountered.

==
Ian O'Gorman
Dept. 55A2, Ascom Hasler Ltd., Belpstrasse 23, CH-3000 Berne 14
Voice: +41 31 631671 Fax: +41 31 631137
E-mail: ogorman@hslrswi.ch
X.400 (real soon now): C=CH;A=ARCOM;P=POSTESS;S=OGORMAN;G=IAN
==

3196. Sm124 wanted

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 13:50:00 UTC
From: chad@norge.enet.dec.com
Message-ID: <9902@shlump.nac.dec.com>
Source record: 242035

Hi

A friend of mine is looking for a SM124 monochrome monitor.

If you have one to sell please call him at his place
of work (Daddy's Junky Music) at 603-888-1160.

His name is Tim Miller.

Thanks

Chad
chad@norge.enet.dec.com
DEC has no opinions!

3197. Whinge Whinge!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 13:56:00 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2171@onion.reading.ac.uk>
Source record: 242024

In article <1990Mar29.054601.8487@kaukau.comp.vuw.ac.nz>,
aaron@pencarrow.comp.vuw.ac.nz (Aaron Roydhouse) writes:

>In article <1990Mar27.191012.10607@ccu.umanitoba.ca>,
>bright@ccu.umanitoba.ca (Bob Bright) writes:
>>
>> In light of the recent interest in posting a monthly "Intro. to
>> Comp.sys.atari.st", I suggest that we also post the following on a
>> monthly basis, under the title "GENERIC COMP.SYS.ATARI.ST WHINE".
>
>Do you think .st posters are just the sort of people who whine too much,
>or are you prepared to consider the ever so vague possibility they have
>something(s) to complain about?
>

I agree with both of you, there are plenty of problems and grievances
that need to be aired, BUT ..shouldn't it be done under a newsgroup such as
comp.sys.atari.st.d ? I _think_ that is what Bob is trying to say, and he ,like
me, is fed up with wading through countless articles on 'Atari Financial
Condition',etc in a newsgroup where only articles relating to the ST's
operating system, software, hardware etc should be appearing. I think that is
where Aaron is possibly missing the point.

I know what you're thinking -

"But you are doing exactly the thing you are complaining about"

vvvvvvvvvvvvvvvvvvvvvv
Yes, because there _isn't_ a comp.sys.atari.st.d, so how do we get one ??
^^^^^^^^^^^^^^^^^^^^^^
There must be someone out there who has the power to create this newsgroup,
which I feel is definitely needed. So how 'bout it?

~~~~~~~~~~~~~~~~~~~~~~

Ok. That's my beef. However, if you feel strongly enough to barbeque me over anything,
EMAIL me, don't start another flame war. Also , there is the
possibility that I have my facts wrong, ie .st.sys.d does exist in some form,
and I don't know about it. In this case, my question becomes

"Why isn't it being used, and how come I don't know about it?"

I hope this article is received in the manner in which it was written, ie
with a more interesting and better organised .sys.st in mind.

Cheers, David.
~~~~~~~~~~~~~~~~~~~~~~

-=-=-=

3198. Re: SPECTRE & DISKCOPY & SYS 6.05

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 14:09:47 UTC
From: rvanzuylen@ez.enet.dec.com
Message-ID: <9918@shlump.nac.dec.com>
Source record: 241851

In article <16000034@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
> Spectre Users:
>
> I tried to get the new system 6.05 software from apple.com, but it
> comes in a .image format which is to be used with Apple's diskcopy
> which will not load on Spectre 2.0. Is there an older version
> of diskcopy that will work with .image files and Spectre GCR?
>
> Thanks.
>
> -- Greg

The isn't really an answer, but... 6.0.5 doesn't work with Spectre, including version 2.65; the system just freezes. We're probably going to have to wait a relatively long time until this gets fixed (Spectre 3.0?).

For now, 6.0.3 is probably the best choice with the Spectre. 6.0.4 works great (I use it), but the system always thinks it is running on a Macintosh 512KE.

I've been using Spectre 2.65 for a bit now... and it is a vast improvement over the older software. I'll post by compaint list about 2.65 one of these days. :-)

--Ron

3199. Re: 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 14:13:25 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr3.141325.7997@chinet.chi.il.us>
Source record: 242027

Second in frequency to questions about what some number of bombs means is
questions about what some LARGE number of bombs means (for instance, 10).
The ST seems to keep putting up bombs for errors in a line as they happen.
So more than 2 or 3 bombs is as likely to mean several errors as to mean
the particular error that would give that number of bombs.
Steve J.

3200. Help: second drive in Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 14:31:57 UTC
From: hbergh@oracle.nl
Message-ID: <616@nlsun1.oracle.nl>
Source record: 242032

I've tried to connect a second hard disk to my Megafile 30.
To do this, I soldered a 20 pin header on the controller to connect the
second data cable. I put a second connector on a longer flat cable for
the 34(?) pin connector. Then I tried to access the second drive.
It was selected, but I couldn't read anything from it.

My question is: do I need to modify anything else on the controller?
While checking the 20 pin header, I found that pin 17 was connected to
ground via a strange way. Should I cut this wire?

Note: it has nothing to do with the drive, because that one works fine
as drive 0, and gets selected when connected and jumpered as drive 1.

Thanks a lot,

Herbert van den Bergh hbergh@oracle.nl
++31 340694211 !mcsun!orcenl!hbergh

3201. Monthly 'comp.sys.atari.st' posting

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 14:42:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Apr3.144752.21878@cs.umn.edu>
Source record: 242028

After some consideration, I've decided to volunteer to put together and post a monthly informational article. It will take me about a week to put together information from past comp.sys.atari.st postings, so you can expect a test run sometime around the 17th of April.

To be included in the posting:

1) Where can I get PD/Shareware, and how?

2) What does TOS ERROR nn mean?

3) What about them bombs?

4) Is there a PD ...
C compiler
Pascal compiler
FORTH
LISP
whatever?

5) What sort of articles would interest people reading comp.sys.atari.st?

6) Where can I get copies of ST Report and ZNET?

7) Other frequently asked (and answered) questions

Anyway, I'd appreciate some e-mail messages with your own suggestions about appropriate questions [and their solutions], etc.

About the only thing I won't be including are the monthly postings by Steve Grimm -- since he does such an excellent job keeping us aware of the Panarthea server.

-- David Paschall-Zimbel

3202. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 15:12:18 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6483@blake.acs.washington.edu>
Source record: 242040

In article <1990Apr2.004656.12353@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <16000033@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>The best place to look is Mac archives. One archive that has some
>I've extracted the data from most of these files and could upload
>them to terminator (for use with newbell) if there is sufficient demand.
>The folks running terminator would probably want to make a new
>directory for samples, since I've got quite a few.
>
>Any takers?
>
>Dave Baggett
>dmb@cscwam.umd.edu

Definitely I ...

Would be great to have a directory of
samples at Terminator....

BTW: I and others have noticed that on occasion (and to
the point of frustration at times) NEWBELL "can't open file"
.. rebooting several times, coldbooting ... eventually solves
the problem... is there a fix for this? I have tried reordering
NEWBELL.prg in my auto folder.. doesn't seem to do much..

THanks

-kevin

3203. Gulam Hooks

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 16:36:07 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2172@onion.reading.ac.uk>
Source record: 242029

Hi there! I need help..

I am writing a text editor, which is to be run from Gulam. One feature that the editor has is that it can do shell commands, akin to :!<cmd> in vi. I have managed to achieve this using the SHELLP variable, as described in the article by (I think) Leroy Dickey and .. I must apologise, I cannot remember his name, but it's the chap who wrote the example program to show how to use Gulam hooks in the same article. This article was released with version 1.03.04.05 of gulam.

The problem is, when I have re-entered my editor after doing a shell escape , I lose control of all the keys in the cursor-key block on the keyboard. It is as if the action of calling gulam enables it to 'capture' these keys (for use by ue, I presume) and interferes whenever they are pressed. How do I release these keys ?? I am hoping there is some kind of hack to tell gulam to let go, and let me deal with any key presses that occur.

Can anyone help? Please?

Thanks,

David.

-=-=-=

3204. .HIG files

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 17:04:59 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004031546.AA15284@fsucs.cs.fsu.edu>
Source record: 241852

I ftp'ed an arced file called fracts (or something close to that) from somewhere, and it contained what looks like data files for a non-included program. They all ended in .HIG. Does anyone know what/where this program is? Also, anyone have a copy of Fractal Magic for the ST? I would like to hear a thumbnail review before I plunk down my cash.

--

```
-------------------------------------------------------------------------
--------------------------------+----------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
--------------------------------+----------------------------------
-------------------------------------------------------------------------
```

3205. Re: Single-sided atari drives

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 17:19:17 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1461@uvm-gen.UUCP>
Source record: 241867

From article <2593@calvin.cs.mcgill.ca>, by depeche@quiche.cs.mcgill.ca (Sam Alan EZUST):
> In article <633@ksr.UUCP> fay@ksr.UUCP (Peter Fay) writes:
>>Has anyone tried upgrading one of those old cruddy single-sided Atari
>>external drives to a double-sided drive by just pulling out the old
>>drive and inserting a 720K TEAC or whatever? Does it work with no
>>hitches? How about a 1.2 Meg drive - anyone tried that?

> I tried taking out the chinon 720k drive which was built-in to my 1040
> and replacing it with a panasonic 720k
> (the stupid drive burned out) and THAT
> didn't work... The cables fit perfectly, but when I turned my computer on,
> the drive would just spin infinitely - never seeking. I tried this
> on another panasonic - same thing. I think standard IBM drives
> don't work properly on the ST - perhaps some jumpers must be set
> but the techie folks at the store I bought the drive from had no idea
> how to do it.

It depends very much on which version of the 354 (or 520 STFM) you have and
which drive you want to put into the case. I modified my '85 354 with
a NEC DSDD unit, it actually gave me less trouble than my other drive,
a Teac unit in Tandy case. Things to know:

1st: STs must have all drives jumpered as DS0 (A). Most disks are
delivered jumpered to DS1 (B) as IBM uses that for all its PC drives.
Atari and IBM just switch the select lines after the 1st drive, the idea
is that properly jumpered drives can be plugged in anywhere and work
right off the bat. Yes, ST drives are pretty much IBM compatible drives.
The down side is that most of them will not allow you to continue to
use the Atari face-plate, and you will have to hack up your drive case.

2nd: On Tos versions 1.0 and 1.2, the St looks to see if the write
protect signal has been toggled before going out to check if the disk
has a different (random - but not on genuine IBM formatted floppies)
disk ID #. Only then will it reload the disk's directory into
memory. Some disks inhibit the write protect signal when disks are
removed, and then your ST never knows that you changed disks. Usually
you can just connect ("Wire OR", wire wrap worked for me) the standard
"media change" signal to the write protect signal coming out of the
drive. Sometimes though (e.g. on Sony drives) more extensive
modifications are needed.

3rd: Late model STs used below spec drives (track to track seek time
slower than originally specified), these drives are frequently Chinons
and break easily. Don't insert a disk into them if their disk access
light is on - you could wreck a head, according to one poor soul. To
compensate for these drives, Atari added a "microcontroller board"

between the standard ribbon cable drive connection and the drive itself. You won't need this board on any decent drive, and you can dispose of it once everything works.

4th: Hartmut Semken (hase) published the software and hardware mods needed to use 1.4 Meg 3.5" drives on the Net twice in the last 6 months. The mods won't prevent you using a 360K 5.25" drive with your ST, but a 1.2 Meg 5.25" won't work. They, and some PS 2 1.4 Meg drives do not auto-sense what kind of disk is inserted in them, and the ST needs that to handle the high density drives. Basically, all you do is double the input frequency to the WD 1772 floppy controller, and set the seek times to double the usual to compensate. This can be done with an executable boot sector routine, that the DC formatter can write onto your boot disks, or you could run a stand alone program after a hard disk boot up. The only other thing you need is a new high density formatting routine so you can format your new disks properly. As if you didn't know,

THIS MOD IS NOT GUARANTEED TO WORK ON YOUR ST.

You are running the 1772 beyond its design limit speed (16Mhz vs 10Mhz max), and funny problems can crop up, above and beyond the ones mentioned above. The good news is that it may well work and the problems are usually fairly easy to fix, especially if you have access to an oscilloscope for hardware debugging (1 problem is that pulses can get too short for the drive to "see" them, and then you have to stretch the pulses with a monostable <1-shot>).

Note: I HAVE NOT DONE THIS MOD YET MYSELF!
I just like the idea a lot and will do it sometime in the future.
This is all second hand info, ask Hartmut Semken about specific problems.

I could mail or repost (if *much* interest, say >= 20 requests) the info I have on DS upgrades and on HD (1.4M) upgrades, although others who have written on the net know more about this than I do - somebody here got one of those Sony drives to work. Send requests to:

pegram@griffin.uvm edu - no I don't know my UUCP address.

> S. Alan Ezust | depeche@calvin.cs.mcgill.ca
> McGill University School of Computer Science | Montreal, Quebec, Canada
> If your only tool is a hammer, all your problems begin to look like nails.
> Corollary:
> If you do it all yourself, sooner or later you'll need a bigger hammer.

Bob Pegram Internet: pegram@griffin.uvm.edu
Snail mail: Bob Pegram
R.F.D. 2, Box 2843, Green St.
Vergennes, VT 05491 U.S.A.

3206. Stacy, UPgrading

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 17:29:13 UTC
From: jackin@vehka.uta.fi
Message-ID: <1081@kielo.uta.fi>
Source record: 241871

Well, now I know what kind of a hard disk Stacy has.
A bit more info and I can make my own Stacy with 4meg, 40MB.

Are HD controllers (SCSI) built in these 'little' Stacys ?

Thanks,

Markku (jackin@vehka.uta.fi.uucp OR csmama@kielo.uta.fi.uucp)

3207. Subscribe

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 17:34:00 UTC
From: JCONTOMP@TUFTS.BITNET
Message-ID: <9004040703.AA09014@ucbvax.Berkeley.EDU>
Source record: 242030

```
Sub Jcontomp@Tufts "Jeffrey Contompasis"
```

3208. Re: 500 Khz MIDI conclusions, Patching, Uniterm 2e 011

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 18:02:06 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1462@uvm-gen.UUCP>
Source record: 241868

From article <11493@stag.math.lsa.umich.edu>, by hyc@math.lsa.umich.edu (Howard Chu):
I wrote:

%%Conclusions? I hope that doesn't mean the end of your experiments. If
%%it worked even at 125Khz, SGS net would be speeded up considerably,
%%and 250Khz is faster than Localtalk (= Appletalk - runs at 230Khz). I

% Well, any speed other than 500khz would mean installing a new crystal,
% or sticking in a divider. Unless you had some external control over the
% divider, both solutions would mean screwing up your MIDI and keyboard
% baud rates. But if that's not an issue for you, then you can go ahead
% and try it... It just isn't gonna be a software solution.
% --
% -- Howard Chu @ University of Michigan

Oops, I misread the original posting, and thought that there was a
programmable divider in there already, not a fixed one. I guess I
didn't know or forgot that this thing does double duty - looking
after the keyboard too.

New Topic:
I'm getting tired of things bombing under NeoDesk, it usually gives
me the source of the problem, and I'd love to patch simple problems up
(i.e. only one problem in a program, usually due to assumptions that
are no longer true). Do I have to know my TOS ROMS inside and out before
I try it? My knowledge of 68000 assembler could use a brush up, but
is adequate. I have memory and disk snooping tools, and the laser debugger
which works with assembler. Any time, or frustration level, reduction hints
would be most welcome.

Last Topic:
I can't FTP from here for now, but will you (Howard) add your Uniterm
large monitor mods to Uniterm 2.0e 011 when you put it on terminator?
Or does this version already include those mods?

Bob Pegram Internet:pegram@griffin.uvm.edu

3209. Re: Uniterm V2.0e 009

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 18:25:04 UTC
From: poole@chx400.switch.ch
Message-ID: <1990Apr3.182504.15262@chx400.switch.ch>
Source record: 241856

I've dumped UniTerm 2.0e 011 on chx400.switch.ch (130.59.1.2).
div/uniterm.20e.tar.Z
Login ftp, password ftp. The file is a compressed tar file that
you should probably unpack on a UNIX system.

--

Simon Poole
poole@verw.switch.ch/poole@chx400.switch.ch/mcsun!cernvax!chx400!poole
---

3210. Formatting in Background

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 18:31:41 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2700@calvin.cs.mcgill.ca>
Source record: 241862

Is there a decent program out there which lets you format disks
in the background?

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
Disclaimer: None of the above facts are mine. Neither are the opinions.

3211. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 19:57:07 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <2657@ultb.isc.rit.edu>
Source record: 242038

In article <28501@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Gregory Lemperle-Kerr says..
>>I found a dealer in Canada that will ship an STe to the US. His add
>>is in STart magazine.
>
>Have you actually been able to buy an STE from this dealer..? Has he actuall
>been able to ship an STE across the border.?
>
>Can you tell us who this dealer is..?
>
>BobR

I was in Canada recently, and I talked to a dealer who said he's already mailed several STE's to the US. He didn't seem to think there was anything wrong with doing this.

And on my trip to Toronto Sunday (to the 2nd Canadian Atari Fair) I saw TONS of Atari equipment: Stacy's (the boxes were labelled LST), STEs, Monitors (both Monochrome and Colour), Megafile 30's and 44's, CDARs (CD Rom player), Lynx's, and Portfolios. Did I leave anything out? I've learned NEVER to go to another one of these shows without first bringing several thousand dollars. :-)

Prices were pretty high though for the hardware. $1800 for a 1Meg Floppy version of the Stacy. $750 for the CDAR, $200 for a monochrome monitor, $500+ for a Spectre GCR (!!!), and so on. These are Canadian dollars, but the exchange rate was only 12%, so you won't save too much if you're from the US.

Another thing I noticed was that there were only a handful of developers and a great number of dealers. This is just the opposite of a US Show, where there are tons of developers and not as many vendors.

I did get to meet the fine folks at Gribnif, Double Click, Stratos Software, Atari Canada, and others. Bob Brodie was also present and I spoke with him for a few minutes.

It was very very busy too. Also, if you get a chance to go to Toronto, stop by the CN Tower and take the 'Tour of the Universe'.. Neat!

Enough rambling for now, I'm sure others will post their impressions of the show..

Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. --

Computer Science /___ / {rutgers, ames}!rochester!ultb!ajy2208
_____________________/ / ajy2208@ultb!isc!rit.edu

3212. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 19:57:19 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <11608@stag.math.lsa.umich.edu>
Source record: 242039

>koreth@panarthea.EBay.Sun.COM (Steven Grimm) writes:
>many network usage rules cause that to mean "no commercial
>software." If I were to strictly interpret the rules, shareware would
>be disallowed, too. My main objective, as I said earlier, is to keep
>all this stuff away from the attention of those who would raise a fuss
>about it, and thereby endanger the net as a whole.

Wow, sounds like some pretty dire consequences. At any rate, we have
no such problems at terminator. We're always happy to accept commercial
demos. Send them our way.

N.B.: We accept demos, not the released product. Someone uploaded
TOS 1.4 to terminator last month. Needless to say, there were
some at Atari who were not pleased. Luckily, they were cool
about it. Other companies might demand that we shut down the
archive. Once again, PLEASE DO NOT UPLOAD COMMERCIAL SOFTWARE
TO TERMINATOR.

BTW, a lot of changes have been going on behind the scenes at
terminator. I'll post another article to fill ya'll in, soon.

Jon Brode -- dyer@math.lsa.umich.edu
Terminator Atari Spokesperson

3213. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 20:27:02 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr3.202702.3038@ux1.cso.uiuc.edu>
Source record: 241863

ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:

>the point of frustration at times) NEWBELL "can't open file"
>.. rebooting several times, coldbooting ... eventually solves
>the problem... is there a fix for this? I have tried reordering
>NEWBELL.prg in my auto folder.. doesn't seem to do much..

>THanks

>-kevin

NEWBELL.DAT may only contain 10 sounds. If you put more in and it chooses
the 10th, it will crash on trying to open a file whose name goes from the
beginning of the 10th to the EOF. Way to go Dan. :-).

-- Greg

3214. Re: HD Backup (a summary of responses)

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 21:18:57 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440111@hplsla.HP.COM>
Source record: 241870

Peter Jaspers-Fayer writes re: hard-drive back-up programs:

| Result: I'm still looking. I guess I'm spoiled by PC-TOOLS's backup
| on the IBM PC. It can compress files and still keep the floppy ticking
| at a good rate, all at the same time.
|
| So what NON-PD backup systems are out there?

I've had Diamond Back for a while now. I think it might be what you are looking for. It uses the archive bit correctly, you can set it to compress files, and it seems faster than Turtle, though I haven't sat down and made timed comparisons. It is also very easy to use and quick to set up. (The latter are often overlooked as factors that affect whether incremental back-ups will actually ever get done or not!)

Disclaimer: The opinions expressed herein are those solely of the author, who has no pecuniary interest in the companies, products, or publications mentioned above.

%%%

3215. Gribnif network address

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 22:36:09 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3143@castle.ed.ac.uk>
Source record: 241885

Hi,
I got a newsletter from Gribnif software detailing their new products
and changes to NeoDesk. I'd like to ask them some questions about these
products, esp. the Neodesk CLI but although I've been searching, I can't
seem to find any email address for either Gribnif or Dan Wilga himself.

Does anyone have their adddress? Please email it to me....

Eternal thanx!
Mark.

3216. NEC drives and Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-04-03 23:07:19 UTC
From: BHOLMES@CMS.CC.WAYNE.EDU
Message-ID: <9004040703.AA09059@ucbvax.Berkeley.EDU>
Source record: 241877

From the latest SPECTRE newletter, there appears to be a fix for NEC floppy drives to work properly with GCR. I've tried to get in touch with Dave Small via email but am getting no reply. If anyone has the info on how to fix the NEC drives to work with GCR I'd appreciate if you could pass it my way somehow. Thanks!

Brian Holmes
UCC Operating Systems & Communications

PHONE: (313) 577-3750 FAX=577-5626 Wayne State University
BITNET: BHOLMES@WAYNEST1 5925 Woodward
INTERNET: BHOLMES@CMS.CC.WAYNE.EDU Detroit, MI 48202 U.S.A

3217. Re: Misc: 1040STe , SIMM , AVAILABILITY

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 01:12:35 UTC
From: rjd@cs.brown.edu
Message-ID: <34961@brunix.UUCP>
Source record: 242043

In article <1990Apr2.074942.11538@ux1.cso.uiuc.edu| cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
|Bob_BobR_Retelle@cup.portal.com writes:
|
||Gregory Lemperle-Kerr says..
|||I found a dealer in Canada that will ship an STe to the US. His add
|||is in STart magazine.
||
||Have you actually been able to buy an STE from this dealer..? Has he actuall
||been able to ship an STE across the border.?
||
|
| He was a very nice guy on the phone, said he'd just shipped a few to
| the US...

This shouldn't really surprise anyone. There has been a
free trade agreement with canada for about a year or so now.

(Although, I confess I am a little amazed that a device which
didn't pass the US FCC testing can be sold here. Don't incoming
goods have to comply with this restriction?)

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

3218. Re: 500 Khz MIDI conclusions, Patching, Uniterm 2e 011

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 02:58:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11614@stag.math.lsa.umich.edu>
Source record: 242047

In article <1462@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>I can't FTP from here for now, but will you (Howard) add your Uniterm
>large monitor mods to Uniterm 2.0e 011 when you put it on terminator?
>Or does this version already include those mods?
>
>Bob Pegram Internet:pegram@griffin.uvm.edu

I just grabbed the 2.0e 011 files. I'll let ya know in a while, I guess.
Shouldn't be too hard to make the changes. I don't think they're already
installed.
--
-- Howard Chu @ University of Michigan

3219. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 03:09:44 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <4680@jhunix.HCF.JHU.EDU>
Source record: 241875

In article <2812@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>What's this I have heard about the TT possibly not having the Atari
>name?
>I heard this "rumor" and the person has not given any kind of
>source. I do not believe it, unless someone out there has heard the
>same thing.
I have heard the same thing on a loacl bbs, which of course came from
compuserve, but the name was to be changed to AON or something..

>
>I should clarify- I will not believe that the TT will be marketed
>under another manufacturert unless I hear it from Atari themselves.
>(Sounds like someone is more than a bit gullible to pass on
>everything that they heard)
Maybe gullible, I was skeptical....
At this point, anything Atari does, will not surprise me unless they
sell alot more ST's/TT's or computers on this side of the atlantic..

>
>
>--
> Mark Newton-John
> (ames att sun)!pacbell! \ Sakura-mendo, CA
> ucdavis!csusac! - sactoh0!mfolivo
> uunet!mmsac! / the good guys!

Btw, with the date of this release being April 1st, I had my doubts...
probably paranoia..but it (The AON) will have an expanded pallette.

Take with a spoon of salt...I did, it was April Fool's day!!

-Ajay Choudhri

line fodder follows...

.
.
.
.
.
.
..
.
.
.
.

nothing but line fodder..

3220. TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 03:10:43 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2816@sactoh0.UUCP>
Source record: 242048

Keywords: Not to have Atari name?

What's this I have heard about the TT possibly not having the Atari name?

I heard this "rumor" and the person has not given any kind of source. I do not believe it, unless someone out there has heard the same thing.

Another is that the TT case is to be redone- and after all that Atari did to get that thing at least a Class A certification? Perhaps so to get a Class B, but the rumormonger gave no information.

I should clarify- I will not believe that the TT will be marketed under another manufacturert unless I hear it from Atari themselves.

(Sounds like someone is more than a bit gullible to pass on everything that they heard)

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

3221. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 04:02:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr4.040238.16762@chinet.chi.il.us>
Source record: 241880

In article <1515@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>In article <35429@grapevine.EBay.Sun.COM>, koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>> There have been many comments here recently about my policy on demos on
>> comp.binaries.atari.st. I'd like to take this opportunity to explain my
>> position, so everyone will at least know where I'm coming from.
>>
>Perhaps the question here is the line between Moderation and Censoring.
>
>I had thought that Moderated Binaries served to supply:
>1. flow control -- send only so much per day.
>2. eliminate duplication.
>
>Now Censoring as been added. But is it a valid function of the Moderator?
>
>P.S.
>I never distribute thru atari.binaries for just this reason. I don't
>need a self appointed Censor picking through code looking for
>an Offensive line.

I don't want to be interpreted as flaming ANYONE. Especially not either of the people disagreeing above, who are way high up on my list of most helpful people. But censoring (in the sense of removing inappropriate material) is absolutely for sure an important function of a moderator on a moderated group. And while Steve Grimm volunteered to be moderator, that's a long way from being self appointed (I don't remember anyone objecting much at the time).

As for the policy itself: I've never had any trouble taking something that somebody was giving away free. There are useful demos (and the Branch Always demos have always been like that) and 'teaser' demos (the classic example is a data analysis program demo that only accepts the example data supplied with it). I think (personal opinion) that the test of whether a demo belongs in a usenet newsgroup is whether it's a usable program, as distributed. It's within the moderator's proper role to make that decision. If the test was whether commercial software developers might object if something tending to hurt their business got passed along partly on THEIR phone bill, it would hurt FREE software (like opus, or form, or uniterm) that was in categories with commercial entrants.

Any newsgroup specific to a given computer is inherently a bit commercial in nature. Then you get a little more commercial when you have discussions of individual programs or accessories for that computer. It gets even a little bit more commercial when people from the companies involved get into the discussions. But up to that point, I doubt that anyone has ever objected.

Absolute purity isn't an issue because it isn't plausible. Whatever it may mean, 'The Spirit of Usenet' seems to be ok with the people paying the bills. I have my idea of when a demo is 'in the spirit of usenet' (it's useful in its own right, not just promoting a product), and when a message from a commercial entity is 'in the spirit' (informative, not excessively promotional). On an unmoderated newsgroup, it's nobodys business to enforce guidelines, but it's everybodys business to encourage staying within them. On a moderated group, it's the moderator's choice how to run things.

Have I bored and offended everyone yet? Steve J.

3222. Re: TECH: 50Hz and Boot Sector Booting

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 06:35:30 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <527@ehviea.ine.philips.nl>
Source record: 241853
Body handling: Inline uuencoded payload not displayed: swaphz.prg

```
In article <16000032@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
|
|
| I was wondering if someone could answer two technical questions:
|
| 1.) 50Hz: Setting 0x448 to something other than zero does not
| put the ST in PAL mode, does it? I downloaded hertz.arc
| from terminator, but the hertz.tos is non executable,
| i.e. no 0x601a... I have seen both a boot sector program
| and a PD 50Hz program, but I can not find them now that
| I need to disassemble them.

You must flip some bit of the I/O registers to switch between 50 and 60
Hz (it is not used for the 70 Hz monochrome display).

When I bought my hard disk, I was told to get TOS in Rom, because
things wouldn't work OK (had a disk based TOS at that time). There
appeared to be something wrong with these Roms, at least for my (color)
display: flicker, a smaller (less higher) display and higher intensity.
Sometimes, especially after a (long) hard disk access, it would jump
into the correct mode (normal brightness, no flicker, normal display
height). After some time I found out the problem, i.e. the ST was
running in the wrong mode. I wrote a small program that flips between
50 and 60 Hz and can be put in the AUTO folder (it isn't even
resident). Here it is, with source code and uue-d program. Enjoy,

Leo.

-------------------------------------
*****************************************************************************
* *
* swaphz.asm version 1.0 of 29 Oct 1988 (C) L.J.M. de Wit 1988 *
* *
* This software may be used and distributed freely if not used commercially *
* and the originator (me) is mentioned. *
* *
*****************************************************************************
*
* NAME
* swaphz
*
* SYNTAX
* swaphz.prg
*
```

```
* DESCRIPTION
* Swaphz swaps - for low and med res - between 50 and 60 Hz.
*

module swaphz
section s.ccode

* system variables
syncmode equ $ff820a

* GEMDOS & (X)BIOS stuff
gemdos equ 1
super equ $20

swaphz
clr.l -(sp)
move.w #super,-(sp)
trap #gemdos
move.l d0,-(sp)
bchg.b #1,syncmode
move.w #super,-(sp)
trap #gemdos
lea.l 12(sp),sp
clr.w -(sp)
trap #gemdos

end
```

The program in uue form:

```
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
```

[Inline uuencoded payload not displayed: swaphz.prg]

3223. Gemini Autobooting

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 07:01:51 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9004030642.AA00213@hugin.math.dmswwu>
Source record: 241876

In article <2182.260b8ecf@cc.helsinki.fi> Jouni Alkio writes:

>I have some problems with the Gemini shell. When I autoboot it with the
>Headstart, I can't get my saved desktop settings - only the ones which
>were there when I the first time tried Gemini. When I load the Gemini
>without autobooting, everything seems O.K. Why is this?

Strange effect! If you start Gemini via Headstart, where does Gemini
save its GEMINI.INF file? When Gemini finds GEMINI.RSC, it should also
find its saved settings.

(By the way: I REALLY grep incoming digests for "emini". Sorry I cannot
read all the incoming mail!)


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|_____________________________________________________|#
#######################################################
```

3224. TO Larry Rymal : Please send me your E-MAIL address

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 07:12:41 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <26199E68.1509@paris.ics.uci.edu>
Source record: 241874

I need to ask you on the exact procedure on
replacing the two chips on Mega2 SGS 74LS373's).

I bought two chips to replace the SGS chips, but the ones that I bought did not work. The ones I got is : 74LS373N A (SVV3423 BS) They are TekTronicks (I think). When I turn on the computer, screen lite with white foreground and block background, no disk access. The computer just hang there. Is it that I am using the wrong chip? If so, which chip should I use (exactly)? If not, what do you think is wrong with it?? (all soldering is good).

Wayne

wngai@paris.ics.uci.edu

3225. Does TOS 1.4 fix 1k sector reads?

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 11:28:48 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000035@ux1.cso.uiuc.edu>
Source record: 241879

Does Rwabs work with 1K sectors in TOS 1.4? I tried to dump
sectors from a hard disk partition with 1K sectors and found
that Rwabs (TOS 1.0) only reads 512 bytes from the sector i.e.
acts as if there were 512 byte sectors. However files stored
on the partition work fine.

Thanks.

-- Greg

3226. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 11:29:30 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <825@nikhefh.nikhef.nl>
Source record: 241881

> (about whether it is wise to leave your monitor on)
I know three people who left their monitor (Atari SM124) turned on all the time. All three monitors blew after 2-3 years. Most others, including older ones, have not blown. Draw your own conclusions.

3227. POOLFIX4

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 11:55:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004050709.AA03798@ucbvax.Berkeley.EDU>
Source record: 241857

I had problems to get POOLFIX3 running with CBHD 3.5 (the harddisk
driver from scheibenkleister). I asked Claus Brod about it.
It turns out these problems have nothing to do with the FAT
problems I am experiencing. POOLFIX3 just does not like any
other programs that run before it and grap the TRAP#1 vector.
Claus has send me an update of POOLFIX which he called POOLFIX4
The readme file is included below. I will send the update to
anyone who can put it on an archive site, just ask.

Chris Evelo

----------------------cut here---------------------------------
POOLFIX4 (Got to patch and get again and again... c'mon, Leila, gimme
======== a break - or: Reasons To Be Cheerful, Part 4)

Yep, it's true, TOS 1.4 is buggy. Well, ATARI has done something about
it and released several fix programs to blow up your AUTO folder. A
very... ahem... remarkable representative of this kind of programs is
POOLFIX written by Allan Pratt which tries to fix a new bug in the pool
manager. Allan released three versions of this program, and then he
settled down with a long sigh of relieve thinking he did it right at
last.

Well, he wasn't quite right. Allan's POOLFIX versions needed to be
placed first in the AUTO folder because POOLFIX tries to locate
some illegal system variables by following the TRAP #1 vector into
ROM code. If any program occupies the TRAP #1 vector before POOLFIX
shows up, things are messed up: POOLFIX refuses to install itself.

This isn't a big problem for most of you out there, but it is a
problem for people using hard disk drivers and other programs that
start up before AUTO folder programs and use the TRAP #1 vector
for their own purposes. It is also a pain in the neck for everyone
to be forced to re-order their AUTO folder once again, and as time
passes by, you tend to forget which programs in the AUTO folder
need to be started in which order, and soon chaos spreads.

I was faced with the problem when I realized that POOLFIX3 didn't
want to install itself when my own hard disk driver (included in
the book SCHEIBENKLEISTER), version 3.5, was running. This is due
to the fact that I use the TRAP #1 vector in CBHD 3.5 (my HD driver)
to do some DESKTOP.INF patching that my readers urged me to implement.
The problem, however, could have been solved easily if POOLFIX would
follow the official ATARI guidelines for XBRA completely. CBHD 3.5
uses XBRA to notify other programs that it linked into the TRAP #1
vector, and so it would be no problem for POOLFIX to follow the

TRAP #1 XBRA chain into ROM. Allan, however, didn't think of this neat possibility - being able to follow the chain was, as far as I know, one of the main reasons for adopting the XBRA standard.

(The same problem occurs with FATSPEED, a freeware (?) GEMDOS speed-up for TOS 1.2; if the programmer of FATSPEED should read this some day, he or she should think of implementing this follow-the-chain-into-ROM-technique into FATSPEED, too. Tnx so much.)

As always, users are forced to do the patching themselves. In this case, I reassembled POOLFIX and inserted a full-blown XBRA algorithm. Apart from that, I optimized the program a bit so that it occupies lesser space in RAM than the previous version. It's also a bit shorter on disk, but since it uses 2 clusters as before, there's no speedup when booting. BTW: I used TURBO ASS for this job, a remarkably fast shareware assembler written by Markus Fritze and Soeren Hellwig, Birkhahnkamp 38, 2000 Norderstedt 1, West Germany.

POOLFIX4, as I called it, has been tested successfully on my MegaST with TOS 1.4 in ROM, on my STE with TOS 1.6 in ROM, and with a 1040 with TOS 1.2 (where it doesn't install itself since TOS 1.2 doesn't need the patch). If there are any incompatibilities with any programs, please tell me:

Claus Brod
Am Felsenkeller 2
8772 Marktheidenfeld
West Germany
(049-)(0)9391-3206

(e-mail: C.BROD@LINK-N (Zerberus net), soon also on FIDO and Usenet)

This program should always be posted or copied with this documentation. I claim no rights on this program (how should I, most of the code is from Allan, who hopefully doesn't mind if I correct him this way), so it's freeware. Spread it. I said: Spread it! Did I say "spread it"? No? So I'll say it again: Spread it!

Sorry, Allan, but I HAD to do this for my readers. I will send ATARI a copy of this program, so that they may be able to use it as an official version (it's clearly better than the original). Let's wait and see if they want it.

>original poolfix info deleted, but will be present in the archive

==========

Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht

The Netherlands
==========

3228. finding rsc files

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 12:09:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004050711.AA03942@ucbvax.Berkeley.EDU>
Source record: 241858

>If this bothers you, or it is important to stay in some particular
>directory, you might like the alternative that I use sometimes for another
>program. I have a little shell file. First, it tests for the presence
>of a ".rsc" file is in my current directory. If it isn't there, the
>shell copies it there from its known home, and makes a note of the
>fact. Second, it invokes the program. Finally, when the program
>is done, it refers to the note to see if it copied the ".rsc" file.
>If it did, it removes it.

>This kind of work is necessary when one has the benefit of resource files.
>Do you think I like resource files?

You can also change the environment string PATH to let GEMDOS find
all RSC files in one directory. I do this using the environ.prg
posted some time ago in the auto folder. Works with TOS 1.0, 1.2 and 1.4.

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==

3229. Spectre and System 6.04

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 12:52:01 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900404.06515967.019368@SFA.CP6>
Source record: 241859

Ron Zuylen writes:

>For now, 6.0.3 is probably the best choice with the Spectre. 6.0.4 works
>great (I use it), but the system always thinks it is running on a
>Macintosh 512KE.

Ummm, that's not my situation here. Mine continually thinks that it
is running as a Plus!!!!! I can toggle back and forth but no change
occurs. Actually, I never noticed the difference until Ron mentioned it
on the net, however, my ST thinks it is a Plus. Weird...
For point of interest, 6.04 includes routines allowing sounds to be
had during window/icon opens and closes, and during trashcan dumps. Really
slick. To access these routines, use SoundMaster 1.4b2 and plug in your
favorite digitized sound. WORKS GREAT!!!! I sure wish we had toys like
for the "ST side".

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3230. Re: make problems with MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 12:59:28 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9004041359.aa07932@benjamin.Cs.Bham.AC.UK>
Source record: 241860

I think the trick you have to do is to set an environment variable to the shell's name. Then you can shell out in microemacs, as well as use make.
setenv SHELL = e:\msh.prg

Chris

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

3231. Re: KERMIT!?

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 13:21:38 UTC
From: mwjester@wsuiar.uucp
Message-ID: <111.2619ae92@wsuiar.uucp>
Source record: 241861

In article <9004030710.AA10493@ucbvax.Berkeley.EDU>, WJOHNSTO@COLGATEU.BITNET writes:
> Hello again:
>
> Several people responded with very helpful suggestions as to
> places I could obtain software and other remedies for "Atari iso-
> lation". What I need now is some way of downloading what I (presumably
> will be able to) find. Our VAX does not support my downloading
> routines (xmodem and dft, on MI-term); the staff suggest I look into
> KERMIT, which suggests that not everything has changed in recent years.
>
> Does anyone have any suggestions where I could find a version of
> kermit that would run on my ST (512 K) and on VAX/VMS 5.2? Or suggest
> an alternative? I assume that with only 512K I'm out of the running for
> UUCP and similar stuff...
>
> Many thanks!
>
> Michael Johnston
> WJOHNSTON@COLGATEU

On the ST end, I would suggest using Uniterm, which includes Kermit, among other protocols. I have been using it on a 1040ST connected to a VAX with VMS 5.2, and have had excellent results with both ASCII and binary files.

As for the VAX - ask your system manager; it may already be installed. If not, there are a number of versions available; the cheapest way is probably via a DECUS tape, which is available for a nominal (for a VAX site) fee. Or he/she may be able to get it from another VAX site locally; there are no restrictions on redistribution.

BTW, I haven't tried Uniterm on a 520 - can someone verify that it works with that HW setup?

Hope this helps.

Max J.

3232. Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 14:19:35 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <86.2619bc27@uoft02.utoledo.edu>
Source record: 241882

I was curious if anyone has ever messed with the save game file for
Chaos Strikes Back (.CSB), I know it is somehow compressed but I am not sure
how.
I would like to get into my characters attributes and boost them
somewhat, I don't generally subscribe to cheating but my time to play the game
is very short and not having to keep creating and drinking strength potions
would leave more time for the game.
------John
CSE0071
UOFT02.UTOLEDO.EDU, 131.183.1.4

3233. Lets encourage shareware and crippleware

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 14:28:36 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1528@lzsc.ATT.COM>
Source record: 241956

Here are some additional thoughts on the posting to .binaries. of non-free software.

What seems to have set Steven Grimm off was a submission that stated on the outside that it was being distributed with the purpose of enticing one to buy the product. This he felt was 'bad', 'illegal', 'immoral' or something. This type of product I will call crippleware. Some of it works, some parts are left out.

Yet there abounds Shareware that is identical except for outside statements. Consider Transverter, which, before being included on Spectre Disks was Shareware. Only half of it worked; you get the rest when you pay! Consider SAMBIN.LZH, just found in the binaries. It runs, after blasting you with a screen to pay up, and where to send the money!.

Really, the only difference between a crippleware and shareware submission is a question of how functional the submitted product is. If all it did was put up a glitzy screen, tell you how great it was going to be, and asked for your money, it has little use; and would probably be a waste of bandwidth to transmit. In reality, all these products are much better than this.

Usenet exists as a service to the community. (I hope this isn't also debatable). The better shareware and crippleware will surely end up on GENIE and Compuserve. I am not injured by Steven's stand because I can call these.

However, there seems to be a larger audience, many who are students, that do not or can not afford working accounts on these services. To them, whats in .binaries. is what they get to see, feel, and try. If something good comes along that they can try (for free) and then decide to buy its great.

I hope Steven will reconsider his stand and take a broader view.
The Net isn't being used commercially to pass programs which are usable as is, and thus free. The fact that the Author would like to be paid for writing the program should not be a consideration as to whether the program submitted is disseminated.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3234. Adding a 360K 5.25" disk to my STE.

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 14:43:48 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <.4.Apr.90.14
Source record: 241864

I am having problems adding an external 5.25" drive to my STE. I have disconnected the 120 ohm pull-up on the drive select and it now just about works. Most disk check programs say the IBM diskettes I stuff in are o.k. However if I try to read files on the diskette sometime I get read errors. I suspect this is due to trying to step too fast. I have tried poking an assortment of values into 440 but these don't seem to change anything. Is there some other way to change the step speed in TOS1.6 or should this work. As Email to our machines often gets eaten my UKC please reply either to the BITNET address or via the net. Thanks.

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

3235. Re: Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:03:37 UTC
From: sanchez@lebrac.irisa.fr
Message-ID: <1990Apr4.150337.24797@irisa.fr>
Source record: 241883

In article <9004030709.AA10423@ucbvax.Berkeley.EDU>,
DUJARDIN@FRESE51.BITNET writes:
|> Many thanks to all for keyfix.tos (I got ten answers !). I didn't know there
|> were so many ST users on Usenet in France...
|> Well, I dowloaded keyfix.tos from Panarthea (which I should have done for a
|> long
|> time). Someone else sent it to me too (Merci Fethi !). I uu-decoded
it, tested
|> it and ... it doesn't work ! I tried different system setups (TOS 1.4, 1.0,
|> 1.6)
|> with/without DAs, and it keeps on giving me an 'insufficent memory
tos error'
|> (#
|> 39) (even with a debugger : maybe an error in the program header). It seems
|> that
|> I'm facing a transmission error, but there's exactly the same problem
with both
|> versions !
|> Now i've ordered the source from panarthea (hey, I didn't forget to
have a look
|> in my lists before crying for help !), so I hope to have a fixed Gulam soon.
|> Thanks anyway,
|> Eric
|>
|>
|> Eric Dujardin
|> Ecole Superieure d'Electricite (SUPELEC) - France
Tu peux telecharger gulam version francaise ici
ftp irisa.irisa.fr
name: anonymous

Patrick SANCHEZ
INRIA-IRISA (Rennes) Campus de Beaulieu F-35042 Rennes Cedex FRANCE
PHONE : +33 99 36 20 00 ext 492 EMAIL : sanchez@irisa.fr

3236. Re: Chaos Strikes Back

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:03:59 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11619@stag.math.lsa.umich.edu>
Source record: 241865

In article <86.2619bc27@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>
>
> I was curious if anyone has ever messed with the save game file for
>Chaos Strikes Back (.CSB), I know it is somehow compressed but I am not sure
>how.
> I would like to get into my characters attributes and boost them
>somewhat, I don't generally subscribe to cheating but my time to play the game
>is very short and not having to keep creating and drinking strength potions
>would leave more time for the game.
> ------John
> CSE0071
> UOFT02.UTOLEDO.EDU, 131.183.1.4

They're not compressed, they're encrypted. The end result for you or me is the same - you can't make sense of the data as it sits on the disk. I spent a few hours with the crypt breakers workbench trying to make sense of the files, but finally gave up. But I've got a wonderfully reliable way of cheating, still. The data is decrypted in memory, all you need is the appropriate interrupt generator and handler, to doctor up your attributes on demand. I worked it all out using Alpha Systems' SwitchBack. (A marvelously Utile Utility... }-). You need at least 2 meg of memory to use Switchback on Dungeon Master or CSB, 1 to run in and 1 for alternate work. (a debugger, in my case.) I don't remember the offsets right now, but I could pretty easily whip up some code to set all your stats to maximums. (I haven't looked at experience or spellcasting yet, just stats & attributes. food & water is probably a problem still as well.)

It's kind of fun, walking down to level 14 and casting about 100 fireballs in 30 seconds. Dragon steaks, anyone? However, I also discovered that maxed out characters aren't invincible. Lord Chaos can still toast a party in 4 shots if you're stupid enough to let him. (Like I was, while playing around......)

Actually, I guess this method doesn't work unless you have switchback. You can't preserve the exception vectors across a warmboot...
--
-- Howard Chu @ University of Michigan

3237. Re: SHEET New Release

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:26:47 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Apr4172647@orion.laas.fr>
Source record: 241884

I'm interested that there's a new release. My old version, 1.5 I
believe, had interesting features eventhough being bugged.

My question to the net: does there exist a demo version of SHEET
between my version 1.5 and the new announced 3.0?

Also, how does SHEET compare to OPUS?

As an aside: I saw SHEET, and other shareware, being sold on public
domain disks here in France. Maybe the authors should collect
royalties? :-)

As always, you may reply personally and if there's enough interest
I'll post a summary.

Thanx.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3238. My 4 Meg 1040STe (was Re: SIMMs for the STE)

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:32:06 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Apr4.153206.22133@sun.soe.clarkson.edu>
Source record: 241866

```
> With a 90 day warranty who cares? Just wait it out, and with SIMMS,
> you're *much* less likely to damage your ST than with the various
> kludges that are used to add memory to older STs. SIMMs should be
> very easy to plug in if you are at all handy.
>

Yep, It was quite easy...
Pop the 4 8x256K SIMMs
Push the 4 8x1M SIMMs

BTW, I used 2
MICRON Technology, Inc "Xceed 2MB Memory Expansion Kits"
(for Mac II SE/Plus (Low Profile)

They were 100ns...

AAron nAAs
opielask@clutx.clarkson.edu or naas17@snypotba.bitnet
```

3239. re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:40:42 UTC
From: fh007@zeus.unomaha.edu
Message-ID: <10365.2619c11a@zeus.unomaha.edu>
Source record: 241889
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <40345@iuvax.cs.indiana.edu>, jkain@silver.ucs.indiana.edu (Jeffrey Kain) writes:
> Greetings-
>
> I am a current Macintosh user and am selling my Mac and plan to buy either an
> Amiga or an Atari ST. I have been trying to find information regarding these
> computers from the net and from magazines at the bookstores, but I haven't
> been able to find anything both objective and accurate. My questions are as
> follows:
>
> 1- Is there an Amiga system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?
>
> 2- Is there an Atari ST system with a 68030 microprocessor, capable of running
> a real implementation of UNIX?
>
> 3- Do either of these companies offer discounts to college students (even if
> their campus micro-supplier doesn't carry these lines)?
>
> 4- And if there are no educational discounts, where would be a good place to
> buy these computers for cheap (comp.sys.mac suggested trying the local
> supermarket, but I haven't had any luck at Kroger ;)
>
> 5- Any additional insight you could share would be greatly appreciated.
> jkain@silver.ucs.indiana.edu

1-you can get an accelerator board for any amiga and use a 68030, Commodore is currently developing UNIX for the Amiga.
2-I dunno!
3-Commodore does for sure, a plan just implemented, about 40% I believe, to any student.
4-does not apply!
5-The Amiga has a custom chip set that takes care of many processor jobs, speeding up programs that have heavy data movement and such. The graphics have 4096 colors, displayable all at once. Don't throw away your software, you can get the Mac emulator. The amiga 3.5 has 880k where the Atari has about half. You can get a hardware emulator for a 286 pc.
Bob

3240. Anyone seen the Color TeX previewer yet??

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:43:22 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9004041543.AA18817@lonex.radc.af.mil>
Source record: 241869

A few weeks ago, I saw somone (I forget the name) say that they would be posting a TeX document previewer that would work with color monitors as well as the monochrome monitor. Has anyone seen this yet?
BTW, someone also asked about running the current previewers using monoware to emulate a monochrome monitor: It works, but is not a very practical solution, it is very slow that way!!
Has anyone had any problems with the BibTeX port for the Atari? I made this port last year and posted it with a help file that gave my old E-mail address in it. I have moved to a different location now, so if anyone is using BibTeX on their ST and has any questions, they can reach me at:
longj@lonex.radc.af.mil

3241. Re: GCR & Stacy & HardDisk access

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:49:14 UTC
From: rcd@cbnewsj.ATT.COM
Message-ID: <4490@cbnewsj.ATT.COM>
Source record: 241898

In article <1990Apr3.110355.26669@lth.se>, qralph@dna.lth.se (Ralph Haglund) writes:
> when passing the Atari shop yesterday they had put some stuff, GCR or
> whatever, into the belly of a Stacy 2. All fine and nice (thou the nice
> Atari desktop was missing), but they couldn't access the hard disk!

According to Mark Booth (from Genie), some early Stacy models would
cause Spectre GCR to lock up if SCSI LUN 1 was enabled under the
Spectre "Hard Disk --- Devices ..." menu. So, before going into Mac
mode, select "Devices..." under "Hard Disk", and try turning off LUN 1.
(This is the reason Spectre 2.65 defaults to all SCSI LUN1 devices off,
which is a change from the Spectre 2.0 defaults.)

Rana Dutt
rcd@mtqua.att.com

3242. Re: Computer dying: HELP!

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 15:56:44 UTC
From: richb@splat.WV.TEK.COM
Message-ID: <6683@orca.wv.tek.com>
Source record: 241888

In article <1198.261310ee@miavx1.acs.muohio.edu> tmwhitehead@miavx1.acs.muohio.edu writes:
|PRoblems!!!!
|
|System: 1040 STf version 1.0 tos (I think) Color Monitor Hard drive
|
|Problem: The computer seems to turn itself off. It's especially bad when I
|first turn it on. I'll be typing, or just sitting there watching it, and it
|will just sortof shut down.(Monitor goes balck, power light goes off) Then if
|I tap the computer, it comes back on. Sometimes it stays on for a long time,
|other times it flickers for a few seconds and then dies again. I thought about
|reseating the chips, but I couldn't figure how to remove the big square ones.
This sounds like a *very* common 1040STf/520STFm problem. That is why I am
posting here instead of only responding by Email.
The Power Supply has a lot of problems with *poor* soldering.
This is especially true on the older style power supplies. The solution is
to open your ST (remove the AC power first, of course) and remove the power
cover and then remove the power supply. Remove the four (4) screws that hold
the power supply circuit board down and gently flip the board over so the
solder side is exposed. Inspect all the solder connections paying particular
attention to area around the center of the board. Using a 25 watt (or so)
soldering iron touch up all questionable connections and be careful not create
any solder bridges (*zap*). If you have *any* doubts about your ability to
do this correctly contact your nearest Atari repair.
|
|Please, if you have ANY suggestions at all, send me mail....
|
|tmwhitehead@miavx1 (bitnet)
|or try the above address
|
|
|thanx!
I hope this information helps.
|--
| ____
| / _ _/ _/ Todd Whitehead
| / /_/ /_/ /_/ Miami University
| Oxford, Ohio
| If it looks like I said it, I probably did...
|_____
| I'm graduating in May as a Systems Analysis Major!
| Anybody wanna hire me?
|-----

Richard Bousquet
richb@orca.WV.TEK.COM
(503) 685-2850

Signature on file.

"It's worse than that, he's dead Jim" attributed to Dr. McCoy

Rich Bousquet <richb@splat.WV.TEK.COM>
Phone: 685-2850

3243. Bit fields in C --- Additional info

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 16:47:00 UTC
From: VCD51661@DS0RUS54.BITNET
Message-ID: <9004050712.AA04090@ucbvax.Berkeley.EDU>
Source record: 241872

```
Bit fields: Additional Information

In addition to what has been said on this distribution list by
snorkelwacker!usc!cs.utexas.edu!news-server.csri.toronto.edu!torsqnt!tmsoft!mas
net!canremote!david.megginson@tut.cis.ohio-state.edu (DAVID MEGGINSON)
and
rjd@cs.brown.edu
i want to cite from K+R, 2nd edit. (which is based on Draft-proposed ANSI C),
p. 150:

"Almost everything about fields is implementation-dependend. Whether
a field may overlap a word boundary is implementation defined. Fields
need not be named; unnamed fields (a colon and width only) are used
for padding. The special width 0 may be used to force alignment at
the next word boundary.
Fields are assigned left to right on some machines and right to
left on others. This means that although fields are useful for
maintaining internally-defined data structures, the question of which
end comes first has to be carefully considered when picking apart
externally-defined data; programs that depend on such things are not
portable. Fields may be declared only as ints; for portability,
specify signed or unsigned explicitly. They are not arrays, and they
do not have addresses, so the & operator cannot be applied to them."

From: Brian W. Kernighan
Dennis M. Ritchie
THE C PROGRAMMING LANGUAGE
Prentice Hall Software Series
Prentice Hall, Englewood Cliffs, New Jersey (1988)

On the same page it is stated, that "fields behave like small
integers" implying that fields are not greater in size than integers.

(Generally, the portability question rises even if one uses only the
ST, but decides to use different compilers, as has been pointed out
by others. I would like to see portability considerations be taken
into account much more frequently.)

/*
** Benno Salzgeber
** Institute for Computer Applications
** University of Stuttgart
** VCD51661@DS0RUS54.BITNET
*/
```

3244. MidWinter

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 16:50:08 UTC
From: wyman@motcid.UUCP
Message-ID: <2048@ruby.UUCP>
Source record: 241890

I know this is not a very technical message but
who cares! Need to relax at some point right?

I just bought a new game called MidWinter.
It is a mixture of strategy, adventure, and
adventure. The basic idea is to protect your
island from an invasion force. This takes
place during a new iceage. You have 32 people
you can ultimately control. The objective is
to slow the invasion so you can send a small
group to destroy the enemy headquarters. The
modes of transportation are
skiing
snow buggying
hang gliding
snow lift

All these are from first person perspective
Each person has a sniper rifle, grenades, and
dynamite for sabotage. The enemy is composed
of different snow vehicles.

This is a sweet game. Good to sink into after
work or school.

3245. STe compatibility

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 16:54:20 UTC
From: GHGADMO@BLEKUL11.BITNET
Message-ID: <4Apr1990165702135@BLEKUL11.BITNET>
Source record: 241886

Hi there.

I have a problem concerning the compatibility of the 1040 STe. I tried to run STOS on it, and it results in about (no sure) 4 2 bombs. Any idea why?

Next question: Is there any public domain software on the net which uses the specific abilities of the STe (scrolling, DMA sound,...)

Are there any patches to the TOS?

These are my questions (for now). Hope anyone can answer them.
You can get me at: GHGADMO at BLEKUL11

Kris Van Hees.

3246. Mono monitor blues

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:12:52 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22822@uflorida.cis.ufl.EDU>
Source record: 241891

Symptoms: *SLIGHT* upward distortion on left side of monitor. Every
once in a while the whole screen shakes, as if the monitor is swaying.

What do you think is causing this?

--
=-=-=-

3247. 1040ST Ram Expansion

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:30:09 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2778@rodan.acs.syr.edu>
Source record: 241887

I know this has been asked and answered before.
I know this belongs in the "monthly posting"

What is the best way to get a 1040ST to 4meg? I know of the following:

Name	Mail order price I've seen (US $$)
Z-Ram 3-d	$149.95
NEW WORLD UPGRADE	$139.95
ARCO BOARD	$169.95
JRI SIMM Upgrade	$139.95

I believe these are all un-populated boards. I've seen 1Meg SIMMS 80ns for $69.00, I don't know about regular DRAM prices, though. If you have experience with any of these, please tell about it.

What price for board?
What price to populate board?
Is buying an additional 3meg enough, or do I need to buy 4meg for some reason?
How much soldering?
Did it easily fit into your 1040ST?

Is it possible to go beyond 4MB??

Please email. I will of course summarize.

Thanks,
---jb (jfbruno@rodan.acs.syr.edu)

3248. Re: HD Backup (a summary of responses)

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:32:46 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22879@watdragon.waterloo.edu>
Source record: 241893

In article <5440111@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>I've had Diamond Back for a while now. I think it might be what you are
>looking for. It uses the archive bit correctly, you can set it to compress
>files, and it seems faster than Turtle, though I haven't sat down and made

Where can one find this program?

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3249. Re: 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:36:25 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22880@watdragon.waterloo.edu>
Source record: 241894

In article <1990Apr3.141325.7997@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Second in frequency to questions about what some number of bombs means is
>questions about what some LARGE number of bombs means (for instance, 10).
>The ST seems to keep putting up bombs for errors in a line as they happen.
>So more than 2 or 3 bombs is as likely to mean several errors as to mean
>the particular error that would give that number of bombs.

Doesn't the program quit after the first set of bombs?

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3250. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:38:19 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830076@hpldola.HP.COM>
Source record: 241873

Steve,

Thanks for posting your position on Demos. I happen to agree with you and to feel that you are doing a terrific job and service for all of us, thanks!

As you pointed out the net is NOT FREE. I feel that any posting asking for money should not be allowed, but your interpretation is consistent and works in a positive manner. Disallowing "Shareware" would certainly be a strict interpretation but also consistent.

Yours,
Joe Gilray

3251. PostScript printing from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 17:51:20 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22881@watdragon.waterloo.edu>
Source record: 241895

I would like to be able to produce PostScript output from Timeworks, upload it to an account with a PostScript laser printer, and print the document from there. However, I have had no luck.

I tried to install Timeworks for PostScript but end up with a missing driver. It seems Timeworks wants to load the driver from the (non-existing) printer. If I tell FontWidth that I have the printer, then it works fine until I try printing, at which point it tells me it couldn't load the driver and the modem lights flash, telling me that it is looking for the printer on the serial port. If I tell FontWidth that I do not have the printer, then it tries to load the driver (from the printer which I just told it didn't exist) right away, rather than when printing.

Can I get it to print PostScript to disk, even though I don't have the printer? Will it work if I can get someone to send me the proper *.wid file? I couldn't find the answers in the manual - maybe I can find them on the net! (Gee, why didn't I get Calamus?)

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3252. Re: Gemini + dstart.o = BOOM

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 19:08:50 UTC
From: dkhusema@medusa.informatik.uni-erlangen.de
Message-ID: <2632@medusa.informatik.uni-erlangen.de>
Source record: 241892

dmb@wam.umd.edu (David M. Baggett) writes:

>I've noticed that all programs I've compiled with Sozobon C and Dlibs
>instantly die with three bombs if run from within Gemini. Since even

...

>Has anybody else experienced this?

Yes, me! Couldn't figure out why, but would appreciate any help. I couldn't even
get Sozobon to run ...

>Dave Baggett
>dmb@cscwam.umd.edu

---------------------- Smile, tomorrow will be worse! ------------------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --
------------------- My opinions are mine, mine, mine -------------------

3253. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 19:20:09 UTC
From: apratt@atari.UUCP
Message-ID: <2122@atari.UUCP>
Source record: 241878

> (Sounds like someone is more than a bit gullible to pass on
> everything that they heard)

You admit that this is unbelievable and you don't lend any credence to the person who told you. So why post asking for someone to confirm or deny? Just assume that anything you don't hear from several sources is probably false, and things you *do* hear from several sources are probably false, too. Even things from Atari can be false: I said STe's might not have SIMM sockets, but that turned out not to be the case.

All you do by posting this rumor is create more confusion. Some people will believe you, which means people like me have to spend time denying silly things rather than getting useful work done or disseminating useful information.

I know that if I don't go out of my way to deny this rumor (as opposed to discrediting it), people will pounce on me and say, "He didn't deny it!" ... So here goes: To my knowledge, the TT will ship under the Atari name. However, I'm not Jack Tramiel, or even Sam, and my knowledge goes only so far.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3254. RE: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 19:53:07 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8817@pogo.WV.TEK.COM>
Source record: 241953

In <7376@ubc-cs.UUCP> buchanan@cs.ubc.ca (John Buchanan) writes:

> You are right that there is a fine line between moderation and
>censorship. In my books Steve has made the right decision. The net should
>not be used for a blanket distribution of commercial software.

To the best of my knowledge there has been never been any commercial software distributed on the net. That would be VERY VERY wrong and Steve has done an outstanding job as moderator. However, a demo is not commercial software, it is simply a demo: A demonstration of capability contributing to the flow of information by adding to the knowledge base of an individual.

The exchange of information, it's what the net is all about.

Bob Luneski
Diamond Back Support: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

3255. Splitting comp.sys.atari.st into subgroups

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 20:07:16 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr4.200716.20696@wam.umd.edu>
Source record: 241896

Well, it's come up again. Somone's hinted at breaking this newsgroup into subgroups. This idea hasn't met with much support in the past, but maybe it's time to (once again) reconsider.

I think a division between technical topics, game discussions, and rabid political flames might be nice. Maybe comp.sys.atari.st should split into three groups:

comp.sys.atari_st.general (Games, rumors, questions, etc.)
comp.sys.atari_st.wizards (Technical)
comp.sys.atari_st.politics (Rabid political & financial discussion)

or perhaps

comp.sys.atari_st.religion (Rabid political & financial discussion)

:-) (sorry, couldn't resist).

Things like the monthly "welcome to comp.sys.atari.st" Q & A document would get posted to comp.sys.atari_st.general.

Note that I don't really feel strongly either way about this. It's just a proposal. Feel free to criticize (flame?) or endorse it.

A few questions to ask ourselves:

1) Is there enough newsgroup traffic to warrant this?
2) Will people pay any attention to it, or will everything just get cross-posted?
3) Will it be annoying to have to read 3 groups instead of one?
4) What will happen to info-atari digests?

Comments?

Dave Baggett
dmb@cscwam.umd.edu

3256. STOS Loses on TOS > 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 20:11:12 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr4.201112.20863@wam.umd.edu>
Source record: 241897

In article <4Apr1990165702135@BLEKUL11.BITNET> GHGADMO@BLEKUL11.BITNET writes:
>I have a problem concerning the compatibility of the 1040 STe. I tried
>to run STOS on it, and it results in about (no sure) 4 2 bombs. Any
>idea why?

If I'm not mistaken, STOS fails to run on both TOS 1.4 and 1.6 because
it uses UNDOCUMENTED LOCATIONS in TOS.

<oooh> <aaah> <gasp>

Tsk-tsk. Perhaps a STOS user can confirm or deny.

Dave Baggett
dmb@cscwam.umd.edu

3257. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 21:21:47 UTC
From: jdroh@athena.mit.edu
Message-ID: <1990Apr4.212147.3676@athena.mit.edu>
Source record: 241952

In article <1090@olnl1.UUCP>, paulz@olnl1.UUCP (Paul v.d. Zwan) writes:
> Has anyone ever tried upgrading a Mega 2 (late 1987) to 4 MB. ?
> It has room for 10 more RAM chips on the motherboard. Is an upgrade
> as easy as I hope it is or is there catch to it. ??
>
>
>
> --
> # Paul van der Zwan # {mcvax,uunet,hp4nl}!olnl1!paulz
> # Olivetti Nederland B.V. #
> # Marketing Support (Xenix,Unix,X/OS) #

Hopefully, you mean 16 more RAM chips, right? Supposedly one can just solder
16 dip sockets onto the motherboard then fill them up with 1mbit rams, and
the ST will automatically recognize the additional memory. I have been
meaning to try this for a while, but haven't gotten around to doing it yet.
It should work, since the motherboards for the Mega2 and Mega4 are the same.
If someone who knows more about this sees that I am mistaken in some of the
above, feel free to correct anything.
Jae D. Roh
MIT, Cambridge MA.
CS.
jdroh@athena.mit.edu

3258. Atari TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 21:30:48 UTC
From: skn@mentor.cc.purdue.edu
Message-ID: <9255@mentor.cc.purdue.edu>
Source record: 241899

I am very interested in the new TT. Does anyone know what the graphics capablities are going to be. The latest info I've seen was from an old Start magazine. So does any of you out there have the latest stats. Also (please don't laugh) does any one know the latest release date.

Thanks, Doug

3259. Re: MONOCHROME MONITOR BLUES

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 21:57:25 UTC
From: mccann@rbdc
Message-ID: <1990Apr4.215725.2322@rbdc>
Source record: 241966

I should be getting a nearly-new monitor (just bought, used, but not much) by UPS in about a week. It came as part of a system and I don't need it, will be willing to sell it (COD only) for $115 sight unseen (as yet, by me). SM124. I offer COD only as a mutual protection. Call me at 919-760-3438 evenings/weekends Eastern time if interested.

EOF

3260. Re: NEC 3D and NEC GS multisync monitors...

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 22:02:57 UTC
From: mccann@rbdc
Message-ID: <1990Apr4.220257.2401@rbdc>
Source record: 241967

Z4648252@SFAUSTIN.BITNET (Z4648252) writes:

> Could someone who has experience with both the Atari RGB and monochrome
>monitors comment on how the NEC 3D and NEC GS multisync monitors compare
>in relation to the Atari products? Please??? The main focus would be how
>sharp the monochrome is compared to the Atari monochrome monitor. Also,
>regarding the NEC 3D, how rich is its color when compared to the Atari
>RGB?
> Many thanks....
I have the 33D and all I can say is, it is very nice. You need to adjust it very exactly, but once that is done that is it, it offers virtually perfect color and mono, I'd salent, it is LARGER than sm124 yet just as sharp (actually SHARPER in corners in my opinion).

EOF
>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3261. Vcel reactions anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 22:13:17 UTC
From: johnsoer@thor.acc.stolaf.edu
Message-ID: <11886@thor.acc.stolaf.edu>
Source record: 241900

So, does anyone have any reactions to the Vcel Demo?
If so, you may contact me at-> johnsoer@thor.acc.stolaf.edu

Also, since I will be graduating this Spring I will be in search of a job.
If you are involved in a company that deals with computer graphics, please
tell me about it.

Thanks for you time,

Erik

3262. STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 22:26:32 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <5813@jarthur.Claremont.EDU>
Source record: 241957

Is anyone using the new terminal program STalker? It sounds like a nice program, but I was wondering if it had good VT-100 emulation, and if it could keep up with 19200 baud.

Dan Crevier
dcrevier@jarthur.claremont.edu

3263. Toronto Atari convention impressions

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 22:40:30 UTC
From: gbbrooks@sybil.cs.Buffalo.EDU
Message-ID: <20785@eerie.acsu.Buffalo.EDU>
Source record: 241951

TORONTO ATARI USERS CONVENTION : My Impressions

I was one of the attendees in Toronto at the 1990 Canadian Atari Users Convention on Sunday, April 1, 1990 (this past weekend). I came back with several impressions both good and bad of Atari's management and their computers.
My background: I currently own an Atari 8-bit system since 1979 which has seen little use since 1988 when I bought a Commodore Amiga. My best friend owns an Atari ST.

The Atari booth was impressive. Atari had 3 Lynxs running and allowed anybody to try them out with several games that they had there to demo. I was VERY impressed at the quality of the Lynx. Great sounds, graphics, and game playability. The Atari IBM compatibles, Atari STes, Mega STs, etc. were all on display. A business-type approach seemed Atari's plan.

ATARI ADVERTIZING

An hour later, 5 of Atari's representatives talked to an audience of about 200 concerning Atari's plans and goals in the future. Atari's new philosophy is to "TARGET markets for each of our products, and then to go out and advertize SPECIFICALL for those markets". It took Atari FIVE YEARS to recognize this!?!?!?!?
I see several flaws in Atari's plans of segmenting their target audiences. Atari has TOO MANY product lines. The specific markets they are after with which computers:
(a) Atari IBM Compatibles (IBM Market)
(b) Atari STes (Home market/Game market)
(c) Lynx (Game market)
(d) Mega ST (STe?)s (CAD/Business market)
(e) Portfolio (Portable IBM market)
(f) Stacy (Portable ST market)
(g) Atari TT (CAD/higher-end market)
(h) ABAQ/Atari workstation (workstation market)

EIGHT markets for such a small company as Atari is? Look at the main competitiors of Atari and see where they focus:
Nintendo: Focuses strictly on the game market both portable and home game market type, along with Sega and NEC.
Commodore: Main focus is the Commodore Amiga in the home end and multimedia/desktop presentation/graphics end.
Apple: Macintosh with desktop publishing, and the Macintosh II with multimedia.
IBM: Business market

How can Atari afford to have 8 separate divisions of its advertizing dollar? They can't. Atari has to concentrate on one, maybe two places to try and get a market edge in, and only THEN try and expand. Do you see Commodore coming out with many separate lines? No. Commodore is a small company. They have an Amiga 500 for the home, and an Amiga 2000 for higher end work. And new systems like the 2500/3000 are still compatable with the other Amigas and can be advertized along with them. Commodore is thinking about coming out with a game system of their own, ALSO compatable with the Amiga line. Commodore can advertize all their products at once because they can all be the same. Can Atari do this? No. The Lynx, ST, TT, Portfolio, etc. are all different architectures. They all need different advertizing campaigns. Atari has a limited advertizing budget. Atari has, overestimating this a bit, a $10 million advertizing budget per year. Only about $1.5 million can be devoted to any one product. That's not enough. Atari is trying to get into TOO many areas too quickly.
Atari's representatives seemed very unknowledgeable during the conference. Atari did not have any knowledge (as in they never heard of) of the Motorola/Hitachi dispute over the 68030 when asked about it. Atari among all people should keep an eye on this type of news, especially when it might impact the Atari TT - which uses the Motorola 68030 chip.
In my opinion, Atari doesn't have a good grasp over how to handle selling the computers it makes. Atari LOOKS impressive once you go and see their booth and their computers, but if nobody knows about them it's to no avail.

COMPUTER NEWS

The Atari TT was given a release date of late 1990 (as in December).
The Atari TT will be shipping to developers around July or August of this year. No price or even in-the-ballpark estimate of the price of the TT was given.
The Stacy it seems will NOT be an STe, rather an ST. It will NOT have a battery for about a year as it takes too much power to run a hard drive with a portable computer.

Atari has a great line of computers. I was very impressed at the show. If they become aware of how to market them (look how well Apple does with inferior products) and stop developing new models - and support the ones they have made, at least for a few years, Atari will become successful.

- Brandon!

3264. Re: GCR & Stacy & HardDisk access

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 22:53:35 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4743@druwy.ATT.COM>
Source record: 241976

in article <1990Apr3.110355.26669@lth.se>, qralph@dna.lth.se (Ralph Haglund) says:
> Hi folks,
> Atari desktop was missing), but they couldn't access the hard disk! As they
> know I am scanning the net they asked me to ask - is there any trick involved?
> Also - any info how the hard disk is attached in the Stacy? They said it is
> preformatted, prepartitioned, and no human being except High Priests can make
> any kind of changes there. Info?

One or more of the partitions on the STacy hard disk need to be
converted into Spectre partitions. Just use the format command on the
hard disk menu when Spectre is started.

If the Spectre can't access the hard disk at all (ie. not even
from the startup menu) then they need to change the device/subdevice
menu so that the Spectre does NOT access any of the LUN 1 drives, only
LUN 0. After they change the sub-device menu save the Spectre
configuration and then reboot and try again. There is (or at least was)
a bug in the STacy hard disk, if it saw a reference to LUN 1 the drive
locked up. It wouldn't even respond to commands sent to LUN 0.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

3265. PC Ditto II screen saver

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 23:06:38 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2817@isc-br.ISC-BR.COM>
Source record: 241954

I finally received my PC Ditto II upgrade last week. After some problems getting the clip seated, it works very well; a Norton rating of 4.2.

Do any of you PCD users out there have/know of a screen saver that will work with PCD II? I have tried several that I downloaded from the IBM roundtable on genie, but none of them work.

Please help.

Thanks, lawrence

3266. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-04 23:55:43 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr4.235543.24355@ux1.cso.uiuc.edu>
Source record: 241955
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Just wondering why all these lame Amiga users are posting and not
many Atari users...

The Amax from what I have heard (that is the Amiga's mac emulator)
is like a tadpole in the pond of mac emulators whereas Spectre on
the Atari approaches the bullfrog.

Atari has the added bonus that many of its users are hacks (like
me) who know much about computers in general. I don't know of
many other computers with as many cheap ways to enhance it. e.g.
The mod to expand the screen to 832x512(about), memory upgrade
without cards... etc.

Dave Small apparently has a 68030 card working for an ST that he
will market...?

The Amiga is also in another price range. (higher)

4096 colours are real pretty, if that's what makes your motor run.

512 are good enough for me.

There is another hardware mod from Germany for the atari that allows
the monochrome monitor to work in the colour resolutions using
grey scales.

Insight: You had a Mac... you'll probably get an Amiga except...
You ditched a Mac... you should get an Atari ST.

-- Greg

3267. Changing Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 01:12:31 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Apr4.201555edt.57940@ugw.utcs.utoronto.ca>
Source record: 241978

Since there have been several inquiries lately on changing the keyboard table in Gulam....

To modify Gulam to suit a particular national keyboard, you could first use a monitor/hex editor program such as ABZMON to search the TOS rom for the keyboard lookup tables, which presumably are correct for that country.

There are three keyboard tables, each 128 bytes long. The first one is for lower case, the second for characters obtained by pressing the SHIFT key, and the third one by actuating CAPS LOCK. In all three cases, the last 13 bytes are zeros. A suitable ASCII search string is '123456789', which occurs in the first and last tables.

Dump the TOS keyboard lookup tables to the printer to have a printed reference, load Gulam as a data file, and search it for its keyboard tables. When you find them, modify them to match the TOS rom tables, and then store the modified Gulam back to disc. The author of Gulam installed his own look up tables for the keypad (so that he could rebind the keypad to other commands) so you shouldn't modify the keypad codes.

I used this method to modify Gulam for the Dvorak keyboard layout. Because the Dvorak layout has the commonly used keys are in the home row, it can be learned in about 3 hours, and it is faster and less fatiguing than the Qwerty keyboard layout. But you do have these layout glitches to solve....
I used the method described above, but with a Dvorak installer program as the reference instead of the TOS ROMs.

Hope this helps:

Peter Hiscocks
Ryerson Polytech
Toronto

3268. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 02:35:13 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990Apr05.023513.20437@kaukau.comp.vuw.ac.nz>
Source record: 241960

From: pegram@uvm-gen.UUCP (pegram r)
>From article <2074@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
>% It turns out that a policy
>% decision was made a while ago to the effect that SIMMs (the socketed
>% kind) are to be used when building STe's. I don't know if any were
>% built before that decision, and whether SIPs were used in them. As has
>% been pointed out, using SIMMs makes a machine upgradable without
>% solder. It does NOT make them user-upgradable, at least not in the
>% USA, where opening the shield (or maybe the case) voids your warranty.
>
>With a 90 day warranty who cares? Just wait it out, and with SIMMS,
>you're *much* less likely to damage your ST than with the various
>kludges that are used to add memory to older STs. SIMMs should be
>very easy to plug in if you are at all handy.

90 days!!! Is that the sort of warranty offers by Atari overseas? Here they offer 12 months. They have to, they wouldn't get away with anything less. 90 days is the sort of limited warranty offered on software. Computer hardware is 12 months minimum. Several Taiwan Trendy-Brand PC Clone importers are offering 24 months. Many have warranty extension schemes (at some cost). I know it is the same in Australia - 12 months, standard.

How can a company say it has any confidence in its product if they don't offer more than a 90 day warranty. I can't believe 90 days is normal - is it some kind of discount offer, shorter warranty, smaller price?

All Atari products are sold here with these incredible double-layer sticker things (which says - remove this, and your problems are your own) which you abosutely cannot remove without breaking, situated over an important screw. It remains intact for the warranty period (12 months) or you don't have a warranty.

>% Furthermore, policy decisions are subject to revision by future policy,
>% so I still maintain it's a bad idea to assume that an STe has SIMMs
>% rather than SIPs.
>
>Memory seems to be the most popular upgrade, and all of your
>competitors allow it, I hope the decision is not reversed *ever*.

Absolutely, its one of the first things I hear people ask when they are considering an ST. - "If I buy a 520 now, can I upgrade it to a 1040 later?".

>% Finally, a side note: using SIMMs is not all rosy. The advantages of
>% (dealer-)upgradability must be balanced against the disadvantages

>% inherent in socketed SIMMs. They're less reliable: the sockets break,
>% the contacts get dirty, the SIMMs come loose, etc. So your upgradable
>% STe is less reliable than it would have been with soldered-in SIPs,
^^^^^^^^^^^^^^^^
All the installed SIPs I have seen (mainly in PC clones) have been
socketed, obviously not the same type of socket as SIMMs, but the same
idea. Allan still has a point I guess. But what happens if a SIP board
needs replacing and it is soldered in????
--

____
/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

3269. Re: SIMMs for the STE

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 03:47:15 UTC
From: gl8f@astsun9.astro.Virginia.EDU
Message-ID: <1990Apr5.034715.16785@murdoch.acc.Virginia.EDU>
Source record: 241963

In article <1990Apr05.023513.20437@kaukau.comp.vuw.ac.nz> Aaron.Roydhouse@comp.vuw.ac.nz (Aaron Roydhouse) writes:

> How can a company say it has any confidence in its product if they
> don't offer more than a 90 day warranty. I can't believe 90 days is normal
> - is it some kind of discount offer, shorter warranty, smaller price?

A 90 day warranty is typical in the US. Sun offers a standard 90 day warranty, and Apple only recently extended the standard Mac warranty from 90 days to 1 year. Of course, both companies offer extended coverage if you pay extra.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

3270. POSTSCRIPT -> PageStream

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 04:11:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000036@ux1.cso.uiuc.edu>
Source record: 241968

I have a picture in Adobe-2.0 postscript and I tried to import
it into PageStream using the EPS import. It did not work, all
that was left of Mr. Simpson was a square with an x through it.

Does anyone have any idea as to how to get this thing in a format
PageStream or EasyDraw or MacDraw II will understand?

Thanks.

-- Greg

3271. Re: KERMIT!?

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 04:41:48 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Apr5.044148.15716@cunixf.cc.columbia.edu>
Source record: 241975

In article <9004030710.AA10493@ucbvax.Berkeley.EDU> WJOHNSTO@COLGATEU.BITNET writes:
>Hello again:
>
> Several people responded with very helpful suggestions as to
>places I could obtain software and other remedies for "Atari iso-
>lation". What I need now is some way of downloading what I (presumably
>will be able to) find. Our VAX does not support my downloading
>routines (xmodem and dft, on MI-term); the staff suggest I look into
>KERMIT, which suggests that not everything has changed in recent years.
>
> Does anyone have any suggestions where I could find a version of
>kermit that would run on my ST (512 K) and on VAX/VMS 5.2? Or suggest
>an alternative? I assume that with only 512K I'm out of the running for
>UUCP and similar stuff...
>
> Many thanks!
>
> Michael Johnston
> WJOHNSTON@COLGATEU

Send email to fdc@watsun.cc.columbia.edu. He wrote Kermit in the first
place and I believe that Columbia has some sort of port for the ST. I
have had excellent luck with the implementation of Kermit on Uniterm,
but some people may prefer getting it from the horse's mouth
(no offense, Frank).

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3272. Minor GCR problem

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 04:55:05 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1226.261a8959@miavx1.acs.muohio.edu>
Source record: 241973

A friend of mine is running spectre GCR 2.35(I think) with system 6.04
running multifinder on a mega 4. The problem he is having is that he has
trouble reading very long continuous files (600-700k). They work fine up until
the speed change, then he gets a disk error. It reads and writes small files
fine, and it has no trouble formatting disks so that they work on other Macs.

Has anybody else noticed this problem?

Dave?
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

3273. Re: Gulam Hooks

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 05:05:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3129@water.waterloo.edu>
Source record: 241962

In article <2172@onion.reading.ac.uk> djd1@csug.cs.reading.ac.uk () writes:
> I am writing a text editor, which is to be run from Gulam. One feature
>that the editor has is that it can do shell commands, akin to :!<cmd> in
>vi. I have managed to achieve this using the SHELLP variable, as described
>in the article by (I think) Leroy Dickey and .. I must apologise, I cannot
>remember his name, but it's the chap who wrote the example program to show
>how to use Gulam hooks in the same article. This article was released with
>version 1.03.04.05 of gulam.

Sorry, what you are asking is a little bit beyond me. The article you
mention may have been by Prof. Mateti, himself. I have had some small
success with some shell commands and aliases, and this ability has
kept me happy using Gulam.

By the way, djd1, I have tried to reach you several times by e-mail,
but, as far as I can tell, have had a lot of failures.

Lee

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3274. NeoDesk, DegaDesk, NewBell Switcher

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 06:34:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000037@ux1.cso.uiuc.edu>
Source record: 241969

Now at terminator... soon in comp.binaries...

SWITCHER.LZH:
contains source & binaries for:

NRPS 2.0 NeoDesk Random Picture Selector
DRPS 2.0 DegaDesk Random Picture Selector
NBRSS 1.0: NewBell Randome Sound Selector

Eases the use of NewBell... more than ten sounds... no need to
type the names into NewBell.dat

-- Brought to you by me.
-- Small (each ca. 2000 bytes)
-- Configurable (Somewhat)

-- Free
-- Turbo C 2.0 Source

-- Gregory Mathias Lemperle-Kerr

3275. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 07:14:12 UTC
From: erwinh@solist.htsa.aha.nl
Message-ID: <39@solist.htsa.aha.nl>
Source record: 241961
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <10365.2619c11a@zeus.unomaha.edu> fh007@zeus.unomaha.edu writes:
>1-you can get an accelerator board for any amiga and use a 68030, Commodore
> is currently developing UNIX for the Amiga.
>2-I dunno!
>3-Commodore does for sure, a plan just implemented, about 40% I believe, to any
> student.
>4-does not apply!
>5-The Amiga has a custom chip set that takes care of many processor jobs,
> speeding up programs that have heavy data movement and such. The graphics
> have 4096 colors, displayable all at once. Don't throw away your software,
> you can get the Mac emulator. The amiga 3.5 has 880k where the Atari has
> about half. You can get a hardware emulator for a 286 pc.
> Bob

I can imagine that you think the Commodore Amiga is much better than the Atari ST. Fine with me, maybe you are right (could be). But please stay in comp.sys.amiga.

Nice for the Amiga to have a accelerator board, nice to know that Commodore is developing UNIX for the Amiga. Nice to know about some hardware emulator for a 286 PC. Not so nice to know that an ST diskdrive can only format about 440K on a 3,5 inch disk, this is not true (and you know that as well as I do).

But enough of this slagging. The only point I try to make is the following :

If you are an Amiga owner, an Macintosh owner, any computer whatsoever owner, please stay in your own newsgroup, or tell the story from both sides (not a simple I dunno!!). If you don't know than don't try to blacken the other computer.

Greetz

Erwinh

3276. PC-Emulator

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 07:15:31 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004050715.AA04318@ucbvax.Berkeley.EDU>
Source record: 241977

Dear netters,
today i received some information about the PC-emulator of
Vortex. Seems that is it like PC-Speed but only CGA and Hercules
is possible. In the newest version of PC-speed you can programm the
68000er and a coprocessor will be accepted. The Vortex-emulator has
none of this features. When i have the emulator of omega-systems in
mind i see that there are 16 MHZ possible and i don't know if the
Ram of the Atari is used over 704 KB. Think we have to wait a while
for a emulator with 80286 and 80287 or 80386SX and 80387Sx which
uses full ram, allows to run dos and tos without booting and has full
16 MHZ for all the tuned boards and accepts the 68881. A free card-
slot would be fine two.
Thomas Neser <So01@Dmarum8.Bitnet>

3277. Re: PostScript printing from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 07:20:50 UTC
From: dkhusema@medusa.informatik.uni-erlangen.de
Message-ID: <2633@medusa.informatik.uni-erlangen.de>
Source record: 241974

swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:

>I tried to install Timeworks for PostScript but end up with a
>missing driver. It seems Timeworks wants to load the driver from
>the (non-existing) printer. If I tell FontWidth that I have the
...

>Can I get it to print PostScript to disk, even though I don't have
>the printer? Will it work if I can get someone to send me the

I'm using the Timeworks Desktop Publisher for creating docs at home (where I
don't have a postscript printer nor UltraScript (yet)), print them to disk, and
print them at university on the LWII.

As I don't know what kind of set up you have, I'll tell you mine:
Mega ST 4
Megafile 60 - a hard disk seems to be essential for being able to
print to disk, I had no luck installing TW DTP w/o a hard
disk for using postscript *and* printing to disk! The manual
doesn't mention this fact - I had to learn it the hard way!

Hope that'll help you!

>Steven W. Klassen +----------------------------+
>Computer Science Major | Support the poor...buy fur! |
>University of Waterloo +----------------------------+

Dirk Husemann
---------------------- Smile, tomorrow will be worse! ------------------
X.400: <S=dkhusema;OU=informatik;P=uni-erlangen;A=dbp;C=de>
RFC822: dkhusema@immd4.informatik.uni-erlangen.de
RFC822: dkhusema@immd4.informatik.uni-erlangen.dbp.de [BETTER!FASTER!]
UUCP: {pyramid,unido}!fauern!immd4.informatik.uni-erlangen.de!dkhusema
-- Beam me up, Scotty, there's no intelligent life down here! --
------------------- My opinions are mine, mine, mine -------------------

3278. server

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 07:31:00 UTC
From: FD@BGERUG51.BITNET
Message-ID: <9004050717.AA04537@ucbvax.Berkeley.EDU>
Source record: 241979

Dear Netters,

Is there still any server on the net from which files and programs can be obtained? On BITNET we don't have access to anonymous ftp, but that info would also be welcome.

Please e-mail to me directly, and I will summarize to the net if enough interest.

Greetings,

Frits Dumortier
(FD@BGERUG51.BITNET)

3279. Re: 10 ugly bombs (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 07:45:28 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4784@brahma.cs.hw.ac.uk>
Source record: 241993

In article <10877@cbnewsm.ATT.COM> rachna@cbnewsm.ATT.COM (anil.pal,hl,)
writes:
>I have a 1986 or thereabouts vintage 1040 st with tos1.0 (i think)
>in rom, and an atari sh204 20 mb hard drive. recently i have
>started getting this strange problem every time i try and run
>flight simulator 2, where the machine dies with 10 bombs on the
>screen. This happens wether i try and run it from my hard drive or
>from a floppy.
>However, when i boot the machine with the origonal disk
>as the boot floppy, every thing runs fine.
>
>I am having this problem only with this one program, everything else
>runs fine.

I have seen two versions of FS2. The original version was copy protected but
the next version was not. Both versions were loaded at absolute locations
in memory. What this means, is that if the absolute location happens to be
in use by accessories or GEM itself when the program is loaded then anything
(in this case 10 bombs) can happen. Contact SubLogic and see if they have
stopped this dumb practice of absolute location and have a relocatable version
available.

>anil pal
>anil\@whtool.att.com

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "I cut down trees, I eat my lunch, ..." !
+---+

3280. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 08:37:19 UTC
From: eric@castle.ed.ac.uk
Message-ID: <3165@castle.ed.ac.uk>
Source record: 241992

In article <825@nikhefh.nikhef.nl> t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>> (about whether it is wise to leave your monitor on)
>I know three people who left their monitor (Atari SM124) turned on all the
>time. All three monitors blew after 2-3 years. Most others, including older
>ones, have not blown. Draw your own conclusions.

I left my monitor on all the time (I have a vintage 1985 520ST
with SM124 monitor) and never had any problems til last summer
when a lightning storm caused a power surge or something and my
monitor blew its fuse.

I used a screen blanker (can't remember which one and my ST is
across the pond from me).

Your mileage may vary...

eric

--
+---+
|Eric S Fraga, Department of Chemical Engineering, University of Edinburgh |
|phone: +44 31 667 1081 x2955, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk |
+---+

3281. Re: ICON language

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 09:07:50 UTC
From: mwjester@wsuiar.uucp
Message-ID: <113.261ac496@wsuiar.uucp>
Source record: 241903

In article <9004040701.AA08862@ucbvax.Berkeley.EDU>, K331672@AEARN.BITNET (Gerfried Klein) writes:
> Hello |
>
> I have just downloaded the language ICON from a server, but there
> seems to be no documentation about this language. I only know that it is
> a follow up from SNOBOL/4, but that's all.
> Is there somebody out in netland who can point me to some documentation ?
> I would be very happy to get a language description, examples, and so on.
>
> Thanks
> Gerfried

The only docs I know of are found in the book "The Icon Programming Language", although there was an article in Computer Language in late 86 (by the same authors - Sorry, I can't recall the spelling just now, but it's the same folks who put together SNOBOL4....Greenwald? Groenwald? The book should be available in any University library.
... 5 minutes later ...
Oh! I do have the authors' name here - Ralph E. and Madge T. Griswold; no wonder I was screwing up the spelling. The book is published by Prentice-Hall. A pretty good book, paperback so not too expensive - and the language itself is pretty neat.

Hope this helps.

Max J.

3282. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 09:21:38 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510003@hpbbi4.HP.COM>
Source record: 241984

/ hpbbi4:comp.sys.atari.st / jdroh@athena.mit.edu (Jae D. Roh) / 11:21 pm Apr 4, 1990 /
In article <1090@olnl1.UUCP>, paulz@olnl1.UUCP (Paul v.d. Zwan) writes:
> It should work, since the motherboards for the Mega2 and Mega4 are the same.

This is not true in all cases. I bought a Mega2 which has neither
the layout lanes nor the drill holes for adding more memory !
So there are Mega2 only motherboards.

Stefan

3283. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 09:25:03 UTC
From: mrose@ic.sunysb.edu
Message-ID: <7363@sbcs.sunysb.edu>
Source record: 241970

In article <10365.2619c11a@zeus.unomaha.edu> fh007@zeus.unomaha.edu writes

>5-The Amiga has a custom chip set that takes care of many processor jobs,
> speeding up programs that have heavy data movement and such. The graphics
> have 4096 colors, displayable all at once. Don't throw away your software,
> you can get the Mac emulator. The amiga 3.5 has 880k where the Atari has
^^^^^^^^^
> about half. You can get a hardware emulator for a 286 pc.
> ^^^^^^^^^^ Bob

What do you mean "Atari has about half." All Atari machines in production come with 720k 3.5 inch drives. These disks are in IBM format and can be exchanged between Atari and IBM and Clones. The Disks can be formatted up to 956K, I believe, but this is unreliable. There are several Mac Emulators for the Atari ST. In my opinion the Best is Spectra GCR by Dave Small of Gadgets by Small. It lets you read and right directly to Mac disks and use a partition of your ST's hard drive as a Mac hard drive. The Mac emulator for the Amiga required that you have access to a real Mac to transfer software over to its non-standard disk format or purchase a real Mac disk drive to attach to the Amiga. Also, as far as I know, the Amiga Mac emulator does not allow you to access your hard drive (this may change). When using the Amiga in 640 x 400 mode, it suffers from interlacing, and the screen flickers. This drives me crazy! This will be corrected when the Extended Chip Set is available, but this also requires a new monitor.
On the ST, you get 640 x 400 resolution in Monochrome (Like on a Mac) with out any flicker, in fact it looks sharper then the Mac's screen and it is bigger. It is also possible to overscan on the ST like the Amiga, this is a very simple modification and I think cost approx $5.
There are also several IBM emulators for the ST. Some are internal modifications and others are plug in boxes that operate concurrently with the ST and let you switch between the two environments. I have heard of one that has a 386 on the board, but I have not seen it yet.

-Michael Rose

3284. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 09:57:38 UTC
From: lshaw@walt.cc.utexas.edu
Message-ID: <27571@ut-emx.UUCP>
Source record: 241972
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1990Apr4.235543.24355@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
>
>
> Just wondering why all these lame Amiga users are posting and not
> many Atari users...

Perhaps because this is comp.sys.amiga? Oh, and I'm glad to know that by virtue of the fact that I use an Amiga I am lame.

> The Amax from what I have heard (that is the Amiga's mac emulator)
> is like a tadpole in the pond of mac emulators whereas Spectre on
> the Atari approaches the bullfrog.

Well, it runs faster than a Mac SE... on a stock Amiga. It's definitely not shabby, and I've _seen_ it run. But I won't say that Spectre isn't any good, because I haven't seen it.

> Atari has the added bonus that many of its users are hacks (like
> me) who know much about computers in general. I don't know of
> many other computers with as many cheap ways to enhance it. e.g.
> The mod to expand the screen to 832x512(about), memory upgrade
> without cards... etc.

The Amiga, in the beginning, was owned almost exclusively by hackers. Besides, a stock Amiga can do 768x480 without any hardware mod.

> Dave Small apparently has a 68030 card working for an ST that he
> will market...?

GVP, Ronin, and Commodore _definitely_ already have 68030 cards working for the Amiga that they _have_been_ marketing... GVP has about 5 models, too, including one thats 40 mhz.

> The Amiga is also in another price range. (higher)

You can buy an Atari ST system (computer, monitor, two drives, 1 MB) for less than $1000 dollars?

> 4096 colours are real pretty, if that's what makes your motor run.

So maybe it is and that's why I like my Amiga...

> 512 are good enough for me.

That's your personal preference.

> There is another hardware mod from Germany for the atari that allows
> the monochrome monitor to work in the colour resolutions using
> grey scales.

How revolutionary.

> Insight: You had a Mac... you'll probably get an Amiga except...
> You ditched a Mac... you should get an Atari ST.
>
> -- Greg

You _should_ get whatever you feel is the best machine for you. As you may have noticed, I can argue with you all day about which machine is better and neither of us will concede. That's because we _both_ like our machines. If you weren't happy with your machine, you wouldn't argue for it, and I wouldn't argue for my machine if I didn't like mine.

If I were a techo-peasant and had absolutely no idea what to do when I sat down at a computer, I'd get a Mac, simply because its practically guaranteed to be easy to use. That's its strong point. If I wanted to do MIDI, I'd buy an Atari ST. Since I like what the Amiga does for me, that's what I have.

Logan Shaw \ "We all know you haven't lost your mind... but if
lshaw@ccwf.cc.utexas.edu \ you close your eyes you're just the same as blind."
Phone: (512) 476-2749 \ -Greg X. Volz

3285. Start TOS.IMG from Harddisk

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 10:24:58 UTC
From: K298027@CZHRZU1A.BITNET
Message-ID: <9004060733.AA03404@ucbvax.Berkeley.EDU>
Source record: 241958

Hi everybody,

I just bought a megafile 30 for my ST and I got stuck into a problem. I'd
like to load TOS.IMG when I boot from the hard disk. Is it possible ?

Michael Mueller, Brain Research Institute, CH-8029 Zuerich, Switzerland
Phone: +41 1 385 63 62
E-mail: <K298027@CZHRZU1A.BITNET>

3286. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 10:46:08 UTC
From: meulenbr@cstw68.prl.philips.nl
Message-ID: <1302@prles2.prl.philips.nl>
Source record: 241971

In article <2122@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
[...]
>deny? Just assume that anything you don't hear from several sources is
>probably false, and things you *do* hear from several sources are
>probably false, too. Even things from Atari can be false: I said STe's
>might not have SIMM sockets, but that turned out not to be the case.
[...]
>it!" ... So here goes: To my knowledge, the TT will ship under the
>Atari name. However, I'm not Jack Tramiel, or even Sam, and my
>knowledge goes only so far.

Yes, Allen, but when....

Some history.

I remember having seen the TT on the Duesseldorf Fair early Sept '89.
When asking about availability the answer was something like
"within three months" or "before christmas"

Somewhere at the end of '89 it was announced on this very network that
the TT would be available 1Q90. I still remember that a fellow reader
got flamed by an atari official because this reader questioned the
availability of the TT. The answer was something like (sorry, I cannot
quote, since I do not save every article I receive):
"We told you that the TT will be available 1Q90. 1Q90 still has six
weeks to go, so there is no reason to flame atari for announcing
vapourware".

Well as you all know 1Q90 came and go, and no TT appeared in the shops.
At Cebit now they tell the system (with tos will be availabe in june or
july (I forgot)).

*** FLAME ON ***

Do you really believe to see a TT this year???? I have seen the TT being
announced about 5 times in the last two or three year by now.
For me the TT is no more or less than a lot of other products announced
by atari (e.g. the modem, the PC addon board etc.). Vapourware.

Why is the system not available. Does an atari official dare to reveal
that?? A single capable EE could have developed this system maybe three
times since it has been announced first. I for me, I lost confidence in
atari a long long time ago....

*** FLAME OFF ***

Ok. back to MINIX.

Frans Meulenbroeks (meulenbr@cst.philips.nl)
Centre for Software Technology
(or try: ...!mcsun!phigate!prle!cst!meulenbr)

3287. MIDI at 500KHz ... IT WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 12:16:56 UTC
From: SA44@liverpool.ac.UK
Message-ID: <9004051235.AA00350@Argus.Stanford.EDU>
Source record: 241959

I read the recent Midi discussion with interest. I too noticed in my ST internals book that the Midi (and the keyboard) ACIAs could be run at 500Khz in stead of the normal MIDI 31250baud. I experimented with this in pure 68000, writing my own MIDI interrupt handlers that were as quick as they possibly could be, as I knew the TOS handlers would be much too slow for the job.
I proceeded to send a copy of one ST's screen over to the others. WIth my interrupt handler bytes were still being dropped.
SO, I changed the code to do away with interrupt routines altogther and wrote a very tight polling routine. THIS DID WORK and sent across a screen correctly.
Of course, this can only be done synchronously and is at the bounds of the 68000's speed, so nothing else AT ALL can be done at the same time as reading the MIDI port. A keyboard interrupt/VBL interrupt will cause the polling loop to drop bytes. 500000 bits per second = 50000 bytes (1 start bit/8 data bits/1 stop bit) which means only 160 clock cycles for the 68000 to get the byte, any delay will be disasterous.
I hope this encourages someone.

NSFnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
JANET : sa44@uk.ac.liv
UUCP : ...!mcvax!ukc!liv.ac.uk!sa44

3288. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:04:56 UTC
From: matthews@umd5.umd.edu
Message-ID: <6360@umd5.umd.edu>
Source record: 241983

In article <1990Apr4.212147.3676@athena.mit.edu> jdroh@athena.mit.edu (Jae D. Roh) writes:
>In article <1090@olnl1.UUCP>, paulz@olnl1.UUCP (Paul v.d. Zwan) writes:
>Hopefully, you mean 16 more RAM chips, right? Supposedly one can just solder
>16 dip sockets onto the motherboard then fill them up with 1mbit rams, and
>the ST will automatically recognize the additional memory. I have been
>meaning to try this for a while, but haven't gotten around to doing it yet.
>It should work, since the motherboards for the Mega2 and Mega4 are the same.
>If someone who knows more about this sees that I am mistaken in some of the
>above, feel free to correct anything.
>Jae D. Roh
>MIT, Cambridge MA.
>CS.
>jdroh@athena.mit.edu

Whoa.... There are a whole lot of different Mega 2 motherboards ALONE!!!
Some have the pads for extra RAM chips already, some don't. Some have MMUs
that won't recognize any more memory. And some, a VERY few, came with the
4 megs of DRAMs already, and only needed a new solder connection... (only one
of those has shown up, to my knowledge).

Best thing to do is take your computer to a dealership that you trust, if you
don't feel like finding this out for yourself.

My Mega 2 has the pads for the extra RAM chips. I'm almost willing to bet
money that my MMU won't take it, though... it's a rev. 5.0 motherboard.

Mike

3289. Re: NEC 3D and NEC GS multisync monitors...

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:08:41 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <22911@watdragon.waterloo.edu>
Source record: 241985

How does one connect the nice NEC 3D monitor so that you can switch
between mono and colour?

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

3290. POOLFIX4 and the XBRA Standard

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:17:41 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <22912@watdragon.waterloo.edu>
Source record: 241980

Hmm. I think I have not been paying attention again and missed something important on the net. Being a developer and not having a complete set of docs bothers me to no end.

What is the XBRA standard as mentioned in the POOLFIX4 article? Is there a blurb on how to it is done? Can some kinf soul send it to me please.

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

3291. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:22:42 UTC
From: achowe@tiger.waterloo.edu
Message-ID: <22913@watdragon.waterloo.edu>
Source record: 241981

>Hopefully, you mean 16 more RAM chips, right? Supposedly one can just solder
>16 dip sockets onto the motherboard then fill them up with 1mbit rams, and
>the ST will automatically recognize the additional memory. I have been
>meaning to try this for a while, but haven't gotten around to doing it yet.
>It should work, since the motherboards for the Mega2 and Mega4 are the same.
>If someone who knows more about this sees that I am mistaken in some of the
>above, feel free to correct anything.

I heard something to the effect that this could not be done because
the speed of the Mega 2 chips are slower than that of a Mega 4 and
so the entire 4M would have to be the same speed or better (which I
do not know) in order to keep up with memory refresh.

Did I hear wrong or could I have updated long ago to 4M?

- ant

achowe@tiger.waterloo.edu | "It is hard to make the world go away
_ -|-|_ _ | when it has decided to notice you."
(_\ |\| | | | (_) |\| \/ | - Spock's World
___/ | disclaimer...

3292. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:24:34 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1467@uvm-gen.UUCP>
Source record: 241994

From article <1990Mar24.192858.1655@ns.network.com>, by logajan@ns.network.com (John Logajan):
% From time to time I've seen mention of replacement floppy drives not indicating
% disk change status. Since I've had a replacement drive for longer than my
% human memory works, I don't recall if the original could really detect disk
% change status either.
%
% Looking at the pinouts and schematics for a 520 ST reveals that there is
% no dedicated "disk change" signal. So if the original Atari floppy drives
% could inform of disk change condition, that information would HAVE to be
% indicated in some way over the only lines available to do so, namely:
% read-data, track-0, write-protect, and index. Furthermore, these signals
^^^^^^^^^^^^^^
Write protect is the beasty you want, all you _usually_ have to do is
tie your drive's media change line to the write protect line directly
(a Wire OR). Think about it, on the simplist of 3.5" drives the
write protect is inhibited when something blocks the light from getting
to the sensor, removing your disk allows the write protect line to
toggle. Unfortunately, many drives outsmarted Atari and inhibit the
signal when no disk is in place.

My thanks also to the fellow who pointed out the motor running
condition is due to an upsidedown connector, this is true on late
model STs. You must know which way to plug the drive cable in, it
will go in upside down!

% go directly and only to the floppy controller chip, so that if there is
% any disk-change detection going on, it has to be occuring there.
%
% I will pursue this by looking into the specs of the floppy controller,
% but if anyone has any clues or knows the answer to this, let me know.
% Thanks.
%
% --
% - John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
% - logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

Bob Pegram Internet: pegram@griffin.uvm.edu

3293. Re: Splitting comp.sys.atari.st into subgroups

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 13:50:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <499f1752.20b6d@apollo.HP.COM>
Source record: 241982

In article <1990Apr4.200716.20696@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>Well, it's come up again. Somone's hinted at breaking this newsgroup
>into subgroups. This idea hasn't met with much support in the past,
>but maybe it's time to (once again) reconsider.
>
>I think a division between technical topics, game discussions, and
>rabid political flames might be nice. Maybe comp.sys.atari.st should
>split into three groups:
>
> comp.sys.atari_st.general (Games, rumors, questions, etc.)
> comp.sys.atari_st.wizards (Technical)
> comp.sys.atari_st.politics (Rabid political & financial discussion)

I don't believe this group has the volume to warrant a split. It seems
like the "let's break it up" idea only comes up when seasonal flames
occur -- when they blow over, so does the desire to split. Just my opinion.
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

3294. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 14:04:23 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <15758@eagle.wesleyan.edu>
Source record: 242000

In article <6523@blake.acs.washington.edu>, ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
> I only had ONE sound in the dat file at the time....
>
> Thanks for the hint... but this doesn't seem to explain
> my problem....
>
>
> anybody?
>
> -kevin
> ramsiri@blake.acs.washington.edu

Do you have any blank lines in the file? If so, delete them. Even the last line. I had this problem when I first started using Newbell, and it was caused by a blank line at the end. Authors of program like this really should check for obvious things like blank lines, it's not all that difficult.

3295. Re: Toronto Atari convention impressions

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 14:10:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <499f28f1.20b6d@apollo.HP.COM>
Source record: 241989

In article <20785@eerie.acsu.Buffalo.EDU> gbbrooks@sybil.cs.Buffalo.EDU (G. Brandon Brooks) writes:
> The Atari TT was given a release date of late 1990 (as in December).
>The Atari TT will be shipping to developers around July or August of this
>year. No price or even in-the-ballpark estimate of the price of the TT was
>given.

Perhaps "last known tentative TT release date" should be part of the periodic "answers to frequently asked questions" post here.

(Anyone remember the earliest date they'd heard for the TT? Seems to me that STart interviewed Jack Tramiel (or was it Sam?) back in '87, and quoted him as saying it was "nearly ready, probably within a few months". I'll have to see if I can dig out the issue and get the exact words. Remember last fall, when Atari cheer-leaders were certain that it couldn't possibly be out any later than spring 1990? Sigh.)

Seems like every company in this industry has its infamous vaporware (Amiga people probably would nominate the "Video Toaster" as their favorite); guess the TT is Atari's. Seems like Atari has become the "boy who cried 'TT'!"
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

3296. Re: Does TOS 1.4 fix 1k sector reads?

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 14:45:53 UTC
From: hintz@quando.UUCP
Message-ID: <1414@quando.UUCP>
Source record: 241990

In article <16000035@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>
> Does Rwabs work with 1K sectors in TOS 1.4? I tried to dump
> sectors from a hard disk partition with 1K sectors and found
> that Rwabs (TOS 1.0) only reads 512 bytes from the sector i.e.
> acts as if there were 512 byte sectors. However files stored
> on the partition work fine.
>
> Thanks.
>
> -- Greg

Yes it works with TOS 1.4 !
I use AHDI 3.01 with one MEGAFILE44 with one extra buildin 105MByte SCSI Hard-
Disk. My MEGAFILE-Cardridges are formatted with four Partitions 11-11-11-11.
(512 Bytes per Sector).
The 105MByte Disk is partitioned 27-26-26-26 (1024 Bytes per Sector).

Please use Getbpb() before Rwabs() !!!

--
Stefan Hintz, Dortmund, West Germany
hintz@quando.quantum.de
--

3297. Re: Digitized Sounds

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 14:48:38 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6523@blake.acs.washington.edu>
Source record: 241986

In article <1990Apr3.202702.3038@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
>ramsiri@blake.acs.washington.edu (Enartloc Nhoj) writes:
>
>>the point of frustration at times) NEWBELL "can't open file"
>>.. rebooting several times, coldbooting ... eventually solves
>>the problem... is there a fix for this? I have tried reordering
>>NEWBELL.prg in my auto folder.. doesn't seem to do much..
>
>>THanks
>
>>-kevin
>
>NEWBELL.DAT may only contain 10 sounds. If you put more in and it chooses
>the 10th, it will crash on trying to open a file whose name goes from the
>beginning of the 10th to the EOF. Way to go Dan. :-).
>
>-- Greg

I only had ONE sound in the dat file at the time....

Thanks for the hint... but this doesn't seem to explain
my problem....

anybody?

-kevin
ramsiri@blake.acs.washington.edu

3298. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 14:57:29 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Apr5.145729.22839@cunixf.cc.columbia.edu>
Source record: 241996

In article <2812@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>
>(Sounds like someone is more than a bit gullible to pass on
>everything that they heard)
>
Well, gee whiz, Mark. I'm glad you're not one of those gullible rumour
spreaders. Nope, not you...

<flame off>
>
>--
> Mark Newton-John
> (ames att sun)!pacbell! \ Sakura-mendo, CA
> ucdavis!csusac! - sactoh0!mfolivo
> uunet!mmsac! / the good guys!

```
------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------
```

3299. Re: How to create a senseless flame war

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 15:03:12 UTC
From: tar@naucse.UUCP
Message-ID: <1985@naucse.UUCP>
Source record: 241988
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <10607@cbmvax.commodore.com>, valentin@cbmvax.commodore.com
(Valentin Pepelea) writes:
> Sometimes computer wars are initiated by users who have an inferiority complex
> about their computers and therefore get defensive. But most often they are
> created by users who simply never took a good look on the other side of the
> fence. Let's analyse such a typically uninformed poster...
>

While uninformed users are generally quite a pain, I see little need to waste
bandwidth with such an analyzation.

[stuff deleted]

Rather than including a copy of both sets of comments, I would like to request
that people avoid the chance to escalate this 'Flame War' into another set of
numerous useless postings (especially since it would be cross-posted to no
less than THREE Newsgroups).

While Mr. Pepelea makes some interesting (and arguably valid) points, I must
admit that it surprises me to hear an Employee of Commodore stoop to such
things as flaming another Netter. Things come to mind such as "...stooping
to their level...", etc.

As pointed out numerous times, the ST/Amiga/Mac all have supporters/retractors,
and each machine has both strong and weak points. There is no need to once
again debate these various aspects...especially with the intent of starting
a Flame War.

'Nuff said.

> Valentin
> --
> The Goddess of democracy? "The tyrants Name: Valentin Pepelea
> may distroy a statue, but they cannot Phone: (215) 431-9327
> kill a god." UseNet: cbmvax!valentin@uunet.uu.net
> - Ancient Chinese Proverb Claimer: I not Commodore spokesman be
^^^^^^^^^^^^^^^^^^^^^^^^^
I commend you for pointing out that you're not a Commodore Spokesman.
--
Timothy A. Roeder - Northern Arizona University(NAU)/Univeristy of Arizona(UA)
UUCP: ...!arizona!naucse!tar (NAU)
Internet: tar@naucse.cse.nau.edu (NAU) -- troeder@mis.arizona.edu (UA)
Bitnet: roedert@arizvm1.BITNET (UA)

3300. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 15:10:46 UTC
From: ramsiri@blake.acs.washington.edu
Message-ID: <6524@blake.acs.washington.edu>
Source record: 241987

In article <9255@mentor.cc.purdue.edu> skn@mentor.cc.purdue.edu (Doug Stevens) writes:
>I am very interested in the new TT. Does anyone know what the graphics
>capablities are going to be. The latest info I've seen was from an old
>Start magazine. So does any of you out there have the latest stats. Also
>(please don't laugh) does any one know the latest release date.
>
> Thanks, Doug

I heard that ATARI was shooting for an ANNOUNCEMENT at this year's FALL
COMDEX... Note that this is an "announcement" vs.. the several
"showings" of the TT in the past.... Projected availability will
be 2nd Quarter 1991.

This may be rumor... on the other hand.. anything ATARI officially says is
rumor too ;-)

The 68030 STacy will be only "shown" at the FALL Comdex...
the "announcement" of this new machine is pending FCC approval...

-kevin
ramsiri@blake.acs.washington.edu

3301. BELLTEST - NewBell SND Tester, Spee

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 16:33:28 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000038@ux1.cso.uiuc.edu>
Source record: 241995

And yet another late night production by the Kerr man...

See belltest.lzh at terminator for a utility that will set the speeds for your digitized sounds for use with newbell and let you test them before use. GEM and all! Wowee.

-- Greg

3302. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 16:37:17 UTC
From: hintz@quando.UUCP
Message-ID: <1417@quando.UUCP>
Source record: 241991

In article <1990Apr4.212147.3676@athena.mit.edu> jdroh@athena.mit.edu (Jae D. Roh) writes:
>In article <1090@olnl1.UUCP>, paulz@olnl1.UUCP (Paul v.d. Zwan) writes:
>> Has anyone ever tried upgrading a Mega 2 (late 1987) to 4 MB. ?
>> --
>> # Paul van der Zwan # {mcvax,uunet,hp4nl}!olnl1!paulz

>Hopefully, you mean 16 more RAM chips, right? Supposedly one can just solder
>16 dip sockets onto the motherboard then fill them up with 1mbit rams, and
>the ST will automatically recognize the additional memory. I have been
>meaning to try this for a while, but haven't gotten around to doing it yet.
>It should work, since the motherboards for the Mega2 and Mega4 are the same.
>If someone who knows more about this sees that I am mistaken in some of the
>above, feel free to correct anything.
>jdroh@athena.mit.edu

I have upgraded my MEGA 2ST to 4MB.
I think it is an good idea to put also a condensator near each RAM between
0 and 5V. The printed-circuit-board is prepared for this.
I also had to add three resistors (33 Ohm).
Those resistors are for the RAS and CAS pins of the second memory bank.

--
Stefan Hintz, Dortmund, West Germany
hintz@quando.quantum.de
--

To be intoxicated is to feel sophisticated but not be able to say it.

3303. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 16:47:01 UTC
From: javoskamp@daisy.waterloo.edu
Message-ID: <22922@watdragon.waterloo.edu>
Source record: 241999

In article <22913@watdragon.waterloo.edu> achowe@tiger.waterloo.edu (anthony howe) writes:
...
>
>I heard something to the effect that this could not be done because
>the speed of the Mega 2 chips are slower than that of a Mega 4 and
>so the entire 4M would have to be the same speed or better (which I
>do not know) in order to keep up with memory refresh.
>
>Did I hear wrong or could I have updated long ago to 4M?

Well, I upgraded my Mega2 to 4 megabytes last fall. All you need is
16 1Mbit DRAMs (same speed as those on the board), 16 decoupling capacitors
(same as on the other banks) and 3 resistors (can't remember what value -
look for ones "obviously missing" on the board below and to the left of the
DRAMs). The big pain is getting the solder out of the holes in order to
install everything.

As far as I could tell, all banks are refreshed simultaneously. In any case
I haven't had any problems with going to 4 meg.

Jeff Voskamp
--
Some people march to a different drummer -- and some people polka.
bang path: ...{!uunet,...}!watmath!daisy!javoskamp
domain : javoskamp@daisy.uwaterloo.ca or javoskamp@daisy.waterloo.cdn

3304. monochrome bending & shaking

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 16:59:19 UTC
From: billm@gaudi.CSUFresno.EDU
Message-ID: <1990Apr5.165919.18417@gaudi.CSUFresno.EDU>
Source record: 241998

I don't recall who it was that posted about it, but someone was having problems with slight distortion in the upper left corner, and occasional vibrating of the image on a monochrome monitor.
Most likely this is due to a (relatively)
strong magnetic field near the monitor. I have experienced the same thing myself, when I set a Casio keyboard with built in speakers on top of both of my monitors. (my dorm room is small, and it was the closest place to put it, my MIDI cables are short) When I powered up my system, the color monitor was wild, in fun purples and blues, the mono monitor was badly streched. Needless to say, it didn't take but a moment to realize what it was. Even a stereo speaker hung 2.5 feet above the monitor caused problems (this took longer to realize, but when I swung the speaker, the screen did the hula) As for the screen vibrating, I've found that a color monitor or tv within 5-6 feet of the Atari mono monitor causes a slight, but nonetheless anoying vibration of the screen image. hope this helps.
=-=-=-

3305. vortex PC emulation

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:03:50 UTC
From: focke@gmdzi.UUCP
Message-ID: <2179@gmdzi.UUCP>
Source record: 241964

I wrote a letter to vortex. If I get an answer, I will post it.

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

3306. problems with opus 2.2 (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:03:52 UTC
From: Peter_Lawrence_Jackson@MTSG.UBC.CA
Message-ID: <2167540@mtsg.ubc.ca>
Source record: 241930

I am having two problems with the opus spreadsheet 2.2:
1. When I enter a numeric value into a cell, the number is displayed in the cell imediately to the right of the cell in which it is entered. The number is not in that cell (ie it cannot be deleted or overwritten from that cell), but just appears there.

2. I am still having problems printing out charts, I think this is a problem with my assign.sys -- I vaguely remember someone mentioning opus quirkiness here. Could someone email me a copy of an assign.sys that works with opus?

This is my second posting, and I really would appreciate it if someone who has figured out how to use/install the program could reply. If there is interest, I can summarize and post the solution to the net.
Thanks, Peter. (usermeso@mtsg.ubc.ca | usermeso@ubcmtsg.bitnet)

3307. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:05:04 UTC
From: fkk@stasys.sta.sub.org
Message-ID: <951@stasys.sta.sub.org>
Source record: 241965

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> If there is, I'd be extremely surprised, since I've been doing this for
> years with my ST's. When I go home at night, I shut off the monitor and
> leave the system on. Frequently, I don't shut down the computer for weeks
> at a time. I've never had any problems as a result of it.

Yes, I think leaving the system on while the monitor is off cannot do
any damage to the system. I didn't switch my ST off for more than 2
years now, and it is still running. The only problem I had was because
I covered the system (a Mega 4) with a cloth to keep the dust away.
That killed the power supply, so I had to buy a 1040 power supply...

Cheers, Frank

+--------------------------------+ Darkness all around us
| Frank Kaefer | fkk@stasys.UUCP | We don't close our eyes
| (Compuserve: 72427,2101) | No one's gonna ground us
| (BIX: fkaefer) | We were born to fly
| Starnberg, West Germany | Comin' at us no stopping
+--------------------------------+ Born to amplify [Carry On - Manowar]

3308. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:14:55 UTC
From: dlcogswe@vela.acs.oakland.edu
Message-ID: <598@vela.acs.oakland.edu>
Source record: 241997

In article <1990Apr4.235543.24355@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
>
> Just wondering why all these lame Amiga users are posting and not
> many Atari users...

Did you ever think most ST users gave up decieving themselves with
these arguments that the ST is superior to the Amiga??

>
> The Amax from what I have heard (that is the Amiga's mac emulator)
> is like a tadpole in the pond of mac emulators whereas Spectre on
> the Atari approaches the bullfrog.

This is a nice qualitative statement. I'd be proud had I made it!

> Atari has the added bonus that many of its users are hacks (like
> me) who know much about computers in general.

'Scuse me, but how is this a bonus for Atari?? It's apparent
from this statment that one does not need intelligence to be
a "hack."

>
> Dave Small apparently has a 68030 card working for an ST that he
> will market...?

Big deal. The Amiga has no less than 4 68030 boards (from CBM,
GVP, CSA and Ronin). The GVP boad runs at 40 MHz. These are
available now and have been for a while.

> The Amiga is also in another price range. (higher)

Amiga 500: about $550. How much lower are the ST's?
>
> 4096 colours are real pretty, if that's what makes your motor run.

What if that doesn't make your motor run?? Are they still pretty?
>
> 512 are good enough for me.

You are easy to please.
>
> There is another hardware mod from Germany for the atari that allows
> the monochrome monitor to work in the colour resolutions using
> grey scales.

Wow! Buy an Amiga and get full color at 704x480 resolution.
>
> Insight: You had a Mac... you'll probably get an Amiga except...
> You ditched a Mac... you should get an Atari ST.

Well, Greg, I had an ST and was smart to enough to see that it
was far inferior to even the cheapest Amiga. You'd do well
to see the same.
>
> -- Greg

Only civilized replies will be answered. Go flame somebody else.

3309. Re: HD Backup (a summary of responses)

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:50:55 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440112@hplsla.HP.COM>
Source record: 241908

```
| >I've had Diamond Back for a while now. I think it might be what you are
| >looking for. It uses the archive bit correctly, you can set it to compress
| >files, and it seems faster than Turtle, though I haven't sat down and made
|
| Where can one find this program?
|
| Steven W. Klassen +----------------------------+
| Computer Science Major | Support the poor...buy fur! |
| University of Waterloo +----------------------------+
| ----------

I have seen Diamond Back advertised by Joppa, MicroTyme, etc, but
I bought my copy at a local dealer, who desperately needs the business.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%
```

3310. Re: Looking for software to drive a tape drive...

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 17:59:49 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1547@lzsc.ATT.COM>
Source record: 241906

In article <28526@cup.portal.com>, Xorg@cup.portal.com (Peter Ted Szymonik) writes:
> That makes three of us! I contacted ICD about the possibility of
> buying their mech and software - and they said - no way, we have to buy
> the entire unit. I see a huge potential market for someone who does
> actually write software so that the ST could use any standard tape
> drive unit - after all, the ICD adaptor is pretty much 100% SCSI and
> their should be no reason why it couldn't handle a standard $250 tape
> drive mech with the right software.

I have written a streaming backup program that talks SCSI to the Adpatec
Streaming Tape interface. The hardware and the program work well for
me.
The next step is to integrated it with Atari's METADOS, if they ever
release it. This would allow access using Fopen, Fread, etc.

This software has been distributed to several people privately.
Send mail, and if the mailers permit I will make it available on a direct
mail basis.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3311. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 19:11:57 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1990Apr5.191157.7522@cunixf.cc.columbia.edu>
Source record: 241905
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <40345@iuvax.cs.indiana.edu>, jkain@silver.ucs.indiana.edu (Jeffrey Kain) writes:

One other consideration you should have in choosing which
computer to buy: which one is selling? The Amiga is selling very well,
and sales are only increasing. Atari has had to continuously drop
their prices to make their machines sell. Yes, you'll get a cheaper
machine, but IMHO at least it won't be well supported a year from now.
Maybe the STacy and the TTs (whenever they come out) will change
things, but I doubt it.

-- Ethan

Ethan Solomita: es1@cunixb.cc.columbia.edu

"If Commodore had to market sushi they'd call it `raw cold fish'"
-- The Bandito, inevitably stolen from someone else

3312. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 19:23:55 UTC
From: gl8f@astsun7.astro.Virginia.EDU
Message-ID: <1990Apr5.192355.971@murdoch.acc.Virginia.EDU>
Source record: 241901
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <27571@ut-emx.UUCP> lshaw@walt.cc.utexas.edu (logan shaw) writes:
>In article <1990Apr4.235543.24355@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
>>
>> Just wondering why all these lame Amiga users are posting and not
>> many Atari users...
>
>Perhaps because this is comp.sys.amiga? Oh, and I'm glad to know that by
>virtue of the fact that I use an Amiga I am lame.

WARNING: The articles in this thread, so far, have been cross-posted between both groups. We haven't had a stupid Amiga/Atari flame war in nearly 2 years now... and here we go again.

PLEASE: DO NOT POST INTO A GROUP YOU DO NOT READ. Just because some other idiot cross-posted and got some details wrong does not mean you have to correct him in public. Send EMAIL. Do not continue the flame war.

Thank you.

p.s. not trying to flame you personally, Logan, just trying to pass on a general suggestion.

Greg Lindahl
gl8f@virginia.edu I gave my lunch for space-sickness research.

3313. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 19:52:28 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr5.195228.8508@ux1.cso.uiuc.edu>
Source record: 241904

Hey, sorry Amiga users... I think one of the problems here is that some of us (stupid unix users), didn't realize that since the first message is crossposted, using f to followup or whatever also cross posts your response.

Let's quit, the guy just wanted to get a computer, e-mail him.
(I know, I started some of it...)

- Greg

P.S. Thanks for the 80+ messages in my mailbox, makes me feel wanted.

3314. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 20:37:16 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <19315@boulder.Colorado.EDU>
Source record: 241902
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1990Apr4.235543.24355@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
>
>
> There is another hardware mod from Germany for the atari that allows
> the monochrome monitor to work in the colour resolutions using
^^
> grey scales.
>
> Insight: You had a Mac... you'll probably get an Amiga except...
> You ditched a Mac... you should get an Atari ST.
>
> -- Greg

Does anyone know any more about this? ie difficulty and where to get the docs on it? Since there aren't any software emulators that are fast enough to be usable, this could be the answer to my prayers.

+---+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+---+

3315. Re: How to create a senseless flame war

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 21:28:31 UTC
From: valentin@cbmvax.commodore.com
Message-ID: <10625@cbmvax.commodore.com>
Source record: 241910
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1985@naucse.UUCP> tar@naucse.UUCP (Tim Roeder) writes:
>In article <10607@cbmvax.commodore.com>, valentin@cbmvax.commodore.com
>(Valentin Pepelea) writes:
>>
>> Sometimes computer wars are initiated by users who have an inferiority complex
>> about their computers and therefore get defensive. But most often they are
>> created by users who simply never took a good look on the other side of the
>> fence. Let's analyse such a typically uninformed poster...
>>
>
>While uninformed users are generally quite a pain, I see little need to waste
>bandwidth with such an analyzation.

My apologies, indeed I made a mistake. I initially posted my article with the intention of demonstrating how computer wars can be accidentally started if we post messages about other computers when we are uninformed about them. In my attempt to embellish the article I transformed it into another senseless flame.

Now you know that flame wars are created by:

1. People who are uninformed and therefore accidentally start it.
2. People who do not know when to shut up. :-(

Valentin
--
The Goddess of democracy? "The tyrants Name: Valentin Pepelea
may distroy a statue, but they cannot Phone: (215) 431-9327
kill a god." UseNet: cbmvax!valentin@uunet.uu.net
- Ancient Chinese Proverb Claimer: I not Commodore spokesman be

3316. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 21:35:23 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <10626@cbmvax.commodore.com>
Source record: 241911
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <10365.2619c11a@zeus.unomaha.edu> fh007@zeus.unomaha.edu writes:

> The amiga 3.5 has 880k where the Atari has about half.
> Bob

Well, that's not quite true. Both the early Mac and the early ST supported 1 sided disks, which gave them 400K and 360K, respectively. I don't know enough about each market to know how prevalent those formats are anymore, but I suspect the 800K Mac disks and 720K ST disks are far more common today.

The mechanisms used for each format are different between machines. The ST uses an IBM-type disk controller and give you a format that's physically and logically almost the same as the IBM 3.5" format. Physcially, that's an MFM encoding with 9 sectors/track, 2 heads, and 80 tracks. The Mac uses a GCR format with variable angular density, kind of like a 1990s CBM 1541, to give you 800K per disk. Amiga uses the same MFM encoding as the IBM/ST machines, but it works on a track vs. sector basis. Without requiring any spacing between sectors, the Amiga fits 880K per disk, using 11 [logical] sectors per track, rather than the MS-DOS setup which uses 9. That's why Amigas have no trouble reading MS-DOS or ST 3.5" disks.

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3317. CurrentNotes at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-04-05 22:18:48 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Apr5.221848.27399@terminator.cc.umich.edu>
Source record: 241907

Hi everyone,

Installment #2 or currentnotes stuff is now available on terminator
in the ~atari/magazines/curnotes directory.

It has some past issues indexes,various columns including St Update,
and the table of contents from the past three issues.

For more info, get ahold of either myself or John Barnes,
(johnbarnes@enh.nist.gov).

Thanks and have a swell day,

Jmw

3318. Help! My Hardware is Dying!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 00:38:24 UTC
From: dbr00467@uxa.cso.uiuc.edu
Message-ID: <46300090@uxa.cso.uiuc.edu>
Source record: 241921

I have been having a lot of hardware problems lately. A color monitor died, my mouse port on my 1040ST is really flakey and I have a couple of external disk drives laying around which aren't really functional.

What I need is some information on places where I can get some of this repaired. Preferably somewhere around St. Louis. Alternatively, I would like to know how to get a hold of Atari to obtain this information. Any help will be greatly apprectiated!

Please send any responses via E-Mail to the address below.

Don Roberts
dbr00467@uxa.cso.uiuc.edu

3319. Re: PostScript printing from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 00:43:32 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <22944@watdragon.waterloo.edu>
Source record: 241913

Thanks to all who responded to my request on how to print PostScript from Timeworks. Special thanks to the kind soul who gave me the solution that worked! Here is what that solution is (sorry, I already deleted my mail from that person so I can't give credit where it is due):

1. Install Timeworks for a generic PostScript printer.
2. Run fontwid.app, telling it that I have a PostScript printer.
3. Download pscapt.arc from terminator and install it as a desktop accessory. This wonderful program intercepts any PostScript stuff which would be send to the serial port, and sends it to a file. (BONUS: it also works with Microsoft Write!)

Now to print PostScript from Timeworks I do the following:
1. Start up Timeworks and create my document as necessary.
2. Use the pscapt accessory to open my capture file.
3. Print the document
4. Use the pscapt accessory to close the capture file (will close itself if Timeworks exits, but seems to be less picky if I close it myself).
5. Take the disk to the nearest PostScript printer and print it.

It works very well but there are a few comments worthy of mention:

- Microsoft Write checks for the laser as soon as you start the program. Hence you must open the capture file BEFORE starting Microsoft Write. I also found things worked better if I closed that file (after starting Microsoft Write) and then opened a new capture file for my real printing.

- The PostScript file prints fine on a NeXt laser printer. I had some trouble, however, with an Apple LaserWriter (Plus ?). It did not seem to like the "magic word" at the beginning of the PostScript file (something like %!PS-Adobe-1.0 but I'm not entirely sure that is correct). I had to delete that first line then things worked fine on the Apple. (To be honest, I'm not sure that it was the LaserWriter that was the problem. I was printing through an IBM model 30 which was connected to the LaserWriter, along with a number of Macs, via an AppleTalk network. It may have been AppleTalk that didn't like my "magic number" and not the printer itself. Anyway, once I removed the first line everything worked just fine!)

Once again, thanks to all who sent me their help.

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |
University of Waterloo +----------------------------+

3320. Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 00:44:17 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <771@ncs.dnd.ca>
Source record: 241912

To all who have problems running Sozobon-built programs under Gemini.
Do not despair. The real problem is in jas, the Sozobon assembler.
My memory is a little shaky here but after more than a few minutes
investigation I discovered the following:

1. Gemini uses the xArg convention for passing arguments to programs
and Sozobon startup code honours this. Gulam and most other shells do
not make an xArg entry in the environment so certain portions of your
startup code are never executed when calling from those.

2. The section that deals with xArg passing invokes either memcpy or
lmemcpy from dlibs.

3. Although the source for these functions looks ok the jas assembler
generates erroneous code for some bit-oriented instruction (btst?)
therein. Hence your startup code walks into trash of jas' making.

The Solution - either reassemble the memcpy.s and lmemcpy.s functions
with a compatible assembler, or write tiny versions of your own either
in assembler or C, compile them and add them to dlibs replacing the
old versions.

PS - I love both Gemini and Sozobon - add in Gulam and life is fun!

Bob

3321. Let's hear more about Toronto, Please!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 01:19:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9004060702.AA02226@ucbvax.Berkeley.EDU>
Source record: 241928

The Posting on the Toronto Convention by Brandon Brooks was fine as far as it went, but it would be nice to know more.

1.) How many people came?

2.) Were the 5 guys from Atari all from Atari Canada?

3.) What about some of the seminar topics? The preliminary announcement included one on a hypertext product, which I am keenly interested in.

4.) How many vendors were there? Who were they?

5.) Were there any third-party hardware products of particular interest?

It would be nice to have a post with just the facts, please. No need for an analysis of Atari's market and advertising strategies. These topics get more than enough bandwidth already.

3322. Gribnif: what does it MEAN?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 02:45:10 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3132@water.waterloo.edu>
Source record: 241915

In article <3143@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>
>Hi,
> I got a newsletter from Gribnif software detailing their new products
>and changes to NeoDesk. I'd like to ask them some questions about these
>products, esp. the Neodesk CLI but although I've been searching, I can't
>seem to find any email address for either Gribnif or Dan Wilga himself.

I have a feeling I have heard this word somewhere before, perhaps
in a TV show. Does anybody know the meaning of the word?

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3323. Re: KERMIT!?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 02:48:02 UTC
From: ripley@tubopal.UUCP
Message-ID: <1332@opal.tubopal.UUCP>
Source record: 241918

In article <111.2619ae92@wsuiar.uucp> mwjester@wsuiar.uucp (Max Jester) writes:
]In article <9004030710.AA10493@ucbvax.Berkeley.EDU>, WJOHNSTO@COLGATEU.BITNET writes:
]> Does anyone have any suggestions where I could find a version of
]> kermit that would run on my ST (512 K) and on VAX/VMS 5.2? Or suggest
]> an alternative? I assume that with only 512K I'm out of the running for
]> UUCP and similar stuff...
Nope. You might be unable to use 16-bit compression on news-batches and
Your might be limited in Filelength, but the software should run with half
a meg.

]On the ST end, I would suggest using Uniterm, which includes Kermit, among
]other protocols. I have been using it on a 1040ST connected to a VAX with
]VMS 5.2, and have had excellent results with both ASCII and binary files.
Yes, UniTerm is a good choice.

]BTW, I haven't tried Uniterm on a 520 - can someone verify that it works
]with that HW setup?
It isn't that big. You won't have big buffers though. So you can't run
the external Zmodem-programs (need at least 96K system-buffer).

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

3324. Re: server

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 03:15:19 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004060312.AA00220@fsucs.cs.fsu.edu>
Source record: 241924

In article <9004050717.AA04537@ucbvax.Berkeley.EDU>, FD@BGERUG51.BITNET ("Frits Dumortier/R.U.G.") writes:
>
>Dear Netters,
>
>Is there still any server on the net from which files and programs can be
>obtained? On BITNET we don't have access to anonymous ftp, but that info
>would also be welcome.
>
>
>Greetings,
>
>Frits Dumortier
>(FD@BGERUG51.BITNET)

archive-server%panarthea@sun.com is where I used to go (when I was a BITNET'er)
Send a subjectless message with 'help' in the body. Also, if you want
to have a list of binaries, send one with 'send index binaries' in the body.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3325. Re: NEC 3D and NEC GS multisync monitors...

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 03:18:33 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004060316.AA00285@fsucs.cs.fsu.edu>
Source record: 241914

In article <1990Apr4.220257.2401@rbdc>, mccann@rbdc (Mike McCann) writes:
>Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
>
>I have the 33D and all I can say is, it is very nice. You need to adjust it very exactly, but once that is done that is it, it offers virtually perfect color and mono, I'd salent, it is LARGER than sm124 yet just as sharp (actually SHARPER in corners in my opinion).
>
>EOF
>>Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

Is that the NEC 3D (I have not heard of a '33D')? Which Multisync interface are you using? How must it be adjusted? I am sick of waiting for Atari mono's to make their return!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3326. PC comic book/strip publishing/layout software available?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 03:28:22 UTC
From: gng@spocom.UUCP
Message-ID: <32@spocom.UUCP>
Source record: 241943
Cross-posted to: rec.arts.comics,comp.sys.ibm.pc,comp.sys.mac,comp.sys.atari.st,comp.sys.amiga

Hi. A very good friend of mine is in the process of producing some comic strips for others and also for her own interests' sake. She is interested in using a computer and a 'comic publishing program' to help her do this work - sort of what a word processor is to writing, or a desktop publishing program is to publishing.

It would be most feasible if there was some sort of program like this for the IBM PC's since she herself already has access to her own PC. But if necessary, she could probably get some other system - Mac, Atari ST, Amiga, whatever...:-)

So, the info. that she would really want is this:

1) Comic publishing programs for the IBM PCs.

2) " " " other computers (Mac, Atari ST, Amiga, etc)

3) Addresses (postal/email), phone #'s of those respective companies that produce this software.

4) Any comic books/strips that are already being published using computers. What sort of software/hardware is used for those comics?

5) Comments, recommendations, suggestions, etc., on the different software or otherwise?

(I myself remember hearing of a program like this on the Mac and a comic book being made on this setup...now if I could only remember!)

Thanks in advance for any help...

Please send replies to me and I'll forward them to her.
Email is preferred instead of a net posting/reply since I don't read these newsgroups very much (with the possible exception of comp.sys.ibm.pc).

I will summarize if I receive a sufficient amount of replies or if a lot of netters request the info. also...

(BTW, Sorry for the large cross-posting....)

--
George Ng (Comp. Sci., Univ. of Toronto) |"Sure I would like Canadian
HOME: uunet!mnetor!{becker,hybrid}!spocom!gng| winters too...if it weren't
WORK: georgen@gpu.utcs.utoronto.ca | for the weather..."

3327. Re: PostScript printing from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 04:00:52 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004060301.AA29984@fsucs.cs.fsu.edu>
Source record: 241916

In article <22881@watdragon.waterloo.edu>, swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>I would like to be able to produce PostScript output from Timeworks,
>upload it to an account with a PostScript laser printer, and print
>the document from there. However, I have had no luck.
>
>. . . . . .
>
>Can I get it to print PostScript to disk, even though I don't have
>the printer? Will it work if I can get someone to send me the
>proper *.wid file? I couldn't find the answers in the manual -
>maybe I can find them on the net! (Gee, why didn't I get Calamus?)
>
>Steven W. Klassen +----------------------------+
>Computer Science Major | Support the poor...buy fur! |
>University of Waterloo +----------------------------+

Well, I have had no experience with Timeworks, but I can tell you that what you describe works perfectly with Pagestream 1.8. I do all of my rough layout work at home with my cruddy NX-1000, and then print the final draft at school on a NEC laser. To my knowledge, Calamus does not support Postscript, nor is there a conversion utility (I am sure they will come out with one though).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3328. Re: POSTSCRIPT -> PageStream

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 04:01:13 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004060318.AA00355@fsucs.cs.fsu.edu>
Source record: 241917

In article <16000036@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>
>
> I have a picture in Adobe-2.0 postscript and I tried to import
> it into PageStream using the EPS import. It did not work, all
> that was left of Mr. Simpson was a square with an x through it.
>
> Does anyone have any idea as to how to get this thing in a format
> PageStream or EasyDraw or MacDraw II will understand?
>
> Thanks.
>
> -- Greg

Um, it sounds like you may have forgot to select the 'View Pictures' option.
Pagestream represents all images as a box with an X through it so it can
do fast redraws.
--

```
--------------------------------------------------------------------------
---------------------------------+----------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+----------------------------------
--------------------------------------------------------------------------
```

3329. Re: POSTSCRIPT -> PageStream

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 05:13:36 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr6.051336.14923@ux1.cso.uiuc.edu>
Source record: 241920

boyd@fsucs.cs.fsu.edu (Mickey Boyd) writes:

>In article <16000036@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu writes:
>>
>>
>> I have a picture in Adobe-2.0 postscript and I tried to import
>> it into PageStream using the EPS import. It did not work, all
>> that was left of Mr. Simpson was a square with an x through it.
>>
>> Does anyone have any idea as to how to get this thing in a format
>> PageStream or EasyDraw or MacDraw II will understand?
>>
>> Thanks.
>>
>> -- Greg

>Um, it sounds like you may have forgot to select the 'View Pictures' option.
>Pagestream represents all images as a box with an X through it so it can
>do fast redraws.
>--

No, actually PageStream can only import PostScript to the extent that it
will dump it to a PostScript printer. Hmm... Fooled again. I'd like
to write a converter since I know the PageStream format if I could
find any PD info on PostScript... anyone?

-- Greg

3330. Atari software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 05:16:57 UTC
From: cooper@arisia.Xerox.COM
Message-ID: <7822@arisia.Xerox.COM>
Source record: 241926
Cross-posted to: rec.music.synth,comp.sys.atari.st

C-Lab Creator $295
Possibly the best MIDI sequencer package for the
ST. Very comprehensive, but still easy to use.

Drumware K1 Ed/Lib $70
A convenient editor/librarian for the Kawai K1
with a very easy to use graphic interface.

WordPerfect ST $125
The Atari version of the most popular WP package
of them all, with a mouse-based interface.

Why am I selling these? Because I sold my Mega 2. Why did I
sell my Mega 2? Because I need the money for a house...

If you're interested in any of these, please reply to this
message or call me at 408-737-4318 daytime (Pacific) or at
408-984-8619 evenings.

Martin.

3331. HEY!! I NEED Word-Up info!!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 05:27:32 UTC
From: ehsnsr@nmtsun.nmt.edu
Message-ID: <4061@nmtsun.nmt.edu>
Source record: 241925

Since I received no reply the last time I posted this, I will modify it
and try again:

OK

I very much need some info on the Word-Up word processor.

1) What are the major differences between Word-Up v2.0 and 3.0, and are they
great enough to warrant the extra $20-30?

2) Will either version run on a 512K STfm with a Single Sided Drive?

A prompt response would be *greatly* appreciated!

Thanks.

HOBBS!
ehsnsr@nmtsun.nmt.edu

3332. To Tim Devine

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 06:02:10 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2821@isc-br.ISC-BR.COM>
Source record: 241940

Sorry to post this on the net.

Tim, I got a failed mail message when I attempted to respond to you message.
Please email me at the address shown above.

lawrence

3333. PostScript Printing

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 09:15:00 UTC
From: ivan@cvax.psi.ch
Message-ID: <421
Source record: 241929

Steven Klassen recently mentioned problems printing a file starting %!PS-Adobe.... to a LaserWriter. This may be another manifestation of a problem that bit me once. There seems to be little consensus on just what constitutes a "newline" in a text file (e.g. a PostScript programme) on various systems. I once modified a file on a VAX and got absolutely no output. Turns out that the LPS40 was not "seeing" the newlines as whitespace (explains why the guys who wrote the graphics package always put a blank at the start of each line...), and I had put a % -- i.e. "this line is a comment" on the first line, so the LPS40 just saw one huge (120K) comment! No wonder no output...
ivan

3334. BELLTEST 2.0 at terminator...

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 09:38:45 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000039@ux1.cso.uiuc.edu>
Source record: 241927

If anyone is interested...

Belltest 2.0 is now available at terminator... belltst2.lzh.
Doc follows.

-- Greg

BELLTEST 2.0

by Gregory Mathias Lemperle-Kerr

(for use with NewBell V1.0 by Dan Wilga)

BellTest pops up a dialog box with the options:

1.) FIND .SND - choose the .SND we are working with
it's speed will be shown in the
dialog box... see below. If it is not
within 1-5 it defaults to 3. If none
of the speeds light up... it's a bug...
but a documented one,... so it's a feature.
Select one before playing or else!

2.) 1-5 Select the speed to play at... after I wrote
it, it turns out 5 is the same as 3... Dan?

3.) Speaker Play the sound, saving it's speed for
future NewBell use.

4.) QUIT Quit the Tao Master's program.

NOTES: NEWBELL.PRG is searched for in current directory, then
in C:\AUTO, then in A:\AUTO. If it can't find it, it
will let you know. (It won't work without it).

Have fun...
-- Greg

P.S. an effort is made to save the screen if memory is available.
if not, deal with a messy screen. (Since I don't know
how to redirect output yet. If you know, e-mail to
cs325ec@ux1.cso.uiuc.edu)

VERSION 2.0 UPDATE:

1.) FIND .SND became LOAD .SND.

2.) Slider bar under speeds now adjusts speed in a wide
variety of increments. Center of slider is

normal speed (at load). As the slider moves to
the right, the SND is sped up in proportion to
x^2. As it moves to the left, it is slown
down in the same way. Slider adjustments also
affect the digitized snd file size. To the right,
the file is shrunk, to the left it is expanded.

This could be a great help, disk space and memory
space wise. The .SND files sound as good at most
of the speeds I've tried. So if a sound loads at
2 or 3, put it at one and speed it up with the slider.
If the slider goes all the way to the right and
it is still not fast enough, save it, load it and
the slider will reposition at center.

3.) SAVE .SND: although the 1,2,3,4 & 5 sounds are saved
when you play them (if the slider is at center),
they are not saved when the slider is moved. To
make your changes permanent click here. BE CAREFUL.
****
Slider adjustments do change the file structure!
****

Still PD... I think it's cool though.

-- Greg

P.S. If you slow down a speed with the slider, memory on small
machines (1K or less) may become tight. I don't know,
I have 2.5 meg, but a friend with a 1040 has had no
problems as of yet. You'll be warned if there is a
problem. I had an idiot friend of mine try it out,
so it should be idiot proof now. He caused version
1.0 to crash by attempting to play without loading
prior. :-) That's fixed now. As well as saving.

3335. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 09:39:37 UTC
From: AlexK@tharr.UUCP
Message-ID: <646@tharr.UUCP>
Source record: 241909

All very well for SM124 users, but does anyone have a screen-saver for the Moniterm 19" monitor, I am more than a little paranoid about mine, obviously it might have to throw 150K of ram at the problem, but any solutions would be useful (e.g. gently scrolling the bitmap about).

AlexK@Tharr

3336. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 10:44:25 UTC
From: dave@dms3b1.UUCP
Message-ID: <221@dms3b1.UUCP>
Source record: 241936

In article <2580@ultb.isc.rit.edu> clf3678@ultb.isc.rit.edu (C.L. Freemesser) writes:
>There are a number of things you can do to solve the disk change
>problem....

>More elegant solutions to this are:

>1) Get TOS 1.4: it fixes all the problems be re-reading the disk on
> every access.
Are you sure about that? We have several Mega ST4's at work
with TOS1.4, and they definitely appear to have problems distinguishing
when a diskette has been changed. If we change a diskette and
don't explicitly open a window with the A drive and then hit
'ESC' to force it to re-read the disk, we get garbage on file transfers.
It acts like it's reading the first cluster correctly, then goes
off in the weeds, which is exactly what would be expected if the
FAT was wrong.
This is true EVEN though it has re-read the directory! In other
words, you can change diskettes, do a directory and get a correct listing,
but if you try to access one of those files without the above procedure,
you will get garbage.
>
>Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS

--
Dave Hanna, Infotouch Systems, Inc. | "Do or do not -- There is no try"
P.O. Box 584, Bedford, TX 76095 | - Yoda
(214) 358-4534 (817) 540-1524 |
UUCP: ...!texbell!letni!dms3b1!dave |

3337. IBM hard disk controllers to ST DMA - possible?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 11:43:14 UTC
From: ran@cns.umist.ac.uk
Message-ID: <1990Apr6.114314.4136@cns.umist.ac.uk>
Source record: 241919

Hi!

Has anyone out there managed to connect an IBM-type hard drive to an ST via the DMA port using a modified IBM controller? Everyone seems to go for the DMA->SCSI, SCSI->ST506 route. I generally avoid IBM kit like the plague, but it's a hell of a lot cheaper (typically #40uk for a hard drive controller for an XT, which is a lot less than the cheapest DMA/SCSI board!)

I'm willing to have a bash myself, but first I'd like to know if anyone's already tried it (and with what results), and get pointers to the relevant info (DMA, IBM bus, hard drive data, etc). The DMA port isn't all that difficult to interface to (judging by a logic analyser project in Elektor Electronics last year that used it) and assuming that the IBM end isn't too (ahem) 'esoteric' it should be possible. It would sure reduce the cost of putting a hard disk on by one hell of a lot (and possibly allow the use of other IBM cards...)

bob

(all this trouble for a computer that you can usually fix by dropping it!)

----
bob nutter, computer officer| "John was a crippled little midget
dept of computation, UMIST | lesbian boy,
manchester m60 1qd UK | -but he stood ten foot tall with a
tel: +44 61 200 3312 | KNIFE!"
email:b.nutter@umist.ac.uk | -Butthole Surfers
ran@cns.umist.ac.uk |

3338. Re: MIDI at 500KHz ... IT WORKS!!! (Holy Grail found?)

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 12:16:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr6.121633.15639@wam.umd.edu>
Source record: 241937

In article <9004051235.AA00350@Argus.Stanford.EDU> SA44@liverpool.ac.UK (Kevin Maguire) writes:
> SO, I changed the code to do away with interrupt routines altogther
>and wrote a very tight polling routine. THIS DID WORK and sent across
>a screen correctly.

Wow, I'm really impressed! It sure didn't look promising at all to me.
How about posting your code to comp.sources.atari.st?

> Of course, this can only be done synchronously and is at the bounds
>of the 68000's speed, so nothing else AT ALL can be done at the same time
>as reading the MIDI port. A keyboard interrupt/VBL interrupt will cause
>the polling loop to drop bytes. 500000 bits per second = 50000 bytes
>(1 start bit/8 data bits/1 stop bit) which means only 160 clock cycles
>for the 68000 to get the byte, any delay will be disasterous.

Dropping bytes could be corrected by transmitting in packets of some fixed
length. (I.e., rewriting the interrupt handler to run as a "block device"
instead of a "character device".) Also, you don't _have_ to send as
fast as the bandwidth allows. You could use timer A to ensure that you
spaced the bytes you sent out to give you 250K baud or 125K baud.

My only fear is that this is machine-dependent. It may be that I
couldn't get this to work because I screwed something up; it may also
be that my rusty old Atari has different hardware than yours... I'm
hoping it's the former. What sort of hardware base did you do this on?

> I hope this encourages someone.

Well, it does, I'm sure. (Me, at least!)

Dave Baggett
dmb@cscwam.umd.edu

PS> How long are the cables you used?

3339. Acc DTA Malloc AES

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 12:48:24 UTC
From: micro@imada.dk
Message-ID: <732@imada.dk>
Source record: 241922

I hope that some of you could help me.

I have 3 problems - no one really, and thats ACC's. No one can
ever have written an ACC without having these problems - and I just
don't want to reenvent the wheel...

First two simple questions :
1) Does 'fsel_input' use 'Fsfirst', 'Fsnext' ?
2) Is there, way to find the size of a file - without
using 'Fsfirst' ?

If the answer is 'NO' to 1) or if 'fsel_input' has a private DTA,
and 'YES' to 2), then please tell me how find the size of a file,
without using low level comands (eg sector read).

The reason is that I don't want my ACC break the current running
program by using or setting the DTA.

If the ACC uses the 'default' DTA, it will write in some
'undefined' memory which might be used by the running program (or an
other ACC). In fact it will use the DTA from the current running
program (Defaults to the comandline!!, in a real program).

It shuld be real easy to do, as the basepage contains an pointer
to the DTA (p_dta), which means that every process can have it's own
DTA. As 'Fsetdta' and 'Fgetdta' are relying on the '*SYSHDR->_run'
pointer, which points to the basepage of the active process, there
should be no problems, BUT '*SYSHDR->_run' never points to the
basepage of an ACC, not even when it is supposed to do it's
initiation!

The second problem - 'Malloc' - yes I guess you know, GEMDOS
allocates memory to an ACC under the name (pointer to the basepage)
of the current running process, which means that the allocated memory
dies with the process. (If this is done to minimize fragmentation, I
say it is a bit drastic!).
Again it appears that all the features are there. As things are
now, ACCs are merly fancy TSR program, and not real processes. If
there was a way of getting '*SYSHDR->_run' to be updated correctly,
it appears that the two problems would be fixed or ???
Also problems with 'Pexec'ing programs from an ACC, could probaly
get fixed too (that is, if ACCs was real processes).

As to Matthew Lodge's experiment with AC_CLOSE, it appears that
EVERY? AES call automatically makes a call to the process switcher.
Try to make an ACC which opens a window, and the AC_CLOSE looking
something like this :

```
case AC_CLOSE:
Cconws("acc closed");
Cconin();
form_alert(1,"[1][|Closed][OK]");
break;
```

Is there anybody who can help me getting the DTA and Malloc working. I would also like to hear about alternative ways to follow.

I am not a developer, and have "The Hichhikers Guide ...", "The GEMDOS Manual", "Pexec cookbook", "Atari ST Profibuch" and "TC v1.1" but none of these fine documents could help me.

I am using a Mega2 with TOS1.4.

Thanks for the time

Klaus Pedersen (micro@imada.dk).

3340. WordUp

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 13:04:39 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <2819@rodan.acs.syr.edu>
Source record: 241923

I've seen a couple of notes asking about the differences
between WordUp 2.0 and 3.0 recently. I have v2.0 and called
Neocept about a month or so ago, asking about the new version.
The person I talked to said they'd be sending out notices to
registered owners soon. I never received anything, so I'm
just wondering if others have, or if people are writing
becuase they've seen ads or heard aobut the new version
through some other means.
Thanks.
--Gerry

3341. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 13:06:40 UTC
From: MERTENS@tubvm.cs.tu-berlin.de
Message-ID: <MERTENS@DB0TUI11>
Source record: 241941

In article <22922@watdragon.waterloo.edu>, javoskamp@daisy.waterloo.edu (Jeff Voskamp) says:
>
>
>Well, I upgraded my Mega2 to 4 megabytes last fall. All you need is
>16 1Mbit DRAMs (same speed as those on the board), 16 decoupling capacitors
>(same as on the other banks) and 3 resistors (can't remember what value -
>look for ones "obviously missing" on the board below and to the left of the
>DRAMs). The big pain is getting the solder out of the holes in order to
>install everything.
>
>As far as I could tell, all banks are refreshed simultaneously. In any case
>I haven't had any problems with going to 4 meg.
>
>Jeff Voskamp

I did all this to my Mega 2 with no success. After checking the connections and repowering the ST all night, i was very very close to kicking it out the window.
recently someone postet a letter saying, that there are MMU's. that won't support the second memory bank on the Mega2. Are there any more informations about these %$%&&!! MMU's? Is there just a a conncetion from MMU to the bank missing or do I have to buy a new MMU?

I'd greatly appreciate some detailes on this matter. thanks very much,
----

|
Steve, Berlin. | MERTENS@DB0TUI11.bitnet
| (I never said that)

3342. GDOS Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 13:49:19 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2820@rodan.acs.syr.edu>
Source record: 241939

I recently picked up a program that includes GDOS, but unfortunately, my printer driver wasn't included (only the SMM204 was, I think). Does anyone know where I can get other GDOS printer drivers? I didn't notice them on terminator, is there anywhere else?

---jb

3343. Re: Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 14:56:31 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <5618.261c75e0@uwovax.uwo.ca>
Source record: 241931

In article <771@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
> [very useful explanation of why sozobon-compiled programs have trouble
> with Gemini]
>
> The Solution - either reassemble the memcpy.s and lmemcpy.s functions
> with a compatible assembler, or write tiny versions of your own either
> in assembler or C, compile them and add them to dlibs replacing the
> old versions.

An even better solution: fix the sozobon library to use the Atari-standard
ARGV= method of passing parameters in the environment, and persuade
the authors of Gemini to adopt this as well (Gulam and a lot of other
command shells already do). xArgs had some technical merits, but also some
problems (all xArgs programs will break when/if any sort of virtual memory
or swapping becomes available for the ST). Since there's now an official
way of passing extended argument lists, we might as well all use it.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3344. Lynx Easter Egg (Lynx does Mandelbrot and Julia Explorations)

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 15:55:56 UTC
From: U009@CCIW.BITNET
Message-ID: <5A04060A29370275-MTACY830*U009@CCIW>
Source record: 241932

As revealed recently on GEnie, the Lynx game "Chip's Challenge" has a
secret mode. If the password "MAND" is entered, the game changes into
a Mandelbrot and Julia set explorer. While the performance is poor by
mainframe standards, the opening screen giving the largest representation
of the whole region takes about 5 minutes to compute. The joypad posi
positions a 1/4 screen rectangle for zooming in and out by powers of 2.
There is a screen available with the middle option button giving the
current coordinates and zoom factor. The zoom factor seems to have
40 bits of significance, but all the parameters are given in hex inxx
the form XX.XXXXXXXXXXXX to 48 bits.
Arround the boundaries of the zone at high magnifications, the compute
speed is quite acceptable for a kid (like me!). The Option 2 button
will cycle the color look up table CW or CCW for a neat animation.
(Computing ceases while the animation is on.)
I regret that I deleted the original message without noting the name
of the person who found this and therefore can't thank them publicly
here. (It might have been the programmer who wrote it too.)

Regards, Stu Beal, VE3MWM, (U009@CCIW.BITNET),
National Water Research Institute,
Burlington, Ontario, Canada.

The future lies ahead. And behind us lies, lies... lies.

3345. Re: Atari TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 16:35:00 UTC
From: calvin.bruner@canremote.uucp
Message-ID: <90040612224786@masnet.uucp>
Source record: 241933

According to Atari Canada at the Toronto Atari show, the TT is to be made available to developers in June, and to the general public in the fall of this year. This is probably the most realistic time frame I have heard, and as it came from the horses mouth, I tend to think that it is a fairly accurate time frame.
---
* Via ProDoor 3.1R

3346. Atari UK launches developer support programme!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 16:40:30 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2468@syma.sussex.ac.uk>
Source record: 241934

I've just been sent the first edition of Atari UK's new newsletter for developers. It announces their new ProSupport programme. The tone of the announcement is appropriately self-deprecating. An example:

"For those of you reeling from the shock of seeing Atari doing something positive for the developers, there will be a short pause in this the first Atari ProSupport newsletter, while you recover your composure..."

What it all boils down to is that Atari UK have appointed a co-ordinator (Alistair Bodin) to pass on information to developers and answer their queries. Atari will run several conferences on CIX (the UK equivalent of BIX in the USA) and developers can also get in touch by fax, snailmail and telephone.

Developers have to reregister (at no cost) for the programme, and show that they're really producing commercial products for Atari machines (any machine, from the transputer workstation to the Lynx - no separate companies here).

If you want to join, you have to sign a severe confidentiality agreement. As with all such agreements, most of the wording is taken up with the obligations of the developers not to reveal anything said to them. It includes the provision that 'neither party shall publicly announce or disclose the existence of this agreement..', which I find a bit bizarre. The newsletter admits there is a problem about knowing what should be secret, but 'information that seems widely circulated may still be sensitive. Therefore you must assume everything is secret.'

There's lots more about the need for confidentiality, and the dreadful consequences of breaking it, but I don't want to overemphasize this at the expense of the good news about the programme. I hope it becomes a success, and that a better relationship develops between Atari and the UK software-writing community. My only worry is the same one that was aired about the equivalent programme in the USA: the emphasis on people and companies which develop programmes for commercial distribution. I hope it doesn't exclude people who prefer to distribute their programs via shareware or even not charge for them at all. The focus should be on the software, not the distribution method.

Let's hope it works out.

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk

UUCP: grahamt@syma.uucp Phone: +44 273 686758 Fax: +44 273 685865

3347. Re: STOS Loses on TOS > 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 17:48:53 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <36028@watmath.waterloo.edu>
Source record: 241935

In article <1990Apr4.201112.20863@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <4Apr1990165702135@BLEKUL11.BITNET> GHGADMO@BLEKUL11.BITNET writes:
>>I have a problem concerning the compatibility of the 1040 STe. I tried
>>to run STOS on it, and it results in about (no sure) 4 2 bombs. Any
>>idea why?
>
>If I'm not mistaken, STOS fails to run on both TOS 1.4 and 1.6 because
>it uses UNDOCUMENTED LOCATIONS in TOS.
>
><oooh> <aaah> <gasp>
>
>Tsk-tsk. Perhaps a STOS user can confirm or deny.
>
>Dave Baggett
>dmb@cscwam.umd.edu

The STOS version 2.5 upgrade is available from the STOS club library and
presumably Mandarin in England and has been available for several months
(about the time the STe was available in Canada).

Our local store (Kitchener, Ontario, Canada) already has STOS and the compiler
with yellow corner stickers saying ST/STe i.e. Version 2.5 in the box.

I get a bit peeved when the UK magazines still list STOS as incompatible with
the STe.

If you are trying to run a STOS compiled program, ask the author to recompile
with version 2.5.

Dani A. Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3348. Re: Splitting comp.sys.atari.st into subgroups

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 18:44:51 UTC
From: forster@cs.umass.edu
Message-ID: <12614@dime.cs.umass.edu>
Source record: 241938

In article <1990Apr4.200716.20696@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes...
>... Somone's hinted at breaking this newsgroup into subgroups...
>... three groups:
> comp.sys.atari_st.general (Games, rumors, questions, etc.)
> comp.sys.atari_st.wizards (Technical)
> comp.sys.atari_st.politics (Rabid political & financial discussion)

I think a split is a good idea, and I'm certain the group has the volume to warrant it (it fluctuates, but it's easily the largest-volume group I follow), but I'm not sure how it should be split up.
If we used the above scheme, I would (like most people, I suspect) follow both `general' and `wizards' (the latter just on the off-chance that something useful to me would appear, though technical discussions are more likely to be about capturing a triple-shift-right mouse-click using a joystick from GFA Basic). I suspect the volume on `politics' would be nil, because no one is likely to judge their postings to fall in that category (thank Heavens for the `kill' command!). The end result for me would be little change in volume.

If reducing volume individually is the purpose behind the split, maybe someone could gather notes about the range of topics which do and do not interest the readership, and propose a split based on that? My pet hates in topics are: Atari's finances, gripes about how awful the developer support is, Mac/PC/... emulation-specific questions, and hints on how to do things in software I don't own (includes game hints and triple-shift-right mouse-clicks using a joystick from GFA Basic). Obviously, some of these topics can only be dealt with using the kill file, which brings me to another suggestion:
If we had conventions for the subject line (and stuck to them), maybe we'd have more luck with generic kill files. For example, given lines like:
EMULATION: how do I frammitz frimfram on the Spectre?
DEVELOPER: where's the newsletter?
HINTS,GAMES: what to do with the Balrog?
TECH,GFA: capturing triple-shift-right mouse-clicks using a joystick
I could add appropriate generic entries to the kill file, and never worry about the specific subject headings people have used. Of course, I realise there are problems with this, not the least being that people have to stick to the conventions, and that it's not always easy to decide what category something fits in, but at least it's a start.

- David

3349. Re: Upgrading Mega 2 to Mega 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 18:48:16 UTC
From: pa1562@sdcc13.ucsd.edu
Message-ID: <9552@sdcc6.ucsd.edu>
Source record: 241942

I tried bumping my 520stfm up to 1meg the same way. Solder wick sockets and caps. I socketed and capped. Runs ok. Added DRAM, boots gets verticle lines and bombs. Serious bombs. So badly that it didn't even display them. Tried reboot. No luck. Added some resit ors to the resitor slotss next to the ram. Comes up ok but only recognizes the lower half of memory. I probably fried the chips, but as I don't have a device to test them I am fairly S.O.L. The problem with these upgrades is that there are too many places that might need something new. There are at least three solder-bubble jumpers on the motherboard. There is also room for a blitter. I am going to see if I can diagnose my error, otherwise just go JRI. I figure I can then use the SIMMs in a workstation when it comes time.

Sinc,\
c. "Squibby" Breyman

3350. Re: Playing Replay sounds in STOS (help!)

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 19:19:33 UTC
From: daroloson@watmath.waterloo.edu
Message-ID: <36033@watmath.waterloo.edu>
Source record: 241944

In article <78456@tut.cis.ohio-state.edu> Greg Gladman <gladman@cis.ohio-state.edu>
writes:
>I just bought both the STOS package and ST-Replay. Both seem like great
>packages, but I'd like to play back sounds digitized from Replay from games
>written in STOS. For those familiar with the software: I've tried to load
>the machine code that came with Replay into a bank with STOS and play the
>sound that way, but I get a bus error and the machine locks up. I'm using
>a start address 28 bytes into the routine, since that's what the GFA example
>uses. Does the routine supplied with Replay use GEMDOS memory functions?
>Has anyone heard of a way to do this in STOS?
>
> Thanks in advance...
> Greg
>
>***
>Sorry -- .sig still under construction...watch this space!
>***

You should get STOS Maestro which includes the STOS extension for digitized
sound. I personally bought STOS Maestro Plus which includes the hardware
(sampler cartridge with RCA plug input) but a friend of mine has both
Replay-4 and the software only STOS Maestro and prefers using the STOS
sampler software with the Replay-4 hardware.

A new and improved STOS Maestro 2 should be available within the
next couple of months.

Dani A. Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

3351. No Sound?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 19:31:17 UTC
From: S54394GR@ETSUACAD.BITNET
Message-ID: <9004070749.AA27945@ucbvax.Berkeley.EDU>
Source record: 241945

Dear Atarians,
First of all, I am getting a really wierd problem. Every once in a while when I turn my computer on and load either a term program or a WP program, at a random point in time after loading, the sound just dies!!! No keyclick, nobell, no digitized sound, NOTHING! Then, whats weirder, is when I turn the computer off, back on again and load something, the sound returns to normal. Has this ever happened to anyone else? Is something going out in my computer?
Next: are there any english docs on Gemini. I have the Gemini.zoo which released about 27 files. I have done everything I can think of, but I can't get itto work. Perhaps someone could send me a short file describing how to get goingon it, I would appreciate it. If someone could tell me what it is, that would be great. What does it do to the desktop? etc.etc.etc.
Finally, a NeXT will be here on campus in about a week for a demo and I know nothing about it. I would like to know how it stands up to a TT (?) and how the two are similar and different. We already have a price quoted for NeXT:
$13,000+ However, this brings a very nice system (all you could want, right?) to your desk.


```
**************************************************************************
| | | ___________________________________________
| | | / / ROBERT GAMBS
| | | /______ / S54394GR@ETSUACAD.BITNET
/ | \ / / EAST TEXAS STATE UNIVERSITY
/ | \ ________/ /
**************************************************************************
```

3352. Re: MIDI at 500KHz ... IT WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 20:31:47 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <1266@oucsace.cs.OHIOU.EDU>
Source record: 241946

In article <9004051235.AA00350@Argus.Stanford.EDU>, SA44@liverpool.ac.UK (Kevin Maguire) writes:
> A keyboard interrupt/VBL interrupt will cause
> the polling loop to drop bytes. 500000 bits per second = 50000 bytes
> (1 start bit/8 data bits/1 stop bit) which means only 160 clock cycles
> for the 68000 to get the byte, any delay will be disasterous.

You can disable the interrupts quite easily; just mask off the
appropriate bits on the MMU (I think that's the chip; it's one of those)
and all interrupts will be ignored. Or you can re-vector them to short
little routines that increment a counter and return. I'd suggest the
former, because it probably doesn't matter whether the machine keeps
track of, say, mouse movement while data is being transmitted.
BTW, I've had a problem re-enabling interrupts, though; things
keep crashing every now and then.

--
| Bill White Internet: bwhite@oucsace.cs.ohiou.edu |
| This .sig file temporarily under construction. |

3353. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 21:31:56 UTC
From: LDSHANER@MTUS5.BITNET
Message-ID: <90096.163156LDSHANER@MTUS5.BITNET>
Source record: 241947
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

>If I wanted to do MIDI, I'd buy an Atari ST. Since I like what the Amiga
>does for me, that's what I have.

Considering the fact that a MIDI interface with 1 in, 1 thru and 3 outs can be built for $5-$10, the fact that an ST has one built in, really doesn't mean much...A SUN has a built-in sound digitizer, but considering the fact that it is only 8 bits at a max of 8KHz, it is of little use...Just how many in outs and thrus does a stock 520ST have?

MIDI software is also of little worry here, since Dr. T's makes nearly every title they have for both machines...(my local computer dealer, who does not sell Amiga, told me that Dr. T's is about fed up with the ST because of piracy, and from what I hear, so are many other software vendors...)

+---------------------------------+----------------------------------+
| LEON D. SHANER <LDSHANER@MTUS5> :BBS: AMIGA BITSWAP CENTRAL DISPATCH:
| EE UNDER GRAD. : (906)487-0006 <-AMIGA ONLY! :
| MICHIGAN TECHNOLOGICAL UNIVERSITY : FREE! - 24 HOURS - 80 MB :
+---------------------------------+----------------------------------+

3354. Re: Let's hear more about Toronto, Please!

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 21:32:46 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3134@water.waterloo.edu>
Source record: 241948

>4.) How many vendors were there? Who were they?

Sorry, no facts, no names; just impressions and anecdotes.

It is my impression that there were 20 or 30 booths.

Some ailes were so crowded that it was difficult to move around.

There were swift sales in cheap floppy disks and discounted software.

Now, for some anecdotes:

The first was a conversation I overheard, as I was paying for a purchase. A lady came to the sales booth and asked the price for a certain product. The price was 719, the dealer said. She mentioned that another dealer, from out of town, offered the same product for 699, and would this store match their price? The dealer repeated that his price was 719. The lady turned and went away. Then the dealer said to his co-worker: for 20 dollars, that lady just bought herself a problem, because the first time she has trouble with her product, she will find herself driving 60 miles to get to the other shop.

Some of the booths were software only, with sales direct from the programmer. At least one was software only, but with sales from big name dealer. Some booths had both hardware and software (like stores from Toronto and the surrounding area). A few were manufacturers or wholesalers (such as Atari, one ram board manufacturer, and one was a hard disk sellers). I was interested in this strange category of representatives who had something to show, but nothing to sell (to the public). They only show or demonstrate things and hope that the customer will remember and buy from one of their dealers. I remember one in particular who had a couple of products on his table. He had no name on his product, and no literature about it on the table. I wondered if he had ever taken a course in marketing.

I asked the man behind the table where they were located and did they have a specification sheet or brochure about his product.
He said that they were not selling at that booth, and that we [the poor slobs who had to attend the show] were lucky that they, [the wonderful importer of the product] had come at all. Specifically, he said, "We dinn't have to come here, you know." My mind immediately associated his personality with one of his anatomical orifices.

There were a number of cars with Michigan, NewYork, Pennsylvania and Ohio license plates in the parking lot. I heard customers asking dealers if this product or that had FCC approval. [The answer was yes, because there was some FCC number on the back.] One amusing customer

asked a Canadian sales clerk what the US import duties would be for this fine new monitor that he was just about to buy. The clerk, of course, did not know, but I suspect that in the end, the transaction may have been deemed to have taken place some day in March, and not April first, and that the sales slip may have reflected this.

One dealer who came to the show, but who did not have a booth, told me in casual conversation that he expects, in the near future, to sell only those models of Stacey that have two meg or more. He said that many of his customers had expressed interest in the Stacey, but were disappointed when they saw only a 1 Meg Machine. Apparently he has tried to install memory expansion boards and found it difficult (or impossible?) to fit in. Also, customers wanted hard drives, said he. He expects Stacey with more memory and hard drives to be available in May. We will wait and see.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3355. Programming events question...

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 21:33:03 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Apr6.213303.696@sun.soe.clarkson.edu>
Source record: 241949

A friend of mine and I are writing a very simple drawing program
with Mark Williams C.

Our problems aren't in implementing the drawing tools (well, at least
not yet...) at this point. The difficulties we are having are because
we want the menu bar on the screen, and available for use while the
user is using the drawing 'tools' on the rest of the screen.

So, we are using evnt_multi to detect events...

We want an active menu bar, with a blank screen, and be able to detect
menu bar events, as well as detecting EITHER mouse buttons.
We have fumbled our ways though this using the Mark Williams C
example programs on disk and in the book, and gotten these things to
work, but they FREQUENTLY conflict with each other!! For example,
to access the 'drawing tools box' the user clicks the right mouse button,
and it pops up on the screen. Well, if the mouse is in the menu bar with
a menu pulled down, and you press the right mouse button, the tools box
pops up on the screen. Or how about this... When drawing below the
menu bar, and you enter it, strange things happen, like messing up the
bar itself, or worse, it looses track of whether the mouse is on or it is
off, losing it completely.

Obviously we are doing it wrong...
How do we set up evnt_multi (or do we even use it?) to detect either
mouse buttons, stop checking for other things when we are in the
menu bar, and continue checking after we decide we didn't want to invoke
the menu bar in the first place?

Any insights into our problem would be greatly appreciated!!

AAron nAAs
opielask@clutx.clarkson.edu or naas17@snypotba.bitnet
(Oh, did I mention that this assignment was due a month ago?)

3356. Re: floppy disk-change (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 21:50:54 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <3135@water.waterloo.edu>
Source record: 241950

In article <221@dms3b1.UUCP> dave@dms3b1.UUCP (Dave Hanna) writes:
% ... We have several Mega ST4's at work
% with TOS1.4, and they definitely appear to have problems distinguishing
% when a diskette has been changed. If we change a diskette and
% don't explicitly open a window with the A drive and then hit
% 'ESC' to force it to re-read the disk, we get garbage on file transfers.
% It acts like it's reading the first cluster correctly, then goes
% off in the weeds, which is exactly what would be expected if the
% FAT was wrong.

I think this can happen if you have two or more disks with the same
(internal) serial number. The Atari reads this internal serial
number, and can be fooled into thinking that the floppies are the
same. You can create floppies with the same serial number in at
least two ways:

(1) At least one disk formatter I know of always puts
the same serial number on all disks.

(2) One of my buddies [uh.. make that acquaintances] has a
disk copier that he thinks is just great. It copies the
whole disk, track by track. His "nifty" copier just
happens to also copy the serial number, too. The
result is two floppies with the same serial number.

Of course this might not be your problem, I don't know, but you
might check it out. The lovely utility called VOL will
give you the serial number. VOL was distributed to this news
group some time ago, and is available, I am sure, from some
of the file servers.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3357. Re: Turbo-C: price/availability?

Newsgroup: comp.sys.atari.st
Date: 1990-04-06 22:51:20 UTC
From: marauder@nadia.UUCP
Message-ID: <861@nadia.UUCP>
Source record: 241801

I bought the TC V2.0 at the ceBit fair for 370,- DM, but that was a special price only for the fair. The professional package is priced around 450,- DM and the normal package around 250,- DM, which is roughly US$ 270 and US$ 150. The pro package contains the compiler, source debugger and a macro assembler plus BGI graphic libraries.

Hope this helps,

Stefan.

--
_ _ MAR-3H Marauder Don't leave your dropship without one !
/\V/\
8/"\8 "Everybody should have an opinion." (Carmen K.-S.)
^ ^ marauder@nadia.UUCP / ..!uunet!unido!nadia!marauder / ++49-711-252624

3358. Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 00:26:51 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <773@ncs.dnd.ca>
Source record: 241802

To all who have problems running Sozobon-built programs under Gemini.
Do not despair. The real problem is in jas, the Sozobon assembler.
My memory is a little shaky here but after more than a few minutes
investigation I discovered the following:

1. Gemini uses the xArg convention for passing arguments to programs
and Sozobon startup code honours this. Gulam and most other shells do
not make an xArg entry in the environment so certain portions of your
startup code are never executed when calling from those.

2. The section that deals with xArg passing invokes either memcpy or
lmemcpy from dlibs.

3. Although the source for these functions looks ok the jas assembler
generates erroneous code for some bit-oriented instruction (btst?)
therein. Hence your startup code walks into trash of jas' making.

The Solution - either reassemble the memcpy.s and lmemcpy.s functions
with a compatible assembler, or write tiny versions of your own either
in assembler or C, compile them and add them to dlibs replacing the
old versions.

PS - I love both Gemini and Sozobon - add in Gulam and life is fun!

Bob
--

Bob

3359. Re: POOLFIX4 and the XBRA Standard

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 00:30:23 UTC
From: apratt@atari.UUCP
Message-ID: <2128@atari.UUCP>
Source record: 241803

achowe@tiger.waterloo.edu (anthony howe) writes:
>What is the XBRA standard as mentioned in the POOLFIX4 article? Is
>there a blurb on how to it is done? Can some kinf soul send it to me
>please.

I knew this would happen. What the original poster was referring to
is a convention apparently adopted by some developers in Germany, and
possibly endorsed by Atari Germany. No such "standard" was adopted by
Atari in the US or the parent company, which is why you would not have
heard about it here.

The tone of that posting, even forgiving the fact that English is not
the author's first language, was of a nature that made me reluctant to
reply immediately. I still am.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3360. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 00:45:13 UTC
From: es1@cunixb.cc.columbia.edu
Message-ID: <1990Apr7.004513.7141@cunixf.cc.columbia.edu>
Source record: 241804

In article <39@solist.htsa.aha.nl> erwinh@solist.htsa.aha.nl (Chaos Conquerer) writes:
>I can imagine that you think the Commodore Amiga is much better than the Atari ST. Fine with me, maybe you are right (could be). But please stay in comp.sys.amiga.

People, please watch your cross-postings! One person posted a
flame to both and now all replies are being sent everywhere. When you
reply, delete the cross-posting!
-- Ethan

Ethan Solomita: es1@cunixb.cc.columbia.edu

"If Commodore had to market sushi they'd call it `raw cold fish'"
-- The Bandito, inevitably stolen from someone else

3361. TEX/DVI... are they married?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 00:45:20 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000040@ux1.cso.uiuc.edu>
Source record: 241822

Can someone tell me the relationship between tex and dvi? Do I need both to print a tex document? Does tex drive an LQ printer?

Thanks.

-- Greg

3362. Digitized Sound Player Available at Terminator (Even More Fun!)

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 01:05:57 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr7.010557.23101@wam.umd.edu>
Source record: 241805

I've posted a program to terminator and to comp.binaries that lets
you play samples at their correct speeds (specifiable in Hz). It
will also run from an AUTO fodler, giving those of you with
Mac envy the ability to play a digitized sound at bootup.

Look in ~atari/music/samples/ for play.arc. (terminator == 35.1.33.8)

Dave Baggett
dmb@cscwam.umd.edu

3363. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 03:52:39 UTC
From: LDSHANER@MTUS5.BITNET
Message-ID: <90096.225239LDSHANER@MTUS5.BITNET>
Source record: 241806
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Sorry, I was talking about the NeXT having a sound digitizer, not a SUN...
I only mentioned it as another example of a computer with a built-in hardware option that lacks the guts many user need, and as a result, they often buy additional hardware anyway, to meet some need that the stock equipment doesn't fit....

Enough said...as has been said before, we all love our machines...I just didn't want an Amiga user to be recommending an ST on an unfounded precedence...

3364. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 04:37:29 UTC
From: phorgan@cup.portal.com
Message-ID: <28671@cup.portal.com>
Source record: 241807
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Please don't cross post over into the Atari group. Let's just let this die out so I don't have to wade through the Atari stuff over here in the Amiga groups.

Patrick Horgan phorgan@cup.portal.com

3365. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 05:02:17 UTC
From: valentin@cbmvax.commodore.com
Message-ID: <10694@cbmvax.commodore.com>
Source record: 241808

In article <598@vela.acs.oakland.edu> dlcogswe@vela.acs.oakland.edu
(Dan Cogswell) writes:
>
>In article <1990Apr4.235543.24355@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu
(Gregory Lemperle-Kerr) writes:
>>
>> Dave Small apparently has a 68030 card working for an ST that he
>> will market...?
>
> Big deal. The Amiga has no less than 4 68030 boards (from CBM,
> GVP, CSA and Ronin). The GVP boad runs at 40 MHz. These are
> available now and have been for a while.

The last I heard from GVP, about three weeks ago, they were about to ship
a 33 MHz board Real Soon Now. At this moment you can walk into a store and
buy their 28 Mhz board which uses 25 MHz parts.

Be careful about stating information that is obtained second hand.
Advertizements are not a good source because companies have to submit their
ads long time in advance of the magazines reaching the stores. Thus
discrepancies between their plans and their actual offerings can be arise.

Valentin
--
The Goddess of democracy? "The tyrants Name: Valentin Pepelea
may distroy a statue, but they cannot Phone: (215) 431-9327
kill a god." UseNet: cbmvax!valentin@uunet.uu.net
- Ancient Chinese Proverb Claimer: I not Commodore spokesman be

3366. MONOCHROME MONITOR BLUES ADVICE

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 05:36:37 UTC
From: Z4636947@SFAUSTIN.BITNET
Message-ID: <900406.23363577.022791@SFA.CP6>
Source record: 241809

There have been many letters offering advice about the monochrome
monitor problems that I have had. No solution, yet for me but I thought
that I would provide a capture, sans names, of a few of the letters:
=======
I use a Thomson Ultrascan (same as the Mitsubishi Diamond Scan) as both color
and mono. The way to make it sharp enough in mono is to use only the green
gun in mono. At least, that works for me. Probably means wiring around
something in the connector box (mine is homebrew).
=======
Please summarize the replies you get regarding locations for
repair spots and parts for monochrome monitors.
My beloved sm124 monitor is slowly dying (at the moment the white blocks
occasionally get hollow so I can only see the outlines, and I have to give it
a good WHACK on the top of it before it goes back to normal,
but i don't know how much longer I can do this!).
=======
Ask a dealer about monochrome multisyncs. They are what they sound like.
They act like multisyncs but have a sharp mono screen. The plus side
is that they can also act like color monitors, but without the color.
=======
Best Electronics carries all sorts of obscure Atari parts. Call them
and see if they have a flyback transformer.
>>>>>>>>>> capture end

In answer to these, Best doesn't have the particular flyback that is
on my monitor. The monochrome multisyncs seem to be the way to go
and can work as a monochromed color monitor in a tight spot. Also, they
are only about $50.00 more than the Atari monitor and have a larger
screen. I hope to be solving my problem this weekend.

I am sure grateful that the ST is able to go multisync so easily and
cheaply! I looked at the cable diagram and it is simple to configure.
I foresee no problems. Many thanks for those offering to help.

Gerald Rogers <Z4636947@SFAUSTIN.BITNET>

3367. HELP--NeoDesk CLI

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 08:11:31 UTC
From: ehood@ics.uci.edu
Message-ID: <261DA0B2.5316@paris.ics.uci.edu>
Source record: 241810

I recently got NeoDesk CLI with my patched NeoDesk 2.05 update.
The problem is that when I try to press a key when I call CLI the computer
crashes.
CLI is in my NEO_ACC.INF (trashcan.acc). I thought maybe that a
resident program and/or accessory could be conflicting with it. So, I
booted up the system with nothing but NeoDesk and CLI accessory. But it
still crashed.
I have a Mega ST2, MegaFile 30, monochrome and color monitor with
Monitor Master, and a modem. I do not think the AUTO programs I use and
desk accesories are neccessary to put down since I tested CLI without them
(Plus it is around 30 files to type).
Any help would be appreciated.

--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

3368. Re: problems with opus 2.2 (again)

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 09:46:31 UTC
From: icsu8053@khan.cs.montana.edu
Message-ID: <1546@dali>
Source record: 241811

In article <2167540@mtsg.ubc.ca> Peter_Lawrence_Jackson@MTSG.UBC.CA writes:
>
> I am having two problems with the opus spreadsheet 2.2:
> 1. When I enter a numeric value into a cell, the number is displayed
> in the cell imediately to the right of the cell in which it is
> entered. The number is not in that cell (ie it cannot be deleted or
> overwritten from that cell), but just appears there.

This problem appeared when I had Quick ST (the graphics accelerator) installed.
Just disable it temporarily/permanently from your AUTO folder. I don't know
if this bug originates in Opus or Quick. Note that the Quick ST I had was the
shareware distribution NOT the commercial version.

>
> 2. I am still having problems printing out charts, I think this is a
> problem with my assign.sys -- I vaguely remember someone mentioning
> opus quirkiness here. Could someone email me a copy of an assign.sys
> that works with opus?

Did you run FONTWID.PRG? I have configured Opus for both a 9-pin Epson
and a 24-pin Epson compatible, so I have *some* experience. I'll mail you
my Opus ASSIGN.SYS file for the 24-pin so as not to waste net space/time.

> This is my second posting, and I really would appreciate it if someone
> who has figured out how to use/install the program could reply. If there
> is interest, I can summarize and post the solution to the net.
> Thanks, Peter. (usermeso@mtsg.ubc.ca | usermeso@ubcmtsg.bitnet)

I have found Opus to be a *very* powerful and useful program. I would suggest
sending in at least $25 to Doug Harrison for the Lotus/Quattro file
compatibility version. The graphing facility is very nice. Opus makes the
aforementioned DOS programs look very primitive.

Craig
--
/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~~~~/
/ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

3369. METAFONT: help, where are the docs?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 11:11:13 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000041@ux1.cso.uiuc.edu>
Source record: 241812

I downloaded metafont... because in printing Uniterm's tex manual, the dvi previewer says 'cmr17/87pk' not found. So I got cmr17/pk150 and cmr17.fmt from our Unix system and popped them in, but it still gives the same error. Does metafont scale these fonts? No doc was included and man metafont does not show anything on our Unix...

Can someone help me convert 150pk to 87pk (scale it?).

Thanks.

(I know, I'm an idiot, I've never used tex before)

-- Greg

3370. Re: The reasons for my position on demos

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 11:46:57 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <530@ehviea.ine.philips.nl>
Source record: 241813

In article <1515@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
|In article <35429@grapevine.EBay.Sun.COM>, koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
|> There have been many comments here recently about my policy on demos on
|> comp.binaries.atari.st. I'd like to take this opportunity to explain my
|> position, so everyone will at least know where I'm coming from.
|>
|Perhaps the question here is the line between Moderation and Censoring.
|
|I had thought that Moderated Binaries served to supply:
|1. flow control -- send only so much per day.
|2. eliminate duplication.
|
|Now Censoring as been added. But is it a valid function of the Moderator?
|
|P.S.
|I never distribute thru atari.binaries for just this reason. I don't
|need a self appointed Censor picking through code looking for
|an Offensive line.

Howard, it might not have occurred to you, but I think atari.binaries was not created for the sake of software developers, but for the sake of the users of that software.

1) It gives me a safe feeling to know that someone else (someone I can trust) has taken a look at the code, or the program (whatever applies), before I'm going to use it. Though certainly not foolproof, it makes life harder for 'virus spreaders'.

2) Having a moderator guarantees there is a uniform interface for those wanting to download stuff: the hardware it runs on is mentioned, or the compiler that will compile it (whatever applies). Also the de-/encoding methods will be better standardized.

3) Even developers should benefit from a moderator, given the free gamma-test and possible suggestions for improvement before releasing it to the public. Remember, the net is not for free; having a moderator may well save some traffic.

4) Having a moderator guarantees that certain rules are being obeyed. For instance, source code should be documented. Yes, that makes life harder for developers (at first). And yes, it makes life easier for those wanting to use it. The rule that Usenet should not be used for commercial purposes, should be obeyed by everyone using it; that is, it should go without saying. That is, if you're not obeying it, your system administrator (or a backbone S.A.) is entitled to cancel your

article (the general consensus however seems to be not to cancel but transmit, resulting in some hot flames for the offender; this usually helps). I have no problem whatsoever with refusing commercials.

My $0.04 -

Leo.

3371. WORDUP VERSION 3

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 12:21:56 UTC
From: CHIASSA@UDEM.BITNET
Message-ID: <ID2439.D900407.T092156.CHIASSA@UDEM>
Source record: 241814

I called NEOCEPT last week about version 3 as I hadn't received a mail notice about how to obtain an upgrade. I was told that a) version 3 had not been released yet and b) upgrade notices would be sent out this week. There was an add in STart listing some of the new features in version 3. In brief it will approach some of the features of a DTP package but still keep the wordprocessing flexibility. Fonts and drivers are to be improved as well.

3372. Re: Monitor weirdness

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 13:05:38 UTC
From: mccann@rbdc
Message-ID: <1990Apr7.130538.19224@rbdc>
Source record: 241815

warningm@prism.cs.orst.edu (MICHAEL WARNING) writes:

>My mono(SM124) monitor decided to flip out on me today. It will jerk the
>screen back and forth horizontally for several minutes, and then shift the
>entire screen to the left. If you drag a icon or window to the extreme left,
>it will come up reversed as if the left side of the screen had been folded
>on top of the rest of the screen. All this will start to happen after the
>monitor has been on for several minutes, and you have to turn it off for a
>minute or so to get it back to normal.

>Is this some common, easy to fix problem, or do I have to get it serviced?
>(It's only about two months old...)
I can't speak for the 124 specifically, but in general, something has happened to your horizontal sync. From your description, it sounds temperature-sensitive. I suspect a bad solder joint, perhaps at the flyback or horizontal-output-transistor (or in those area(s)). Good luck.

EOF
> Mike Warning
> warningm@prism.cs.orst.edu

3373. Re: NEC 3D and NEC GS multisync monitors...

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 13:11:27 UTC
From: mccann@rbdc
Message-ID: <1990Apr7.131127.19299@rbdc>
Source record: 241816

achowe@tiger.waterloo.edu (anthony howe) writes:

>How does one connect the nice NEC 3D monitor so that you can switch
>between mono and colour?

built a switchbox. Basically you just need a 4 pole switch, to switch the RGB lines and mono. There's an article up on GEnie (do a search under multisync) that tells how to do a NEC II, the 3D is the same except it uses the 15-pin VGA plug, which is available from Radio Shack now. Also, I think E.A. Brown now sells a couple of switchboxes that may work with the 3D.

EOF>- ant

> achowe@tiger.waterloo.edu | "It is hard to make the world go away
> _ -|-|_ _ | when it has decided to notice you."
> (_\ |\| | | | (_) |\| \/ | - Spock's World
> ___/ | disclaimer...

3374. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 15:40:59 UTC
From: james_jim_woomer@cup.portal.com
Message-ID: <28683@cup.portal.com>
Source record: 241817

Has anyone used the Portfolio for any useful work?
Care to elaborate?
How do you transfer data from the Portfolio your PC. IBM ST?
Are you happy?

Thanks for any response?

Jim Woomer

3375. UNITERM MACRO PROGRAMMING Q.

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 16:39:06 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000042@ux1.cso.uiuc.edu>
Source record: 241826

Could someone who's done macro programming for Uniterm tell me
if the codes listed in Appendix C are still correct for <command>?

In the 2.0d updates he states numbers for the function keys'
values when programmed by the host (this is I assume the remote
machine?) or are these the new numbers to use for <command>, and
if so, where are the other ones?

Thanks.

-- Greg

3376. Re: KERMIT!?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 16:58:24 UTC
From: techno@zelator.UUCP
Message-ID: <428@zelator.UUCP>
Source record: 241818

mwjester@wsuiar.uucp (Max Jester) writes:

>BTW, I haven't tried Uniterm on a 520 - can someone verify that it works
>with that HW setup?

It sure does on mine !

Frank

--
techno@zelator.UUCP

3377. Re: TT rumor

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 19:03:19 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Apr7.190319.2867@cunixf.cc.columbia.edu>
Source record: 241827

In article <2816@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>I should clarify- I will not believe that the TT will be marketed
>under another manufacturert unless I hear it from Atari themselves.
>
>(Sounds like someone is more than a bit gullible to pass on
>everything that they heard)
>
Cut it out, man. You're killing me. he hehehehehehehe! I'm glad you somehow find the inner strength to keep from posting those silly rumours that other gullible people would jump on.

Is this guy for real or is it an AI program written by BobR having its way with the net? Enquiring minds want to know.
>
>--
> Mark Newton-John
> (ames att sun)!pacbell! \ Sakura-mendo, CA
> ucdavis!csusac! - sactoh0!mfolivo
> uunet!mmsac! / the good guys!

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3378. Re: Let's hear more about Toronto, Please!

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:03:53 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <261E47AA.9056@maccs.dcss.mcmaster.ca>
Source record: 241819

In article <9004060702.AA02226@ucbvax.Berkeley.EDU> JOHNBARNES@ENH.NIST.GOV writes:
>
>The Posting on the Toronto Convention by Brandon Brooks was fine as far as
>it went, but it would be nice to know more.
>
>1.) How many people came?

I don't know for sure. It seemed to be less crowded than in November
of 1988, but still, there were a few people. Roughly 2000 by my estimate. I
heard a number of 5000 for November '88, but I don't claim these numbers as
accurate.

>2.) Were the 5 guys from Atari all from Atari Canada?

Denise Carrol, Marketing Coordinator
Howard Rotenberg, Product Support Manager
Geoff Earle, General Manager
Penny Maschio, Sales Administrator
Randy Tjin, Operations Manager
Mohamed Dossani, Financial Controller

I didn't talk to Bob Brodie, but he was there too.

There were also some people from a marketing agency that Atari had
hired, but I didn't meet them either.

>3.) What about some of the seminar topics? The preliminary announcement
> included one on a hypertext product, which I am keenly interested in.

12:00 - 1:00 Meet Atari
1:00 STOS game creation on the ST by Dave Thomas
Hyperlink - Hypertext product from JMG Software
1:30 Quick ST II Branch Always Software
Stalker-Steno by Eric Rosenquist
2:00 Pushing the Atari 8 Bit to the limit
Video Text-Video-titling Water Fountain Software
2:30 Neodesk 2.0 - The Desktop Alternative - Gribnif Soft
The Atari Macintosh ... Spectre GCR
3:00 Neodesk continues
Atari ST Basics ... Tips and Tricks
3:30 Intrinsic Software - Dave Lewis
The XEGS vs Nintendo !!!
4:00 Music and the ST
Turbo 8-16 by Dataque
4:30 PC Emulation on the ST
New Text Editor for the ST Micro D Distributors

I've talked to the people who are doing Hyperlink and there has been
a delay. And I know this is a bona fida reason for the delay - I live in the
city and I see their store often. A pipe burst and they ended up with a
major flood which cost them a good 2 weeks. Too bad they couldn't have had
a demo, but oh well, that's life.

>4.) How many vendors were there? Who were they?

Simple Software Computer Software & Supply
ASDE Software Inc. "PAID" Compustore
STOS Canada Unicorn Publications
JMG Compushoppe Branch Always Software
Canada Remote Systems SaveTech
Smart Screens Compuplace Inc
Water Fountain Software Nice& Software Inc
Compuworld Riteway Computers
Intrinsic Software Strata Software
Whats This? Inc Simcoe Computer Centre
Micro D Distributing Saved by Technology
Advantage Computers Gribnif Software
D.A. Brumleve Atari Canada
ISD Marketing

That is the list of exhibitors. But I think one or two of the
small ones have been overlooked. There is one I was at that I cannot find
on the floor map.

>5.) Were there any third-party hardware products of particular interest?

JRI had their Genlock hardware which I had never seen before. I
saw the (I think Supercharger) IBM emulator hooked up to a Stacey. That was
kind of neat. A NEC 5D monitor at the Atari booth. Looked kinda sharp.
A big plotter at the Atari/ISD booth. CD-ROMS; but those aren't 3rd party.

>It would be nice to have a post with just the facts, please. No need
>for an analysis of Atari's market and advertising strategies. These
>topics get more than enough bandwidth already.

I took note of what was said about the TT. Price was not disclosed.
The TT (according the Geoff Earle) is scheduled for pre-production for
developers in June. Full production in the Fall. He said it was a
fantastic product, but long overdue. He said there was no '030 supply
problem at all.

Any more questions? Just ask.
P.S. Much of this info (seminars, exhibitors) is from the promotional
pamphlet that all the stores seemed to have before the show.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3379. Nethack 3 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:11:25 UTC
From: wadebell@cie.uoregon.edu
Message-ID: <1990Apr7.201125.25417@cs.uoregon.edu>
Source record: 241820

Does anyone know an FTP or mail-oreder house that has Nethack 3 (pl7)
for the ST?
Thanks.

--> Dan Quayle for President! (A stupid man for stupid times)

3380. 30 New Digitized Sounds at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:14:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr7.201404.10092@wam.umd.edu>
Source record: 241828

I've posted 30 new samples to terminator (35.1.33.8). Most of the new ones I took from the sparcaudio directory at ucsd.edu. The conversion process from Mac->Sparc->ST loses some resolution (due to the way the Sparcs "compress" the samples), so some of the ucsd samples sound crummy when played on an ST. (I only uploaded the ones that sound pretty good.) Most of the new sounds should be played back at the Sparc's standard playback speed of 8000 Hz (not 8192 Hz like it says in the man page, BTW).

Also, for those who haven't heard, there's an arcfile called play.arc in the samples directory (~atari/music/samples) for testing samples and installing them as bootup sounds.

Dave Baggett
dmb@cscwam.umd.edu

3381. More Uniterm Macro questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:38:53 UTC
From: kennyz@pawl.rpi.edu
Message-ID: <'0M#VJ=@rpi.edu>
Source record: 241829

I just taught myself Uniterm macros, and I have one major question:

What methods can be used to execute a file with macros in it?

I only know of two so far:
1. Make it an auto-exec macro, which I don't want
2. Define a function key as %macro('filename')

Is there any way to just pass a command to Uniterm, other than the ones
already defined in the HELP menu?

--
Kenny Zalewski
Rensselaer Polytechnic Institute, BARH B 107, Troy, NY, 12180-3590
kennyz@pawl.rpi.edu | Kenny_Zalewski@mts.rpi.edu | userfvct@rpitsmts.BITNET

3382. Re: More Uniterm Macro questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:51:15 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr7.205115.22303@ux1.cso.uiuc.edu>
Source record: 241830

kennyz@pawl.rpi.edu (Kenny Zalewski) writes:

>I just taught myself Uniterm macros, and I have one major question:

>What methods can be used to execute a file with macros in it?

>I only know of two so far:
> 1. Make it an auto-exec macro, which I don't want
> 2. Define a function key as %macro('filename')

3. popup(1-20,command,'name') (put in auto exec?)
(set command to a fkey and the fkey to play the macro)

-- Greg

3383. Re: Gribnif: what does it MEAN?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 20:53:07 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr7.205307.27852@cs.dal.ca>
Source record: 241831

In article <3132@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <3143@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>
>> I got a newsletter from Gribnif software detailing their new products
>
>I have a feeling I have heard this word somewhere before, perhaps
>in a TV show. Does anybody know the meaning of the word?

I thought that the company was run by a guy named Finbirg (an alternate
transliteration from Yiddish compared to the more common Germanic Feinberg).
Does anyone know for sure?

--
Bill Silvert, Habitat Ecology Division.
Bedford Institute of Oceanography, Dartmouth, NS, Canada B2Y 4A2
UUCP: ...!{uunet,watmath}!dalcs!biomel!bill
Internet: bill%biomel@cs.dal.CA BITNET: bill%biomel%dalcs@dalac

3384. Re: Gribnif: what does it MEAN?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 22:39:33 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <261E6C25.10489@maccs.dcss.mcmaster.ca>
Source record: 241821

In article <3132@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <3143@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>
>>Hi,
>> I got a newsletter from Gribnif software detailing their new products
>>and changes to NeoDesk. I'd like to ask them some questions about these
>>products, esp. the Neodesk CLI but although I've been searching, I can't
>>seem to find any email address for either Gribnif or Dan Wilga himself.
>
>I have a feeling I have heard this word somewhere before, perhaps
>in a TV show. Does anybody know the meaning of the word?

You're absolutely right. My bubugged the girl that works the
Gribnif booth in '88 about the meaning in Gribnif, and never got an
answer. Undaunted, he tried again this year, and still got nowhere.
Excepth that the girl told him to watch M*A*S*H to find out. We were
told that this was classified information, and that only 1 person at 1
show came up and knew what Gribnif means. I wonder if it's important.

>
>--
> Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
> ljdickey@water.waterloo.edu
> ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
> ljdickey@water.UUCP ..!uunet!watmath!ljdickey

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3385. switcher.lzh

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 22:56:16 UTC
From: ehood@ics.uci.edu
Message-ID: <261E700F.17088@paris.ics.uci.edu>
Source record: 241832

A friend of mine recently ftp switcher.lzh. However when we download it
and try to unlzh it, we get bad header messages. If anybody has successfully
unlzh it could you email the file to me.

Thanks,
--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

3386. Re: TEX/DVI... are they married?

Newsgroup: comp.sys.atari.st
Date: 1990-04-07 23:28:01 UTC
From: qralph@dna.lth.se
Message-ID: <1990Apr7.232801.24071@lth.se>
Source record: 241833

TeX produces a DVI (DeVice Independent) file. Another program can show this
on screen, or send it to a suitable printer.

```
|-------------------------------------------------------------|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|_____________________________________________________________|
```

3387. Toronto Atari Show

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 00:00:28 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Apr7.190324edt.58809@ugw.utcs.utoronto.ca>
Source record: 241823

To me, the most impressive item at the show was the JRI Genlock unit, which Savetech (a local dealer, formerly Electronic Playworld) were demonstrating. The genlock permits a Mega to overlay computer generated graphics on a video signal from a videodisc, television camera or VCR. In this case, they had a Cad-3D demo of a rotating title superimposed on a colour camera image of the crowd, and I was very impressed with the colour quality and stability of the image. The genlock unit, unfortunately, only works with the Mega and is $1100 Cdn from Savetech. You could order it directly from JRI for $750 US, though. As well, JRI are apparently developing a genlock unit for the STE, and I would expect it to cost less since the STE has some capability for genlock built in. (I guess this means the computer clock can be phase locked to an external sync signal such as the 15.7 khz video horizontal frequency. Anyone know anything definite?)

Also, D.A.Brumleve was at the show, displaying several of her programs for kids. My wife bought 'Kidpublisher Professional', which allows a young writer to create stories with pictures. The program is very well thought out, comes with a manual for kids and one for adults too, and our daughter loves it. A real deal at about $30.00. (D.A.Brumleve/P.O.Box 4195/Urbana Ill 61801-8820.)

Also of note: a networked cash register system based on the Atari, that allows the use of bar code wands, a real time video digitizer (image in mono, but claimed to work in colour), a couple of video titling programs, real live Staceys that one could handle, and many Viking moniterm monitors. When I heard about the moniterm, I thought it was simply a magnified monochrome screen, but no, all the icons and window gizmos are the same size, surrounded by *acres* of video real estate. So, for example, you can open a bunch of non overapping directory windows. A very impressive Dynacadd demo was demonstrating on one of these.

The hyperlink 'demo' (one of my main reasons for being there) wasn't done, and so George of JMG Compushoppe in Hamilton simply described what it was going to do when complete. My impression was that this was going to be more of a tool to schlepp data from one application to another, than a compeditor for Hypercard, which is what I had hoped. However, it is encouraging that Hyperlink is to have provision for linking to external modules, so you could connect via your

own driver to external hardware. George will be posting a demo to local BBS's, and I suggested he let me have a copy to look at and I will post impressions here as they develop. (Is emailling a demo to someone specific, in the same category as posting it to a newsgroup?)

Mega 2's were going for about $1000 Cdn at the show, and Mega 4's are still about 2 grand! No wonder there's a lot of interest in upgrading...Sure would be nice to know if the Mega 2 MMU can support 4 megs. Can we tell from serial numbers? Or is there any way for the hardware literate to determine this?

Special kudos to the Toronto Atari Federation for organizing the show-

Peter

3388. Re: Atari UK launches developer support programme!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 00:55:11 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16225@eagle.wesleyan.edu>
Source record: 241843

In article <2468@syma.sussex.ac.uk>, grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
> them. It includes the provision that 'neither party shall publicly
> announce or disclose the existence of this agreement..', which I find a
> bit bizarre. The newsletter admits there is a problem about knowing

But it managed to get posted to comp.sys.atari.st ....hmm.

ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
dEADHEAd%sinkhole.citadel@moundst.mn.org

3389. Re: PostScript printing from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 05:34:31 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990Apr08.053431.20043@kaukau.comp.vuw.ac.nz>
Source record: 241824

In article <foo> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>- The PostScript file prints fine on a NeXt laser printer. I had
> some trouble, however, with an Apple LaserWriter (Plus ?). It
> did not seem to like the "magic word" at the beginning of the
> PostScript file (something like %!PS-Adobe-1.0 but I'm not
> entirely sure that is correct). I had to delete that first line
> then things worked fine on the Apple. (To be honest, I'm not
> sure that it was the LaserWriter that was the problem. I was
> printing through an IBM model 30 which was connected to the
> LaserWriter, along with a number of Macs, via an AppleTalk
> network. It may have been AppleTalk that didn't like my
> "magic number" and not the printer itself. Anyway, once I
> removed the first line everything worked just fine!)

I might be able to tell to why you had trouble with the Apple LP.
You see most PC Postscript files (and perhaps Timeworks DTP) put
an EOT (end of text) character (ASCII 04 I think) at the beginning and
end of the file (To make sure print jobs are separated). However Apple
doesn't and Apple Postscript printers hate them, and won't print files
that contain them. That is probably why when you deleted the first
line it started printing. Anyway, remove the first and last characters
of the file and you should be right.

I have written a text file preprocessor for DTP, and one of its options
is to do just as described above. Unfortunately this version has yet
to be finished for the ST (only the PC version has it at the moment). I
wrote it on contract, but I retain the rights to it, so I will
probably make the ST version postcard-ware when I make it.

(Postcard-ware is a (possibly) new concept of mine - you can use the
software unmodified free, and pass on copies - provided you send me a
postcard, or at least some email. If you don't you can still use it,
but I'll mutter nasty things about you!)

BTW I tried to email this to you (Steven) but it bounced within 10
minutes, so since I thought it might be of general interest, I posted
it. Please send me a reply if I was right, and it will spur me on into
finishing the ST version!

Aaron.

>Steven W. Klassen
--

____
/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand

__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

3390. Aladin vs. Spectre

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 08:17:11 UTC
From: schiers@mcshh.UUCP
Message-ID: <7284@mcshh.UUCP>
Source record: 241825

Hello everybody

could someone please give me an advice, what MacIntosh emulator I
should buy, when I want to run Allegro Common Lisp with Babylon
or NexpertObject? Is it Spectre because of the HFS? Any suggestions
would be appreciated.

Carsten Schiers
unido!imdm.uke.uni-hamburg.dbp.de!schiers

3391. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 09:41:24 UTC
From: kawakami@volcano.Berkeley.EDU
Message-ID: <35371@ucbvax.BERKELEY.EDU>
Source record: 241846
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <1990Apr5.191157.7522@cunixf.cc.columbia.edu> you write:
>In article <40345@iuvax.cs.indiana.edu>, jkain@silver.ucs.indiana.edu (Jeffrey Kain)
writes:
>
> One other consideration you should have in choosing which
>computer to buy: which one is selling? The Amiga is selling very well,
>and sales are only increasing. Atari has had to continuously drop
>their prices to make their machines sell. Yes, you'll get a cheaper
This is NOT TRUE. Since 1986, when we bought a 1040 w/monitor, the
retail price has gone down $100. The street price seems to have
gone down less. What DID happen that might give you that impression
is that Atari "unbundled" the monitors and consoles, and introduced
the 520STfm (the one with the floppy). "Instantly" the prices of
the machines dropped $175 and $300 (the bundled prices of the monitors)
and the price of the 520+drive configuration dropped because the drive
went from being external to internal.

What I've found surprising is that the price of the ST has basically
NOT DROPPED in four years. If I were Atari, I'd be slashing prices like
mad and attempting to Super VLSI the ST and shrink board space. There
is enough software out there that a real cheap ST could really eat up
some serious Amiga and Apple2GS market share. I'd give up genlock and
all those colors to save real $$ and get some good software.

Meanwhile, Atari is in homeostasis in an industry where growth is imperative!
You need to sell hardware to sell software to make money for authors who
help you sell more hardware...

>machine, but IMHO at least it won't be well supported a year from now.
>Maybe the STacy and the TTs (whenever they come out) will change
>things, but I doubt it.
>
>
> -- Ethan
>
>Ethan Solomita: es1@cunixb.cc.columbia.edu
>
>"If Commodore had to market sushi they'd call it `raw cold fish'"
> -- The Bandito, inevitably stolen from someone else

John Kawakami kawakami@earthquake.berkeley.edu
ucbvax!earthquake.berkeley.edu!kawakami
take-a-right-up-the-hill-then-a-left-on-leroy

3392. DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 09:55:27 UTC
From: seattle@hydra.unm.edu
Message-ID: <2225@ariel.unm.edu>
Source record: 241847

Ok, I've tried a few little experiments, but I'm still mystified as to how to get my stupid.c file turned into a stupid.acc file. I've tried cc -VGEMACC -o stupid.acc stupid.c just like it says in my MWC manual, even made sure it didn't exit and all. It doesn't use any windows, so I thought it'd be easy. (stupid me) All it does is print numbers to the screen using Bconin. Well, on boot-up it seems to want to run my program - definately not what I intended.

Is there a programming guide for Desk Accessories?

(I'm sure someone has asked this before, but... :-})

Also, I still can't get curses.c to compile with MWC.

IF ANYBODY WITH MWC WHO'SE GOTTEN THIS TO COMPILE IS OUT THERE, PLEASE tell me how you did it.

Thanks!

Dave

/|\ | seattle@hydra.unm.edu <> Dadams10@GEnie <> David G. Adams \
< |/\ | LotE | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! | Don't bug the University 'bout nuthin' I've said. /

3393. Switcher.lzh now OK

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 11:12:52 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000043@ux1.cso.uiuc.edu>
Source record: 241845

Switcher.lzh should be OK now, I think I UL'd it with Kermit in ascii... Sorry.

-- Greg

3394. Re: Gribnif: what does it MEAN?

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 15:06:43 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <2825@calvin.cs.mcgill.ca>
Source record: 241849

In article <261E6C25.10489@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
> You're absolutely right. My bubugged the girl that works the
>Gribnif booth in '88 about the meaning in Gribnif, and never got an
>answer. Undaunted, he tried again this year, and still got nowhere.
>Excepth that the girl told him to watch M*A*S*H to find out. We were
>told that this was classified information, and that only 1 person at 1
>show came up and knew what Gribnif means. I wonder if it's important.
>
I happen to know that guy [Richard] you are talking about - and I believe it was the show in Detroit last summer... Gribnif is actually a character in some fantasy novel, but when Richard told me what it meant, I filed it away in my head under 'useless knowledge which won't come up again' and promptly forgot it. A little note of aside: Dan Wilga was at the booth, and asked Richard what it meant - apparently HE didn't know, and when he found out, he was so grateful that he gave Richard a free copy of Neodesk!!!

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
Disclaimer: None of the above facts are mine. Neither are the opinions.

3395. UniTerm

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 15:59:31 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.639590371.cmm1@cunixa.cc.columbia.edu>
Source record: 241848

I noticed that Simon Poole posted the address of the newest version of
UniTerm. I FTPed over and took a looksie and the file is COMPRESSed
and SHARed. As I don't have SHAR on my system, I can't get at the
binary. Could some kind soul either mail me the binary or post it to
c.b.a.st?

The address of the Uniterm file is: 130.59.1.2
and it is in div/uniterm.20e.tar.Z

Thanks.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3396. Upgraders of 520stfm's: Here there be dragons!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 16:21:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9004081742.AA08888@jade.berkeley.edu>
Source record: 241752

>>I tried bumping my 520stfm up to 1meg the same way. Solder wick
>>sockets and caps. I socketed and capped. Runs ok. Added DRAM, boots
>>gets verticle lines and bombs. Serious bombs. So badly that it
>>didn't even display them. Tried reboot. No luck. Added some resit
>>ors to the resitor slotss next to the ram. Comes up ok but only
>>recognizes the lower half of my memory.

Sounds like a Cashigh and Caslow aren't connected

>
>I went through this a little while ago, with TWO STfm's I have at my workplace
>and here's what has to be done....
>
>Follow the New Bank of Ram down towards the front of the machine. You `should
>find a chip just off to the right on the way down, U68 and it should be a
>74LS11N chip. If it is missing, your going to have to get one, and place
>it in there.
>The Hitachi # is HD74LS11p
>There are three resistors that are not soldered in also, I believe there the
>ones that you have made referece to. #'s R71 / R72 / & R73, and should be
>33 Ohms @ 2% tolerance.
>You machine should boot, and recognize the second bank.
>The pad that you are referencing to are for two or six set ROM's! There are
>three of them, two by the Rom chips and one by the MMU (MCU) chip. There
>labeled 256K and 1M (or 1 Meg). If you are not replacing your ROM's then
>LEAVE THEM ALONE!
>There is a place on the mother board to install a Blitter Socket and CHIP,
>But seeing that I use TurboST, and I have seen blitter installed machines,
>and due to the type of use i am using the machines for, I have no need for
>the blitter, so I have not investigated installing this. Fact is that besides
>the blitter, there was (on both machines) another chip that more than likely
>has to be installed if you desire the blitter upgrade in. Like I said, I
>don't have the need, so I just never went any farther,

This is to true! There are two versions of the 520STFM that i know about.
One, like the man said, has a blitter socket (which i recomend filling)
but i have no real idea if this mod works and weither you need that
Hitachi chip. (I believe you dont need it but that is from my guess work
not from the man who actual did the upgrade and got it to work.)

There is at least one other version of the 520STFM. One of which i have and
just did the upgrade. Basical, it doesn't have a blitter socket in it.
The upgrade is diffent from that of the above blitter version. Here's my
story: What i found when i opened the case was 6 roms each stating mega TOS
1.2, 16 256k ramchips 120ns with a gap above each for another ram chip.

Just to the left of these were a bank of 33 ohm resisters, a gap, another bank of resistors, 86ohm. NO BLITTER SOCKET!

How i upgraded: Desolder the 16*16 holes put in sockets. (It is the wise thing to do.) Check RAS line to see if connect. I was so i moved on to the CAS lines. Neither CASHIGH nor CASlow (Pin 15 of memory chips) were connected. I searched but found no empty gaps to add resistors to! Trace with multimeter to confirm. CONFIRMED! Add line from MMU pin 22 (dot=1, counter clockwise is next higher pin, side goes from 26 to 10) which is the CAS1high, took a resistor and some wire and ran a lead from it to the high bank of memory (Left side as you type on it). Took a wire from MMU pin 21 (CAS1low) to resistor to low bank of memory (closes to MMU). That is it. (opps... put in memory)
Maybe this will help the original poster.

Stuart Carter | To the Gods at University Of Florida,
University OF Louisville | Dear sirs,
Physics Dept. |
soon to be... | Please give me a teaching position.
Stuart Carter |
University of Florida | Truely,
Astro Dept | Stuart Carter

3397. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 16:37:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1555240072@thelake.mn.org>
Source record: 241834

[In article <2225@ariel.unm.edu>,
seattle@hydra.unm.edu (David G. Adams) writes ...]

> Ok, I've tried a few little experiments, but I'm still mystified as to
> how to get my stupid.c file turned into a stupid.acc file. I've tried
> cc -VGEMACC -o stupid.acc stupid.c just like it says in my MWC manual,
> even made sure it didn't exit and all. It doesn't use any windows, so
> I thought it'd be easy. (stupid me) All it does is print numbers to
> the screen using Bconin.

I hope you mean Bconout. :-)

> Well, on boot-up it seems to want to run my
> program - definately not what I intended.

Yup. That's what it's supposed to do. When the system comes up, it loads the .ACC files and executes them. It's the DA's responsibility to initialize itself, then call the Event Manager to return system control to the AES until it's time to go to work. See below.

There are some other (stupid) restrictions. The desk accessory cannot own file handles or memory; the system thinks they belong to the current program. It also doesn't own the menu bar, so if you want to clear the screen and do generic (vt52) output, you must copy the menu bar manually and restore it manually.

> Is there a programming guide for Desk Accessories?

Maybe for developers, I don't know. I haven't seen the developer documentation. I don't want to have to swear out a blood oath never to tell anyone that Atari exists. (Do you know why you never see lawyers at the beach? The cats keep covering them up with sand....)

> (I'm sure someone has asked this before, but... :-})

Occasionally, but probably not frequently enough for the list of questions that davidli is compiling.

Here is a generic desk accessory skeleton that I posted in this newsgroup in response to a similar question in April 1989. I wrote it for use with Sozobon C, but it should compile under MWC with no problem, except perhaps fullpath(). Sozobon users should note that dastart.o is available by anonymous ftp from terminator.cc.umich.edu.

(I know nothing about your curses problem.)

O/ cut here
=====O\==========

```
/*
* accskel.c
* desk accessory skeleton for Sozobon C
* link dastart.o, then this module, then the GEM bindings, then dlibs.
*/

#define MENU_ID "File selector"
#define AC_OPEN 30

/* these arrays are not needed for GEMFAST */
int
contrl[12],
intin[128],
intout[128],
ptsin[128],
ptsout[128];

main()
{
int apid, menuid, msgbuf[8];
apid = appl_init(); /* say hello to the AES */
menuid = menu_register(apid, MENU_ID); /* add me to the Desk menu */

while (1) /* loop forever */
{
evnt_mesag(msgbuf);
if ( (msgbuf[0] == AC_OPEN) && (msgbuf[3] == menuid) )
wakeup(); /* go into active mode */
}
appl_exit(); /* you'll never get here -- supposedly */
}

wakeup() /* Whatever needs to be done. Here we display the fsel ... */
{
char path[128], defult[13] = '\0';
int button;
fullpath(path,"*.*");
fsel_input(path,defult,&button);
}
--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org
```

3398. Spectrum picture posting:A call to arms!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 16:43:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9004081735.AA08871@jade.berkeley.edu>
Source record: 241751

OK, I am sure to make some people happy and to forever piss others off.
In that vain, i was wondering if people would like me to post some
spectrum pictures here. Most of you fall into two groups:
1: Don't put that junk here, put it on a a bianaries group of FFT or
something.
Reply #1: Grimm doesn't want them, some people dont have FFT site
access. (One of which it me.) How else do i propagate them?
2: Sure, lets have them.
Reply #2: OK, but i'm not going to put more than a few at a time so you
will have to be watching the group so that none slip by you.

So, it seem i have everything worked out. Not really, I'm pretty sure
that a_slide.prg, the progrm i use to display them which was put out PD.
I just want to confirm it. (A_slide uses a handy dandy .sps extension
the means Smoosh, or 40% smaller than .SPC) So, what i need from you guys
is 1) a reason not to post that acualy is a good reason, or 2)A confirm
of A_slides PD status because i'm not going to reconvert my Spectum pics
to a more bulky format.

I'll decide in one week who wins.

Stuart Carter | To the Gods at University Of Florida,
University OF Louisville | Dear sirs,
Physics Dept. |
soon to be... | Please give me a teaching position.
Stuart Carter |
University of Florida | Truely,
Astro Dept | Stuart Carter

3399. Atari AT

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 16:52:04 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <531@ehviea.ine.philips.nl>
Source record: 241850

Read in this month's HCC Nieuwsbrief, a Dutch monthly for computer users:

According to Jotka Computing in Ede before long (how long 8-) a 80386 emulator for the Atari ST will become available on the Dutch market. It is a German product, called Delta Modul, that will be delivered together with Dr. Dos. There will be two versions, a 1 Mb one and a 2 Mb one, with prices in the range f 2395,- to f 2849,- (Dutch guilders). Also various supplementary products have been announced, such as RAM extensions till 8 Mb and graphic cards (of which one was said to handle 16.2 million colors).

Leo.

3400. Re: UniTerm

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 18:50:16 UTC
From: hv@uwasa.fi
Message-ID: <1990Apr8.185016.6112@uwasa.fi>
Source record: 241753

In article <CMM.0.88.639590371.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>I noticed that Simon Poole posted the address of the newest version of
>UniTerm. I FTPed over and took a looksie and the file is COMPRESSed
>and SHARed. As I don't have SHAR on my system, I can't get at the
>binary. Could some kind soul either mail me the binary or post it to
>c.b.a.st?

Other possibility is that you ftp it from funic.funet.fi where
I've put the same file available as a .zoo file. Address below.

--
----------------Harri Valkama (hv@uwasa.fi)----------------
University of Vaasa, Finland ftp site (128.214.12.3) PC & Mac directories
& ftp site Funic.funet.fi (128.214.6.100) Atari ST directory

3401. Re: Nasty letter from Atari backer!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 19:17:07 UTC
From: 4223_5266@uwovax.uwo.ca
Message-ID: <5640.261f55f3@uwovax.uwo.ca>
Source record: 241835

In article <10447.261b26d5@zeus.unomaha.edu>, fh007@zeus.unomaha.edu writes:
> From: ZEUS::WINS%"<jk44+@andrew.cmu.edu>" 5-APR-1990 05:26:44.62
> To: FH007
> CC:
> Subj: Re: Amiga/Atari help
>
> Return-Path: <@po3.andrew.cmu.edu:jk44+@andrew.cmu.edu>
> Received: from po3.andrew.cmu.edu by zeus.unomaha.edu with SMTP ;
> Thu, 5 Apr 90 05:26:30 CST
> Received: by po3.andrew.cmu.edu (5.54/3.15) id <AA01694>; Wed, 4 Apr 90 21:07:58 EDT
> Received: via switchmail; Wed, 4 Apr 90 21:07:46 -0400 (EDT)
> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/service/mailqs/q006/QF.0a6dKbC00WB5I0RUgF>;
> Wed, 4 Apr 90 20:47:36 -0400 (EDT)
> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/usr24/jk44/.Outgoing/QF.4a6dKS600WB5E3NEhC>;
> Wed, 4 Apr 90 20:47:27 -0400 (EDT)
> Received: from VUI.Andrew.3.20.CUILIB.3.45.SNAP.NOT.LINKED.unix4.andrew.cmu.edu.vax.3
> via MS.5.6.unix4.andrew.cmu.edu.vax_3;
> Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> Message-Id: <sa6dKRK00WB5Q3NEZ5@andrew.cmu.edu>
> Date: Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> From: John Knight <jk44+@andrew.cmu.edu>
> To: fh007@zeus.unomaha.edu
> Subject: Re: Amiga/Atari help
>
> 1. It'll be a cold day in hell before C= gets a real '030 box w/ UNIX out the
> door. At least Atari has announced a UNIX '030 box. C= is too embarrased
> about their latest "creation" to even show it to the outside world.
>
> 2. The Amiga chipset is nothing to brag about. When in use, they just bog down
> the CPU with bus contention. In addition, they are *much* slower than the
> equivalent ST chips. The ST blitter, for example, is about 2 times faster
> doing equivalent operations. The ST DMA chip does floppy and HD access from
> 2 to 10 times faster than anything C= an put out. Also, Atari has seperate
> chips, so accessing the HD won't slow down the blitter.
>
> One last thing, the ST double sided drive can hold 900K, not the lesser 880K
> that Amiga holds. At least get your facts and figures right. Also, you might
> get a more responsive audience on comp.sys.amiga than on comp.sys.atari.st.
>
> Jack Knight
> flames -> /dev/null
>

> ----------------------------------
>
> this is what I responded to!!!!

3402. Re: Nasty letter from Atari backer!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 19:17:38 UTC
From: 4223_5266@uwovax.uwo.ca
Message-ID: <5641.261f5612@uwovax.uwo.ca>
Source record: 241836

In article <10447.261b26d5@zeus.unomaha.edu>, fh007@zeus.unomaha.edu writes:
> From: ZEUS::WINS%"<jk44+@andrew.cmu.edu>" 5-APR-1990 05:26:44.62
> To: FH007
> CC:
> Subj: Re: Amiga/Atari help
>
> Return-Path: <@po3.andrew.cmu.edu:jk44+@andrew.cmu.edu>
> Received: from po3.andrew.cmu.edu by zeus.unomaha.edu with SMTP ;
> Thu, 5 Apr 90 05:26:30 CST
> Received: by po3.andrew.cmu.edu (5.54/3.15) id <AA01694>; Wed, 4 Apr 90 21:07:58 EDT
> Received: via switchmail; Wed, 4 Apr 90 21:07:46 -0400 (EDT)
> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/service/mailqs/q006/QF.0a6dKbC00WB5I0RUgF>;
> Wed, 4 Apr 90 20:47:36 -0400 (EDT)
> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/usr24/jk44/.Outgoing/QF.4a6dKS600WB5E3NEhC>;
> Wed, 4 Apr 90 20:47:27 -0400 (EDT)
> Received: from VUI.Andrew.3.20.CUILIB.3.45.SNAP.NOT.LINKED.unix4.andrew.cmu.edu.vax.3
> via MS.5.6.unix4.andrew.cmu.edu.vax_3;
> Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> Message-Id: <sa6dKRK00WB5Q3NEZ5@andrew.cmu.edu>
> Date: Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> From: John Knight <jk44+@andrew.cmu.edu>
> To: fh007@zeus.unomaha.edu
> Subject: Re: Amiga/Atari help
>
> 1. It'll be a cold day in hell before C= gets a real '030 box w/ UNIX out the
> door. At least Atari has announced a UNIX '030 box. C= is too embarrased
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> the CPU with bus contention. In addition, they are *much* slower than the
> equivalent ST chips. The ST blitter, for example, is about 2 times faster
> doing equivalent operations. The ST DMA chip does floppy and HD access from
> 2 to 10 times faster than anything C= an put out. Also, Atari has seperate
> chips, so accessing the HD won't slow down the blitter.
>
> One last thing, the ST double sided drive can hold 900K, not the lesser 880K
> that Amiga holds. At least get your facts and figures right. Also, you might
> get a more responsive audience on comp.sys.amiga than on comp.sys.atari.st.
>
> Jack Knight
> flames -> /dev/null
>

> ----------------------------------
>
> this is what I responded to!!!!

3403. Re: Nasty letter from Atari backer!

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 19:17:58 UTC
From: 4223_5266@uwovax.uwo.ca
Message-ID: <5642.261f5626@uwovax.uwo.ca>
Source record: 241837

```
In article <10447.261b26d5@zeus.unomaha.edu>, fh007@zeus.unomaha.edu writes:
> From: ZEUS::WINS%"<jk44+@andrew.cmu.edu>" 5-APR-1990 05:26:44.62
> To: FH007
> CC:
> Subj: Re: Amiga/Atari help
>
> Return-Path: <@po3.andrew.cmu.edu:jk44+@andrew.cmu.edu>
> Received: from po3.andrew.cmu.edu by zeus.unomaha.edu with SMTP ;
> Thu, 5 Apr 90 05:26:30 CST
> Received: by po3.andrew.cmu.edu (5.54/3.15) id <AA01694>; Wed, 4 Apr 90 21:07:58 EDT
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> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/service/mailqs/q006/QF.0a6dKbC00WB5I0RUgF>;
> Wed, 4 Apr 90 20:47:36 -0400 (EDT)
> Received: from unix4.andrew.cmu.edu via qmail
> ID </afs/andrew.cmu.edu/usr24/jk44/.Outgoing/QF.4a6dKS600WB5E3NEhC>;
> Wed, 4 Apr 90 20:47:27 -0400 (EDT)
> Received: from VUI.Andrew.3.20.CUILIB.3.45.SNAP.NOT.LINKED.unix4.andrew.cmu.edu.vax.3
> via MS.5.6.unix4.andrew.cmu.edu.vax_3;
> Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> Message-Id: <sa6dKRK00WB5Q3NEZ5@andrew.cmu.edu>
> Date: Wed, 4 Apr 90 20:47:25 -0400 (EDT)
> From: John Knight <jk44+@andrew.cmu.edu>
> To: fh007@zeus.unomaha.edu
> Subject: Re: Amiga/Atari help
>
> 1. It'll be a cold day in hell before C= gets a real '030 box w/ UNIX out the
> door. At least Atari has announced a UNIX '030 box. C= is too embarrased
> about their latest "creation" to even show it to the outside world.
>
> 2. The Amiga chipset is nothing to brag about. When in use, they just bog down
> the CPU with bus contention. In addition, they are *much* slower than the
> equivalent ST chips. The ST blitter, for example, is about 2 times faster
> doing equivalent operations. The ST DMA chip does floppy and HD access from
> 2 to 10 times faster than anything C= an put out. Also, Atari has seperate
> chips, so accessing the HD won't slow down the blitter.
>
> One last thing, the ST double sided drive can hold 900K, not the lesser 880K
> that Amiga holds. At least get your facts and figures right. Also, you might
> get a more responsive audience on comp.sys.amiga than on comp.sys.atari.st.
>
> Jack Knight
> flames -> /dev/null
>
```

> ----------------------------------
>
> this is what I responded to!!!!

3404. Multisync monitors, STs, and Macs

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 19:19:18 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900408.13191761.023282@SFA.CP6>
Source record: 241758

Hello all,

Could a brave and informed soul comment on if a multisync monitor
can also work on a Macintosh (with an appropriate video card, of course)? If I
get a NEC 3D multisync for my ST, will it also work on a Mac?
Many thanks!!!

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3405. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 19:38:35 UTC
From: fkk@stasys.sta.sub.org
Message-ID: <954@stasys.sta.sub.org>
Source record: 241838

erwinh@solist.htsa.aha.nl (Chaos Conquerer) writes:

> I can imagine that you think the Commodore Amiga is much better than the Atari ST. Fine with me, maybe you are right (could be). But please stay in comp.sys.amiga.
(...)
> But enough of this slagging. The only point I try to make is the following :
> If you are an Amiga owner, an Macintosh owner, any computer whatsoever owner,
> please stay in your own newsgroup, or tell the story from both sides (not a simple I dunno!!). If you don't know than don't try to blacken the other computer.

Well, I must say, I _completely_ agree ! Couldn't have said it better.

BTW: Do you all know what nice machine you get, if you install OS-9/68k
on your ST... worth a try.

Cheers,
Frank

+--------------------------------+ Darkness all around us
| Frank Kaefer | fkk@stasys.UUCP | We don't close our eyes
| (Compuserve: 72427,2101) | No one's gonna ground us
| (BIX: fkaefer) | We were born to fly
| Starnberg, West Germany | Comin' at us no stopping
+--------------------------------+ Born to amplify [Carry On - Manowar]

3406. Future Wars help.....

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 20:47:29 UTC
From: drp9500@ultb.isc.rit.edu
Message-ID: <2717@ultb.isc.rit.edu>
Source record: 241839

I bought a game up at the Toronto show and I am stuck already....

The game is called "Future Wars: Time Travellers"
made by Cimematique.
The game takes you through different time peroids and it's really
well done but, I'm stuck!!!!

If anyone has seen or played this game please let me know.

Here's where I am:
In the boss' office and I have found the typewriter and I can't
get out.....I don't know what to do........

Please help or I will have to end my life by hanging myself by
my mouse cord..............

3407. Re: Molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 21:29:23 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2071@bdt.UUCP>
Source record: 241840

About Genesis:

Could you describe some of the things you can do with Genesis for the ST, and tell us about how you came up with it?

Also, what is its status currently?

3408. Re: Accelerator Board, Where?

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 21:32:05 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2072@bdt.UUCP>
Source record: 241841

About the status of when a smaller version of PC Ditto II will ship:

Probably several months from now, unless they bring back the old version of PC Ditto II (which was shown at the last WOA Show, and was as big as the 68000 chip), which could do a Norton SI of 3.0...

3409. Re: Nethack 3 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 22:52:56 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Apr8185256@haroeris.cs.odu.edu>
Source record: 241754

> Does anyone know an FTP or mail-oreder house that has Nethack 3 (pl7)
> for the ST?
> Thanks.

ftp terminator.cc.umich.edu
WHAT WOULD WE DO WITHOUT TERMINATOR?!

Now, I have played it as far as starting a game... it seems to want all of
one meg and will simple crash otherwise... of course, these are personal
experiences and my system configureation changes daily... etc etc.

Good luck! (it is much better than nh2!)
--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''

3410. Re: More Uniterm Macro questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 23:20:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11654@stag.math.lsa.umich.edu>
Source record: 241842

```
In article <'0M#VJ=@rpi.edu> kennyz@pawl.rpi.edu (Kenny Zalewski) writes:
%I just taught myself Uniterm macros, and I have one major question:
%
%What methods can be used to execute a file with macros in it?
%
%I only know of two so far:
% 1. Make it an auto-exec macro, which I don't want
% 2. Define a function key as %macro('filename')
%
%Is there any way to just pass a command to Uniterm, other than the ones
%already defined in the HELP menu?

Nope, that's about it. The obvious refinement is to define a function key
that prompts for the name of a macro file to execute, and executes it.
I suppose you should also be able to define a slot in the popup menu for it.
--
-- Howard Chu @ University of Michigan
```

3411. Re: UniTerm

Newsgroup: comp.sys.atari.st
Date: 1990-04-08 23:38:21 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11655@stag.math.lsa.umich.edu>
Source record: 241844

In article <CMM.0.88.639590371.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>I noticed that Simon Poole posted the address of the newest version of
>UniTerm. I FTPed over and took a looksie and the file is COMPRESSed
>and SHARed. As I don't have SHAR on my system, I can't get at the
>binary. Could some kind soul either mail me the binary or post it to
>c.b.a.st?

Actually it's a compressed tar file, not a shar file. It's also on terminator in the telecomm directory. The compressed tar file is there, as well as an arc file containing just the program and resource files. (The resource file hasn't changed since the previous edits...) There is also a uniterm subdirectory containing the uncompressed contents of the tar file.
--
-- Howard Chu @ University of Michigan

3412. Re: UniTerm

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 02:08:41 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr9.020841.23290@ux1.cso.uiuc.edu>
Source record: 241755

That is TAR'd, I believe, not SHAR'd. I put the file at terminator,
I think it is now located in telecomm/. I got STTAR and uncompress.ttp
(oops, compress.ttp) from ??.fi. and uncompressed it on the
Atari side.

-- Greg

3413. Re: Spectrum picture posting (What, a picture format not on the list?)

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 03:36:46 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr9.033646.25612@wam.umd.edu>
Source record: 241756

In article <9004081735.AA08871@jade.berkeley.edu> WSCART01@ULKYVX.BITNET writes:
> (A_slide uses a handy dandy .sps extension
>the means Smoosh, or 40% smaller than .SPC)

Could you (or anyone) please email me a copy of the a_slide
distribution? I want to add this format to the picture formats list.

Thanks,

Dave Baggett
dmb@cscwam.umd.edu

3414. PD is not sacred (IMPORTANT -- PLEASE read)

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 04:39:11 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr9.043911.26046@wam.umd.edu>
Source record: 241757

A certain magazine which will go unnamed (for now) has printed a version
of the picture formats list nearly verbatim, and this magazine's editorial
staff has taken credit for the compilation and editing of this information.
The editor and many contributors were not given any credit.

It would be irresponsible of me (and probably pointless) to divulge the
name of the publication at this time. There is still the possibility
that an unfortunate error was made and I do not want to malign the
magazine or its staff.

In any case, everyone who is interested in distributing information and/or
software for free should be aware:

There are unethical and/or incompetent people in the world.

Shareware authors: ALWAYS put a copyright notice and a distribution policy
on everything you release. Although these are not legally binding, they
make your intentions clear and will deter individuals of various sorts
from plagiarizing and/or stealing your work. Such contractual statements
can (in theory) make a difference in court as well. (So I am told.)

I have added some legal/contractual stuff to the header of the picture
formats list and humbly request that those of you who have found this
information useful actively seek out and replace old copies of the list
with this new version. Perhaps then the following people will be given
credit in the future for their help in making this document as
popular as it has become:

Phil Blanchfield Jason Blochowiak David Brooks Neil Forsyth

Stefan Hoehn Ken MacLeod Jim McCabe Darek Mihocka David Mumper

George Seto Joe Smith Greg Wageman Roland Waldi Gerry Wheeler

I know old copies exist at terminator and at other FTP sites. Please
get rid of these old versions. It will be _much_ appreciated. Ditto
for the online services (which I unfortunately don't have access too).

The new list is enclosed.

Thanks all,

Dave Baggett
dmb@cscwam.umd.edu

ST Picture Formats

Edited by:

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(Please report errors or additions)

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CONTRIBUTORS

Phil Blanchfield Jason Blochowiak David Brooks Neil Forsyth Stefan Hoehn Ken MacLeod Jim McCabe Darek Mihocka David Mumper George Seto Joe Smith Greg Wageman Roland Waldi* Gerry Wheeler

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MacPaint

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

```
Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0
```

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 long resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
12 bytes filename (usually " . ")
1 byte unused (?) (usually either 80 hex or 0)
1 byte color animation limits (4 most significant bits are
left/lower limit; 4 least significant bits are
right/upper limit).
1 byte color animation enabled? High bit set if yes.
1 byte color animation speed and direction
x = 0 means animation stopped
x < 0 means colors cycle to the left (decreasing)
x > 0 means colors cycle to the right (ascending)
Number of vblanks between cycles is |x| - 1
19 longs reserved for expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero
----
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)

32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)

*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (not used)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given
scan line appears before any data for the next scan line. The scan lines
are specified from top to bottom (i.e., 0 is first). For each scan line,
all the data for a given bit plane appears before any data for the next
higher order bit plane.
To clarify: The first data in the file will be the data for the highest
order bit plane of scan line zero, followed by the data for the next lower
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the highest order bit plane of scan line one, followed by the data for
the next lower order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that
do not follow the standard format, so let's be careful out there. What
is described here is the format that David Mumper's original
TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation
information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits
hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)> *.SPC

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included; i.e., stays
the same). The least significant bit of the bit vector refers to
palette entry zero, while the most significant bit refers to palette
entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette
entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the
background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).
Yes, it is hideously complex.

<Art Director> *.ART (low resolution only)

16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation

32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)

32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)

32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)

```
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

2 words upper left x,y of bit image
2 words lower right x,y of bit image
1 word device page width
1 word device page height
1 word device pixel width in microns
1 word device pixel height in microns
1 word NBITSPPXL, (bits per pixel, planes, for color information)
7 words reserved (0)
--------
32 bytes total for header

? bytes data

Format of data

Run-length packet:
+0 [1] run length (1..127)
+1 [1] color index (1..255)

Extended packet:
+0 [1] -1 (opcode, $FF)
+1 [1] extended run length (i.e. *128 pixels)
+2 [1] color index

Raster packet:
+0 [1] -2 (opcode, $FE)
+1 [1] NPXL, # of pixels in stream
+2 [..] packed color indices [NPXL*NBITSPPXL bits]

Raster-run packet:
+0 [1] ? (opcode)
+1 [1] pattern repeat count
+2 [1] NPXL, # of pixels in stream
+3 [..] packed color indices

<Image> *.IMG

1 word version number of image file
1 word length of header in words [8]
1 word number of color planes
1 word pattern length in bytes [2]
1 word pixel width in 1/1000 mm
1 word pixel height in 1/1000 mm
1 word line width in pixels
1 word number of lines
-------
```

16 bytes total for header

? bytes data

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 word unused (?) [255]
1 word number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes (?) to use
literally. The literal data bytes follow.

otherwise Monochrome run. The value of x determines
what to draw. The high bit specifies the color.
The low 7 bits, taken as an unsigned quantity,
specify the length of the run (the number
of pixels to draw).

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

```
<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
n = next byte;
}

k = n;
d = next byte;
```

```
Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM"
8 bytes form chunk: 1 long = length (8)
4 bytes = ID ("ILBM")
4 bytes "BMHD"
20 bytes BMHD chunk: 1 long = length (20)
(BitMap 1 word = x width (pixel)
HeaDer) 1 word = y height (pixel)
1 word = x-offset (pixel)
1 word = y-offset (pixel)
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent,
3=lasso)
1 byte = compressed (1) or expanded (0)
1 byte = 0
1 word = transparent color (for mask=2)
1 byte = x-aspect
1 byte = y-aspect
1 word = page width
1 word = page height
4 bytes "CMAP"
3n+8 bytes CMAP chunk: 1 long = length (3n + 8 for n colors)
(Color 3 words = R,G,B color 0
MAP) ...
```

```
3 words = R,G,B color n
4 bytes "CRNG"
8 bytes CRNG chunk: 1 long = length (8)
(Color 1 word = 0
RaNGe) 1 word = animation speed
1 word = active (1) or inactive (0)
4 bytes "BODY"
? bytes body chunk: picture expanded/compressed

Format of body data

An expanded picture is simply a bitmap. The compressed data consists
of records of single control bytes followed by data.

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 1 times

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

Note:
The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Animation speed of 16384 means 1 full rotation in 1/60's of a second.

<MacPaint>

Word has it that this is wrong. Someone please send me an accurate
description!

header {
1 long version number (if zero, entire header is ignored)
38 * 2 longs pattern data (anyone know how to use this?)
83 longs reserved
} (total 160 longwords for header)
< 51200 bytes compressed bitmap data
-------------
```

< 51716 bytes total

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The data is stored as a sequence of records. Each record consists of a
control byte followed by one or more data bytes. The meaning of the
control byte is as follows:

For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel; 0 = white,
1 = black.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

Version of Mon Apr 9 00:24:07 EDT 1990

3415. Re: Nethack 3 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 06:22:04 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <4054@tukki.jyu.fi>
Source record: 241759

In article <SCOTT.90Apr8185256@haroeris.cs.odu.edu> scott@cs.odu.edu (Scott Yelich) writes:
>Now, I have played it as far as starting a game... it seems to want all of
>one meg and will simple crash otherwise... of course, these are personal
>experiences and my system configureation changes daily... etc etc.

I have played PL7 with gulam in my 1Meg 520. For me it runs just fine. No crashes at all.... I have also PYRO and Folder100 in RAM. Gulam's mem says that I have about 750K free RAM.

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
I logged in, therefor I am

3416. Re: Spectrum picture posting:A call to arms!

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 06:35:46 UTC
From: steve@thelake.mn.org
Message-ID: <A209130633@thelake.mn.org>
Source record: 241768

[In article <9004081735.AA08871@jade.berkeley.edu>,
WSCART01@ULKYVX.BITNET writes ...]

>
> OK, I am sure to make some people happy and to forever piss others off.
> In that vain, i was wondering if people would like me to post some
> spectrum pictures here. Most of you fall into two groups:
> 1: Don't put that junk here, put it on a a bianaries group of FFT or
> something.
> Reply #1: Grimm doesn't want them, some people dont have FFT site
> access. (One of which it me.) How else do i propagate them?

You apparently have FFT and FTP confused.

> 2: Sure, lets have them.
> Reply #2: OK, but i'm not going to put more than a few at a time so you
> will have to be watching the group so that none slip by you.

Whoa!

Dumping digitized pictures into ANY of the comp.sys.* newsgroups is way
out of line. They're for discussions, not for large quantities of
binaries, source code, or pictures.

If you think there's demand for digitized graphics, fine -- go through the
same process everybody else has to go through.

Start off with a mailing list. Advertise its existence. Accept the
responsibility for maintaining it.

Once it has grown to a level that demonstrates a high level of interest in
the data, propose adding a Usenet newsgroup devoted to it. Go through the
standard process of announcing the proposal, soliciting comment, calling
for votes, collecting, counting and posting the votes. And live by the
outcome.

Yeah, it's a lot of work. So is moving the data around. Until you invest
your time and your effort in meeting the established requirements for
newsgroup creation, don't ask other people to pay the bill for shipping
digitized images around the world.

> So, what i need from you guys
> is 1) a reason not to post that acualy is a good reason,

Digitized images are not within the charter of comp.sys.atari.st. That is
reason enough. If you don't find that persuasive, look into your wallet
and consider whether you're willing to pay to have the data delivered to
those sites that receive Usenet news through long-distance telephone

connections.

> or 2)A confirm
> of A_slides PD status because i'm not going to reconvert my Spectum pics
> to a more bulky format.

I have no opinion on that question.

> I'll decide in one week who wins.

You don't have the right to make that decision.

The process whereby such decisions are made is well-documented in articles that are posted periodically to news.announce.newusers and other groups in the news hierarchy. You should read those articles before posting any digitized images.

I'm not against the distribution of the images. If the load is held to a reasonable level, I might even consider carrying them here. But what you are suggesting is not the way to do it.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3417. Portfolio 640k

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 07:42:18 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2853@sactoh0.UUCP>
Source record: 241764

About the Portfolio, it mentions that it is expandable to 640k, but nowhere in the manual does it say how. (This is printed on the outside of the box)

So how will the Portfolio be expanded? Will the additional memory be added through the system bus? Will there be either higher capacity cards? Would there be a market for a card drive for the ST, like there is for the IBM?

Data transfers through the parallel interface is simpler than the serial interface. I recommend it over the serial *if* you have a PC. For STs and anything else (your 600XL maybe?) use the serial interface and make a cable.

I really like the Portfolio, I can run small programs, but I use the editor more than anything else. And of course, anyone who sees my use it is intrigued by it to ask me about it.

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

3418. Atari Japan

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 08:11:36 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <2856@sactoh0.UUCP>
Source record: 241763

I had read in comp.sci.japan that Commodore Japan closed it's doors, and it got me to thinking, how is Atari Japan doing? I have seen an article about the Atari Lynx in a Japanese magazine, but that's all I have seen about Atari in Japan.

The question, is there a Japanese OS for Japanese STs (if they exist there)? For example, there is KanjiTalk for Apple Macintosh. and a Japanese OS for IBM machines, and I'd be interested if there was one for the ST, without having to do it through emulation.

By the way, does anyone know of any comments about the name Atari in Japan? It was chosen from a move in the game Go, but atari (lower case) has a few other meanings in Japanese, also.

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo
uunet!mmsac! / the good guys!

3419. Help needed with GEM metafiles

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 11:19:14 UTC
From: tikkanen@kannel.lut.fi
Message-ID: <1935@kannel.lut.fi>
Source record: 241762

What is the right structure for GEM-metafile?

In my Mark Williams C(v2.xx) manual there is one structure, but it
seemed not to be the same that for example MS-write and
gemini-clipboard use.

Could some please post the right structure! Specially i need the
header structure.

BTW.: Gemini v1.0 clipboard behaves strangely when you open
metafile file in it. It prints the metafiles to printer right,
but on the screen not so right. Is this bug in clipboard.acc
programm or in TOS 1.4. I have a old 520STF with TOS1.4, the meta-
files i have used are from MS-write 1.0.

=== // // // //=> Tuomo-Markus Tikkanen in Lappeenranta U of Technology
//_ //// //// => Ruskolahdenk 13-15 A6 ;;
__// // ! // => 53850 Lappeenranta 85 ;; Email tikkanen@kannel.lut.fi
=> FINLAND, EUROPE ;;
The generation that would change the world, is still searching its car keys

3420. My experiences with PC-Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 12:58:13 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Apr9.125813.635@gpu.utcs.utoronto.ca>
Source record: 241766

After some fanangling I have PC-DITTO working. There is still the odd glitch, but overall I am pleased with it.

THE SETUP:

1040ST (circa 1987) with no mods + mono monitor.

When I first installed PC-DITTO it complained a lot about things not being setup up correctly. This turned out to be the now infamous connector which clips onto the CPU. You have to bend in all the pins to give it a snug fit. I also ran into the PAL problem which Avant-Garde fixed quickly with a couple of new PAL's.

This weekend I was reviewing IBM's Current and Richmond Technologies' Maximizer for a Canadian rag, both of which ran without a hitch. Current is painful to use not because of speed but rather because of PC-DITTO's limitation to CGA video. I hope they can come out with at least an EGA version quickly. I also run Harvard Project Manager regularly on PC-DITTO. Text based applications should not have too many problems. I also had to use Procomm to do a dial out session (which was torturous hell after having used Uniterm for so many years).

This weekend I happened to notice a new phenomenon: During the first 15 minutes of use I can sometimes hang PC-DITTO. I suspect that this has to do with the connector/cpu heating up and expanding. I am not thrilled about this precarious set up, but I am also not keen on soldering the connector on. Any suggestions on how to fix this would be appreciated.

Oh and another thing I would advise you not to try to stuff everything back into your case. I did (minus the RF shield) and ended up putting a crack in my keyboard PC board. Thanks to Peter Hiscocks for fixing this for me. (Don't every let a software person try to do something mechanical!) Now I just leave everything open with PC-DITTO hangin off the back end of the system.

Bottom line is that it seems to be stable barring the cpu connector. I'd like to be able to turn on the machine and start working with it immediately rather than wait for heat expansion to take its course.

Cheers!

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

3421. Re: Yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 13:18:29 UTC
From: ran@cns.umist.ac.uk
Message-ID: <1990Apr9.131829.3298@cns.umist.ac.uk>
Source record: 241775

In article <825@nikhefh.nikhef.nl> t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>> (about whether it is wise to leave your monitor on)
>I know three people who left their monitor (Atari SM124) turned on all the
>time. All three monitors blew after 2-3 years. Most others, including older
>ones, have not blown. Draw your own conclusions.

...I wouldn't leave monitors on all the time, screen saver or no
screen saver. The constant heat from the power supply etc will
eventually dry out the electrolytic capacitors. It happens quite
regularly with other makes (such as our Phillips-made Apollo 19" mono
jobs)

Capacitors being capacitors, however, you never know if/when...

bob
---
bob nutter, computer officer | "If there's no class divide, then how
dept of computation, UMIST | come you're standing here waiting for
po box 88 manchester m60 1qd uk | a bus when some guy's driving past in
tel: +44 61 200 3312 | a car that cost more than a house?"
email:b.nutter@umist.ac.uk | -Class War graffitti
ran@cns.umist.ac.uk |

3422. trouble with MT C Shell

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 14:17:41 UTC
From: rjd@cs.brown.edu
Message-ID: <35708@brunix.UUCP>
Source record: 241765

I just bought a used version of MT C Shell v 1.1. I am having
a bit of trouble that I was hoping someone could help me
out with.

I configure the \etc\ttys file for the modem by doing a
17tty1:
The result is that when I turn on MT C Shell by doing a
INIT2.PRG, the send-receive lights on the modem go
nuts, and the hard drive starts accessing like crazy.
(I think MT's version of "getty" is freaking out.) When I
turn the modem off, this thing settles down and initializes, but
then I cannot dial in to the system. My modem answers the phone, but
does not emit a carrier tone.

Any answers out there?

This is running on a 1 Meg system, which the manual implies is
just fine. I hope that you are not going to tell me that I need a
memory upgrade.

Its kinda important that I get this working, since this is the
purpose that I bought the shell for in the first place.
SO, if this doesn't work, I am gonn ahave to get a memory
upgrade and get MINIX.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

3423. Suggestions for monthly posting

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 15:44:34 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr9.154434.27366@chinet.chi.il.us>
Source record: 241776

I tried to mail this, but it bounced, and bounced, and.....

A few things I'd include in a monthly posting:

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

Steve J.

3424. Re: Lynx Easter Egg (Lynx does Mandelbrot and Julia Explorations)

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 16:41:47 UTC
From: david_r_watters@alligator.cis.ohio-state.edu
Message-ID: <79024@tut.cis.ohio-state.edu>
Source record: 241767

In article <5A04060A29370275-MTACY830*U009@CCIW> U009@CCIW.BITNET writes:
>As revealed recently on GEnie, the Lynx game "Chip's Challenge" has a
>secret mode. If the password "MAND" is entered, the game changes into
>a Mandelbrot and Julia set explorer. While the performance is poor by
.
>speed is quite acceptable for a kid (like me!). The Option 2 button
>will cycle the color look up table CW or CCW for a neat animation.
>(Computing ceases while the animation is on.)

Wrong. The color cycling is one of the many built in graphics functions and
does not stop the computation nor even slow it down! After hiting option2
it stops, you can then hit option1 to continue redering while it cycles. If
you hit option2 again it will reverse direction, a third time will stop it.

If there is any pause of about 15sec. the Lynx will automatically start
generating again, with or without the cycle on. You can also pick from
13 color palettes, and very the speed of the cycle.

DW

3425. FAT problems (was: problems with dutch ROMs)

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 16:49:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004100704.AA10323@ucbvax.Berkeley.EDU>
Source record: 241787

What I found out about the FAT problems up to now.

Problems are known to occur in at least 3 machines. All of them after
TOS 1.4 was installed. (One machine had not been used with old ROMs).
In 2 cases the ROMs were dutch, in one case US.

The symptoms are: - lost and cross-linked clusters on the harddisk.
- FAT comparison from dlii or SED (diskeditor from
the german `kleisterscheibe' do not give
reproducible results. (I.e. the FATs are indicated
to be different SOMETIMES).

I think wrong reading of the FAT would be enough to explain the problem.
But why are the FATs read wrong?

Problems stop if harddisk is used with another ST (with TOS 1.2). Thus the
problem is not caused by an error in the harddisk itself.

Harddisks all were original atari disks. Formatted with HDX and used
with AHDI in 2 cases (don't know what version), partitioned with
SED and used with CBHD in 1 case. The problem does not seem to
be related with any program used.

It was suggested that a weak driver chip could cause the problem.
I did forward the idea to my dealer, he does say he installed the ROMs as
Atari told him to (I don't know whether that means that these chips are
changed). Could such a chip really cause the problems indicated here?

I did test the ROMs as far as possible. I wrote a little program that
reads the ROMs 1000 times and compares the results with what it finds the
first time. No errors. Thus reading of the ROMs seems to be reproducible.
(This program also calculates a checksum. I would be happy to send it
to anyone. I would like to know the checksum somebody else finds with dutch
ROMs).

Up to now nobody has told me he is using dutch ROMs without problems
(which does NOT mean that they are bad, just that they can be bad).

It would be nice if some people would want to test dlii's disk check
repeatedly. I would like to know whether the problem with sometimes (say 1 in
5-10 checks) wrong FAT reads occurs with others to. Do not use a cache program
if you test this. The FATs should really be read again.

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.

University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==========

3426. Re: Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 19:15:39 UTC
From: mj@myrias.com
Message-ID: <639688541.13047@myrias.com>
Source record: 241769

From article <771@ncs.dnd.ca>, by balkwill@ncs.dnd.ca (R. J. Balkwill):
> generates erroneous code for some bit-oriented instruction (btst?)
> therein. Hence your startup code walks into trash of jas' making.
>
Fix for jas problem was posted long time ago in this group. A simple
typo in instruction description tables. Fix your copy of jas and
reassemble. Much easier than writing assembler from scratch.

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet,alberta}!myrias!mj

3427. File Transfer Protocols wanted

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 19:24:51 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <2730@ultb.isc.rit.edu>
Source record: 241760

Hiya everyone,

I am looking for sources/descriptions for any file transfer protocols
I can get my hands on. These include: Xmodem Checksum (blech!),
Xmodem CRC, Xmodem 1K, Ymodem Batch, Fmodem, Zmodem, and any others
I may have left out (either intentionally (kermit) or not)..

I'd prefer C source, but beggers can't be choosy. :-) I don't
imagine there is public domain source for all of these, so any
implementation descriptions will be just as useful as the actual
source code.

Many thanks in advance,

____
Digitally Mastered Software 10011101101101010010110110101010010101001001010 10
===
Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!ultb!ajy2208
_____________________/ / ajy2208@ultb!isc!rit.edu

3428. MX2NET Problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 19:33:06 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <2731@ultb.isc.rit.edu>
Source record: 241761

A friend and I recently tried to get MX2NET20 to work without success. This is a collection of programs that allow you to access a remote computer's drive locally through the MIDI or RS232 ports.

We tried everything imaginable but were unable to get ANYTHING transfered between the computers. We were using the MIDI ports at first and then tried the RS232 ports at 19,200 and 9600 baud. No luck. The only thing we DID manage to do is make the computers BEEP when we ran the MX2NET program.. sigh..

We were using a mono 1040ST and a colour Mega ST. Before anyone asks, the MIDI cables were hooked up correctly, and my null modem connector works beautifully (we verified this with a terminal program).

I know there are several commercial networks out there (SGS and Lantech come to mind), but I don't want to spend gobs and gobs of money just to network two computers.

The reason I'd like this to work is that we are working on a big project and would like to have the source files stored on one place. Does anyone know if RCS (revision control system) is available in one form or another for the ST? ?? ?

oh yes, I got MX2NET20 from terminator.cc.umich.edu.

thanks for any help ,

_____
Digitally Mastered Software 10101010011010101101001001010011100110101110100 10
==========
Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. _____
Computer Science /___ / {rutgers, ames}!rochester!ultb!ajy2208
_____/ / ajy2208@ultb!isc!rit.edu

3429. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 21:36:44 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16567@eagle.wesleyan.edu>
Source record: 241777

In article <A1555240072@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> char path[128], defult[13] = '\0';

My version of Sozobon C would not compile this unless I changed 'char' to
'static char'. This agrees with what I know about sting initialization in C,
which is that you can only initialize char strings if they are extern or
static.

Even after getting it to compile, the desk accessory didn't seem to do
anything; it merely exited to the desktop. Any idea what I might be doing
wrong? I ld'd the libraries in the order suggested (dastart.o, accskel.o,
aesfast.a, vdifast.a, dlibs.a) Any help would be appreciated.

> --
> Steve Yelvington at the lake in Minnesota
> steve@thelake.mn.org
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3430. PC - Ditto, Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 22:34:01 UTC
From: msdloem@cs.vu.nl
Message-ID: <6266@star.cs.vu.nl>
Source record: 241771

This question may seem a little stupid to most of the regular users
of comp.sys.atari.st, but here it comes :

How is it possible to format a partition, let's say partition F of my
megafile 30 in order to let it run with PC - Ditto ?

any mail to msdloem@cs.vu.nl or somethin'.

3431. Re: Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 22:40:12 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr9.224012.6172@wam.umd.edu>
Source record: 241770

In article <639688541.13047@myrias.com> mj@myrias.com (Michal Jaegermann)writes:
>Fix for jas problem was posted long time ago in this group. A simple
>typo in instruction description tables. Fix your copy of jas and
>reassemble. Much easier than writing assembler from scratch.
>

If it's such a simple patch, you won't mind posting it here again, right?

Thanks,

Dave Baggett
dmb@cscwam.umd.edu

3432. Re: STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-09 22:51:08 UTC
From: grieggs@jpl-devvax.JPL.NASA.GOV
Message-ID: <7718@jpl-devvax.JPL.NASA.GOV>
Source record: 241772

In article <5813@jarthur.Claremont.EDU> dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:
>Is anyone using the new terminal program STalker? It sounds like a nice
>program, but I was wondering if it had good VT-100 emulation, and if it
>could keep up with 19200 baud.
>
>Dan Crevier
>dcrevier@jarthur.claremont.edu

I am using STalker 2.0, which I purchased at the World of Atari show over the weekend. It is pretty nice! I have it calling into my three favorite boards, and logging me on. It then makes a pleasant chiming sound to notify I am on. I have been able to do all kinds of file munging with this going on. The only problem I have had so far is with large uploads - they sometimes spontaneously abort. Have not yet tried to isolate this one.

I use it at 19200 on a USR, and it seems fine. I do not think it does VT-100 at all, but could be mistaken. I have not yet tried to use it on the UNIX system I am now "working" on, only on Atari boards...

_john

--
John T. Grieggs (Telos @ Jet Propulsion Laboratory)
4800 Oak Grove Drive, Pasadena, Ca. 91109 M/S 301-260A (818) 354-1453
Uucp: {cit-vax,elroy,chas2}!jpl-devvax!grieggs
Arpa: ...jpl-devvax!grieggs@cit-vax.ARPA

3433. PC Ditto 3.0, ICD Adapter, DOS BOOT

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 00:30:12 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000044@ux1.cso.uiuc.edu>
Source record: 241773

Has anyone gotten PC Ditto 3.0 (Software version) to boot from
a hard disk with an ICD Boot also? I tried setting the third
through (nth?) bytes with $90 IBM 3.3, but apparently DOS looks
for more before deciding that the disk is bootable.

Any help appreciated...

-- Greg

3434. Re: PC Ditto 3.0, ICD Adapter, DOS BOOT

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 00:57:09 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000045@ux1.cso.uiuc.edu>
Source record: 241774

Oh yeah, I did format /s c: before hand from PC Ditto, then told the HDUTIL program to set c as boot, but it overwrites much of the boot sector with it's stuff.

-- Greg

3435. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 02:09:12 UTC
From: chen@digital.sps.mot.com
Message-ID: <49b5c9b8.12c9a@digital.sps.mot.com>
Source record: 241779
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

Can't help to add my two cents. I don't know if anyone else notices, almost in any popular PC magazines, such as Byte, InfoWorld, etc, every once while you will see a letter from an Amiga owner loudly protested a previous article, saying the article forgot to mention about his Amiga already can do so-and-so. It seems these people always feel insecure and need others attention.

Now can we just go back each's own newsgroup?
--
Jinfu Chen (602)898-5338 | Disclaimer:
Motorola, Inc. Logic IC Div., Mesa, AZ |
...{somewhere}!uunet!dover!digital!chen | My employer doesn't pay
chen@digital.sps.mot.com | me to express opinions.

3436. More packages running under PC-DITTO II

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 03:07:47 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990Apr10.030747.12668@gpu.utcs.utoronto.ca>
Source record: 241778

Tonight I ran WordPerfect 5.1 and Quattro Pro under PC-DITTO II without any major glitches. Some slight video discrepencies occurred in the WP install program - it looked like the background scan lines where shifted up by one. I got PRINTER.TST to output on my Roland-1012 fine including tables, equations, and graphics ... how I wish that WP hadn't abandoned the Atari market.

Cheers!

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

3437. GDOS printer drivers and fonts for NEC P6 and HP-Laserjet needed!

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 07:03:45 UTC
From: LOTZ@DMRHRZ11.BITNET
Message-ID: <9004100703.AA10111@ucbvax.Berkeley.EDU>
Source record: 241783

Hello all,

is there anybody, who has got printer drivers for NEC P6 printer and
HP-Laserjet for GDOS???

Any other experiences referring to GDOS will also be appreciated.

Andreas

3438. Re: POOLFIX4 and the XBRA Standard

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 07:05:29 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9004090954.AA05031@freya.math.dmswwu>
Source record: 241785

```
In article <22912@watdragon.waterloo.edu> anthony howe writes:
> Hmm. I think I have not been paying attention again and missed
> something important on the net. Being a developer and not having a
> complete set of docs bothers me to no end.
>
> What is the XBRA standard as mentioned in the POOLFIX4 article? Is
> there a blurb on how to it is done? Can some kinf soul send it to me
> please.
XBRA is based on a old proposal by Moshe Braner (hence the name, 'eXtended
BRAner'). It is a protocol for programs for revectoring system vectors
and looks like this:

dc.b 'XBRA' ; magic number for 'xbra was used'
dc.b 'FOOB' ; 4 characters unique id for the program (should
; be printable characters, id's starting with '_'
; are reserved for Atari)
oldvec: ds.l 1 ; contains old value of the changed vector
newvec: ...here goes the new code...

Using this protocol, programs can:
- find out, if they are already installed
- follow a vector chain up to the start

This protocol is officially documented by Atari Germany and is used
in ca. 100 german programs.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
____________________ correct me if I'm wrong ______________________________
```

3439. Re: Sozobon fix for Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 07:05:48 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9004091000.AA05089@freya.math.dmswwu>
Source record: 241786

In article <5618.261c75e0@uwovax.uwo.ca> Eric Smith writes:
> An even better solution: fix the sozobon library to use the Atari-standard
> ARGV= method of passing parameters in the environment, and persuade
> the authors of Gemini to adopt this as well (Gulam and a lot of other
> command shells already do). xArgs had some technical merits, but also some
> problems (all xArgs programs will break when/if any sort of virtual memory
> or swapping becomes available for the ST). Since there's now an official
> way of passing extended argument lists, we might as well all use it.
Gemini 1.1 already does this.

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

3440. Question about OPUS (by Doug Harrison) and GDOS

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 07:06:33 UTC
From: LOTZ@DMRHRZ11.BITNET
Message-ID: <9004100706.AA10486@ucbvax.Berkeley.EDU>
Source record: 241784

Hello Doug, do you read this?

I got a copy of the spreadsheet and charting program OPUS by Doug
Harrison via listserv@uoguelph. After reading the docs i found out,
that there are some programs missing (e.g. the Assigner.prg, which helps
to install GDOS.
Who is working with this program and can help us, perhaps send a complete
version of OPUS?
I am really interested in this program and I'd like to get registered,
but first I want to try it.

Greetings Andreas

3441. vortex PC-Emulator (more information)

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 10:12:08 UTC
From: focke@gmdzi.UUCP
Message-ID: <2190@gmdzi.UUCP>
Source record: 241780

Here are some more informations:

it is named "ATonce"

80286 (8 MHz) Norton 6.3, 35% more than PC-speed

CGA, Hercules, EGA, Olivetti - mode

Supports mouse, hard disc, 360 kB and 720 kB disk-format
LPT1 and COM1, sound

you have to solder it onto the 68000 chip

available in april or mai for less than DM 500,-

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

3442. HiSoft Basic Supexec problem...

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 11:16:08 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000046@ux1.cso.uiuc.edu>
Source record: 241782

I noticed something...

from turbo C:
supexec(0xfc00a6L)

performs a reboot of the disk (TOS 1.0) without changing the
current sync rate (50/60Hz)... but

from HiSoft Basic:
Supexec(&hfc00a6)

returns 4 bombs (Illegal instruction)
as does:
x&=FNSuper&(0)
call loc &hfc00a6

Can someone who knows HiSoft Basic explain why? I have a friend who has HiSoft basic, but no C compiler, I wrote the first in C, but
the translation into HiSoft produces unexpected results...

-- Greg

3443. GEMINI works on TOS 1.0 (so far).

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 11:16:15 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000047@ux1.cso.uiuc.edu>
Source record: 241781

Don't know if you guys know this yet...

My TOS 1.4 is in the mail, so I decided to get Gemini 1.1 and test it out. Gemini.prg won't run, but mupfel and venus work independently, so... if you put all the venus and mupfel files into one directory... (I put them in C:\Gemini), and you set mupfel.mup to run venus.prg, you gen get a working version of the desktop. I haven't noticed any bugs yet (about 4 hours of fooling around) except for the same thing that happens in NeoDesk to WERCS... I assume it has to do with the autoboot.prg (which runs a GEM app). I've tried the one that uses a .INF in the root directory and one which saves the filename in itself (mkboot?), and they both cause WERCS to crash. If I take it out, I can run WERCS... any ideas? (Yeah, wait for TOS 1.4).

P.S. Are FATSPEED and PINHEAD incompatible when run in the opposite order? (i.e. PINHEAD then FATSPEED)

-- Greg

3444. re-direction

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 13:25:59 UTC
From: ignac@electro.UUCP
Message-ID: <1602@electro.UUCP>
Source record: 241788

what is the "official" method of doing io-redirection in software.
what i want is for program A to run. It prints to the screen using Cconws();.
In the course of running A, it will invoke B, which also prints with Cconws.
Before B is called, the user has the option of redirecting B's
output anywhere (screen, printer, file, modem). After B runs, control is
returned to A, which will then continue printing to the screen as before.

So the question i ask is: what is the proper way for A to redirect B's output
before B is invoked. Or is this even the correct way of thinking about this
problem.

Any comments, code fragments, etc will be happily accepted and graciously
rewarded with thanx at this time!

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3445. Help with SH204 Host-adapter

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 15:35:00 UTC
From: FALDELLA%BODEIS.CINECA.IT@CUNYVM.CUNY.EDU
Message-ID: <4862@BODEIS.CINECA.IT>
Source record: 241658

More on my defective SH204. It turned out that the 16L8 PAL placed in the Host Adapter is gone. Would someone be kind enough to tell me either a source for a new one or the fuse matrix ? I am not so skilful to reverse-engineer the Host-adapter and to reprogram a new PAL for ACSI-SCSI conversion.
Please e-mail me directly since I cannot receive INFO-A16 issues.

Many thanks,
Francesco Zanichelli
FALDELLA@BODEIS.CINECA.IT

3446. Re: GEMINI works on TOS 1.0 (so far).

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 16:31:33 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <19508@boulder.Colorado.EDU>
Source record: 241789

```
In article <16000047@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>
> P.S. Are FATSPEED and PINHEAD incompatible when run in the opposite
> order? (i.e. PINHEAD then FATSPEED)
>
> -- Greg
>
Acording to the Pinhead docs, Fatspeed must be run before Pinhead.

+-------------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+-------------------------------------------------------------------------------+
```

3447. color on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 16:47:08 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <19513@boulder.Colorado.EDU>
Source record: 241790

A little while ago, in the midst of that stupid flame war, someone mentioned that there was a mod from Germany to allow a mono monitor to do low and medium resolutions with gray scales. Anyone have any info on this (doc, difficulty)? Any help would be greatly appreciated.
-Todd

+--+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+--+

3448. Re: MIDI at 500KHz ... IT WORKS!!!

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 17:27:50 UTC
From: jmack@b11.ingr.com
Message-ID: <7809@b11.ingr.com>
Source record: 241798

> You can disable the interrupts quite easily; just mask off the
> appropriate bits on the MMU (I think that's the chip; it's one of those)
> and all interrupts will be ignored. Or you can re-vector them to short
> little routines that increment a counter and return. I'd suggest the
> former, because it probably doesn't matter whether the machine keeps
> track of, say, mouse movement while data is being transmitted.

The way to insure that NO interrupts are serviced (including
MMU), is to mask off the interrupt bits in the STATUS register. I have
written a program to talk to the old 8-bit atari SIO bus through the
printer port which required that I read the port every 52.2 usec
(19.2kbaud). The disabling of all interrupts worked very well in this
case. The biggest drawback however is that the mouse is temporarily
frozen.

3449. ST list

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 18:03:03 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004110705.AA07055@ucbvax.Berkeley.EDU>
Source record: 241655

To those who have subscribed to my list of ST users.

I have sent out a couple of copies of this list and would like to know if'
anyone has not yet received a copy. So if you are list-less send me some
Email with your full Email address from the UK and I will try and get it to you!

Thank you for listening ....

Simon.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

3450. ST penpals list (Third posting)

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 18:04:01 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004110705.AA07100@ucbvax.Berkeley.EDU>
Source record: 241656

To *ALL* Atari ST owners worldwide!

Are you interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not got network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime). I am working now on a list for the UK and when both lists are complete I will Email a copy to everyone that wants one.

I hope that this generates a reasonable level of interest, so don't be shy! Contact me sooner rather than leter and lets all keep in touch! :-)

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

3451. Hisoft's New Program Harlekin

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 18:32:16 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <2473@syma.sussex.ac.uk>
Source record: 241665

Anyone tried Harlekin yet?

This is HiSoft's collection of easy-to-use and useful programs that is
there whenever you need it -

Wordprocessor, Scrapbook, Terminal Emulator, etc. etc.

If so I would like to hear your views on the product.

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

3452. Re: color on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 19:28:53 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr10.192853.24652@ux1.cso.uiuc.edu>
Source record: 241793

millert@boulder.Colorado.EDU (MILLER TODD C) writes:

>resolutions with gray scales. Anyone have any info on this (doc, difficulty)?
> Any help would be greatly appreciated.
> -Todd

The company's name is iks, maybe one of the European readers can leave an address as I loaned my magazines out. It went for about DM 129 or so. I personally didn't get one yet, as I'll be returning home to Switzerland in May.

-- Greg

3453. Re: MONOCHROME MONITOR BLUES ADVICE

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 19:59:55 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004101956.AA18140@fsucs.cs.fsu.edu>
Source record: 241791

In article <900406.23363577.022791@SFA.CP6>, Z4636947@SFAUSTIN.BITNET (Z4636947) writes:

> The monochrome multisyncs seem to be the way to go
>and can work as a monochromed color monitor in a tight spot. Also, they
>are only about $50.00 more than the Atari monitor and have a larger
>screen. I hope to be solving my problem this weekend.
>
>I am sure grateful that the ST is able to go multisync so easily and
>cheaply! I looked at the cable diagram and it is simple to configure.
>I foresee no problems. Many thanks for those offering to help.
>
>Gerald Rogers <Z4636947@SFAUSTIN.BITNET>

Could you please send me some mail indicating success on your mono search? I crave mono capability, but I don't want to buy a disposable Atari one (anyone know if the new ones out RSN are any better?). My real interest it buying a color multisync, but since I have a color monitor already a mono multi might be the way to go. Also, the cable diagram you mentioned, if in mailable form would be really nice. Thanks!!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3454. JRI SIMM board

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 20:11:00 UTC
From: HAMMOUDH@Wabash.BITNET
Message-ID: <9004110707.AA07333@ucbvax.Berkeley.EDU>
Source record: 241661

Hello!
In my never-ending quest for more memory, I have been told to look into JRI's SIMM board. No problem, except for one thing: How can I get ahold of JRI?
I found a number for John Russell Innovations in an article in a somewhat recent edition of STart (I believe it was Dec. '89 or Jan. '90). At the end of the article "The QueST for Speed" was an address and phone number for John Russell Innovations. The city was Pittsburg, California. The phone number given was (415) 458 - 9577.
I called and let it ring for about four minutes and received no answer. I then hung up and tried it again, but still no answer. I finally decided to call directory assistance and the operator said that there was no listing for John Russell Innovations in Pittsburg (except for something like a real estate business).
How can I get ahold of JRI??? Did they move? Any help is appreciated.
Thanks in advance.

-Hassen

HammoudH@Wabash

3455. pc-speed with 80286

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 20:37:56 UTC
From: focke@gmdzi.UUCP
Message-ID: <2191@gmdzi.UUCP>
Source record: 241792

Hello,

I got a letter from 'Heim-Verlag', the german distributor of PC-Speed.
They told me, that a 80286 Version will be available in June. The did
not tell anything more.

Stefan Focke Tel. 02241-14-2265
GMD-Z2.W e-mail: focke@gmdzi.uucp
Postfach 1240 focke@gmdzi.gmd.de
5205 St. Augustin 1 ...!{uunet!mcvax!}unido!gmdzi!focke

3456. Re: Spectrum picture posting:A call to arms!

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 22:00:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr10.220014.3240@chinet.chi.il.us>
Source record: 241796

In article <9004081735.AA08871@jade.berkeley.edu> WSCART01@ULKYVX.BITNET writes:
>
>OK, I am sure to make some people happy and to forever piss others off.
>In that vain, i was wondering if people would like me to post some
>spectrum pictures here. Most of you fall into two groups:

I'd like the pictures, but I don't want non-text postings in this newsgroup.
The standard way to handle this kind of thing is to make a mailing list...
I'm not exactly sure, but I think that just means setting up a mail alias
and sending the stuff to the alias. Or you might set up a group in the alt
hierarchy: alt.pictures.spectrum, perhaps. Of course, even some people who
wanted them might find an alt group hard to get.
Steve J.

3457. Re: Gribnif: what does it MEAN?

Newsgroup: comp.sys.atari.st
Date: 1990-04-10 22:51:47 UTC
From: andy@cbmvax.commodore.com
Message-ID: <10761@cbmvax.commodore.com>
Source record: 241797

In article <261E6C25.10489@maccs.dcss.mcmaster.ca> johns@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>In article <3132@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>>In article <3143@castle.ed.ac.uk> aimd@castle.ed.ac.uk (M Davidson) writes:
>>I have a feeling I have heard this word somewhere before, perhaps
>>in a TV show. Does anybody know the meaning of the word?
>
> You're absolutely right. My bubugged the girl that works the
>Gribnif booth in '88 about the meaning in Gribnif, and never got an
>answer. Undaunted, he tried again this year, and still got nowhere.

Are you talking about standard Gribnif or Royal Gribnif ?

There are significant differences, you know.

andy
--
andy finkel {uunet|rutgers|amiga}!cbmvax!andy
Commodore-Amiga, Inc.

"Not everything worth doing is worth doing well."

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

3458. Re: INFO-ATARI16 Digest V90 #426

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 02:32:02 UTC
From: UOG91270@vm.uoguelph.ca
Message-ID: <9004110708.AA07376@ucbvax.Berkeley.EDU>
Source record: 241664

Thanks for the updated format list Ian.

Now I have to find some time to work on it and have a viewer/converter
for the Amiga.

BDS.

3459. Moving hardware to Europe

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 03:07:20 UTC
From: clark@mshri.utoronto.ca
Message-ID: <9004110307.AA28181@lash.utcs.utoronto.ca>
Source record: 241662

A friend of mine is moving to France from Toronto and is worried about problems that he may have with his ST. He has a step-down transformer to get to 120 V, but can't do anything about the difference in frequency. I expect that there won't be a problem for the computer itself, since it rectifies everything to DC anyway, but what about the colour and monochrome monitors, and the hard disk drive (sorry, I didn't think to ask the make). He also has Spectre 128 and the Translator. Are there any other problems he should be aware of, such as incompatibility of European software on North American machines?

Any info would be greatly appreciated. You can mail to me directly or post to the net, since I read the Bitnet compilations regularly.

Steve Clark

clark@mshri.utoronto.ca (Internet)
sinai@utoroci (Netnorth/Bitnet)

3460. Re: Atari Japan

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 03:24:54 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <10773@cbmvax.commodore.com>
Source record: 241666

In article <2856@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark F. Newton) writes:
>I had read in comp.sci.japan that Commodore Japan closed it's
>doors, and it got me to thinking, how is Atari Japan doing? I have
>seen an article about the Atari Lynx in a Japanese magazine, but
>that's all I have seen about Atari in Japan.

Commodore Japan is still in existence, though they did down-size a few
years back. Commodore hasn't marketed computers in Japan; the Japanese
office was used for purchasing and production engineering up until around
the time the C128 and Amiga 1000 were introduced. Most of the production
engineering for Commodore is now done in the US and Germany. The office
in Japan is now used for purchasing. The reasoning for this is obvious:
doing any kind of business in Japan these days is just plain expensive.

> Mark Newton-John

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3461. PC rag notices the TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 03:33:56 UTC
From: clark@mshri.utoronto.ca
Message-ID: <9004110333.AA29102@lash.utcs.utoronto.ca>
Source record: 241663

Having to deal with mserable-dos machines at work, I try to keep up with the field be reading a few pc publications. One of them, PC WEEK, is a weekly tabloid-style rag with lots of product anouncements and advertisments that they will send you free if you can convince them that you are responsible for buying lots of hardware or software for your company. (It's actually quite useful, and they are frequently very critical of IBM, which matches my opinion nicely.) One of the must-read columns is called Rumor Central, by "Spencer F. Katt", on the second last page. In the issue of March 26, 1990, he describes his trip to Taiwan to see what Intel is up to with the 586 processor, then continues:

"Of course, the Katt didn't return straight home from the land of Chiang Kai-shek. He hopped Lufthansa to Germany for the Hannover Computer Fair, and feasted his eyes on goodies being shown there, including a new Atari machine -- which runs Unix on a 68030 processor and will sell for less than $2000."

This reference to the TT is the only thing he says about the Hannover show. True, this wasn't a front page article, but maybe things aren't beyond hope for Atari if they can get some attention in a publication that describes itself as "THE NATIONAL NEWSPAPER OF CORPORATE MICROCOMPUTING". (Being a Canadian, I will give them the benefit of the doubt and assume that by _national_, they mean _not-regional_, and don't mean U.S.A.)

I just thought there might be some interest.

Steve

clark@mshri.utoronto.ca (Internet)
sinai@utoroci (Netnorth/Bitnet)

"Nothing in biology makes sense except in the context of evolution"

3462. Re: My experiences with PC-Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 04:44:18 UTC
From: logajan@ns.network.com
Message-ID: <1990Apr11.044418.29687@ns.network.com>
Source record: 241799

lawrence@isc-br.ISC-BR.COM (Lawrence Kelley) writes:
>It does seem like a heat problem, but I have trouble beleiving the 68000
>generates enough heat to put much stress on those connector pins.

Logic circuits (poorly designed) ARE subject to heat. The propogation delays get worse and the logic voltage levels degrade. This can put poorly designed circuits over the edge.

Since PC-DITTO-II supposedly had timing problems initially, perhaps this is just a borderline symptom. Then again, it could be something completely different.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

3463. Re: micro-emacs 3.10

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 07:35:01 UTC
From: decouty@irisa.fr
Message-ID: <1990Apr11.073501.6680@irisa.fr>
Source record: 241800

In article <11572@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
| In article <2657@calvin.cs.mcgill.ca> depeche@calvin.cs.mcgill.ca (Sam Alan EZUST) writes:
| %on atari st 3.10, this is not recognized. I put it in my emacs.rc,
| %do describe-bindings, see it listed there, and del still does a delete-left.
| %I do a bind-to-key delete-next-character and then hit the <DEL> key,
| %and for the duration of my session, it works fine.
| %I do a describe bindings, and I see
| %
| %bind-to-key delete-next-character ^?
| %bind-to-key delete-next-character ^?
| %
| %so obviously, the ^? I created in the session and the one in the
| %emacs.rc file are not the same.
|
| Just use the quote character. (In gulam/ue, this is ctrl-Q. It's probably
| the same in most other emacs' as well.) Edit your emacs.rc file and type
| (Ctrl-Q)(Delete) and you'll see '^?' echoed.
| --
| -- Howard Chu @ University of Michigan

In emacs3.10, you must use the 2 characters sequence ^ and ? in
startup file (.emacsrc, emacs.rc). It is clearly written in 3.10 doc, page 15-29:
"... control D character in the startup file is represented visibly as an
uparrow key followed by a capital D." (to explain a bind-to-key using ^D).

This works for me, under various machines. ^Q<del> did not work.

Bertrand Decouty

--
$ Bertrand DECOUTY | EMAIL : decouty@irisa.fr, decouty@irisa.uucp $
$ IRISA - INRIA (Atelier) | {uunet,mcvax,inria}!irisa!decouty $
$ Campus de Beaulieu | PHONE : +33 99 36 20 00 $
$ F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA$

3464. Re: re-direction

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 08:14:44 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2094@laura.UUCP>
Source record: 241660

In article <1602@electro.UUCP>, ignac@electro.UUCP (Ignac Kolenko) writes:
|>
|>what is the "official" method of doing io-redirection in software.
|>what i want is for program A to run. It prints to the screen using Cconws();.
|>In the course of running A, it will invoke B, which also prints with Cconws.
|>Before B is called, the user has the option of redirecting B's
|>output anywhere (screen, printer, file, modem). After B runs, control is
|>returned to A, which will then continue printing to the screen as before.

Here is what I use in Arcgsh for io redirection to call Zoo (hence
some names) as a dependend program (partly cited). "zoo_stdin" and
"zoo_stdout" are filenames, the "...descriptors" are ints, STDIN is 0
and STDOUT is 1.

```
/* redirect standard input: */
save_stdin_descriptor = Fdup (STDIN);
my_stdin_descriptor = Fopen (zoo_stdin, 0);
if (my_stdin_descriptor >= 0)
Fforce (STDIN, my_stdin_descriptor);

/* redirect standard output: */
save_stdout_descriptor = Fdup (STDOUT);
if (append_to_stdout_file)
{
my_stdout_descriptor = Fopen (zoo_stdout, 2);
if (my_stdout_descriptor >= 0)
Fseek (0L, my_stdout_descriptor, 2);
else
my_stdout_descriptor = Fcreate (zoo_stdout, 0);
}
else
my_stdout_descriptor = Fcreate (zoo_stdout, 0);
if (my_stdout_descriptor >= 0)
Fforce (STDOUT, my_stdout_descriptor);

/* call the program now... */

/* undo the redirections: */
Fforce (STDIN, save_stdin_descriptor);
Fclose (my_stdin_descriptor);
Fforce (STDOUT, save_stdout_descriptor);
Fclose (my_stdout_descriptor);
```

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute

D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3465. Need DMA-chip C025913

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 08:20:06 UTC
From: henk@spex1.uucp
Message-ID: <1199@dnlunx.pttrnl.nl>
Source record: 241794

Is er iemand die mij aan een DMA-chip voor mijn Atari-ST kan helpen?
Ik denk dat het ding kaduuk is.

--

==
| Henk van der Griendt E-mail: henk@spex.nl (internet)|
| Speech Processing EXpertise centre spex@hlsdnl5.BITNET |

3466. Re: Moving hardware to Europe

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 08:47:27 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr11.084727.22399@ux1.cso.uiuc.edu>
Source record: 241659

I live in Switzerland and study in the USA, and have had no problems
using a step down transformer to run monochrome, but in colour,
I replace the TOS chip with one available at most dealers over
there that changes the move #sync,$ffff820a instruction.

-- Greg

3467. Re: 'POOLFIX4'

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 10:16:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004120701.AA04367@ucbvax.Berkeley.EDU>
Source record: 241795

ONM07%DMSWWU1A.BITNET@CUNYVM.CUNY.EDU (Julian Reschke) writes:

(much deleted)

>There is no reason why a hard disk driver should revector TRAP #1!!!

>> As always, users are forced to do the patching themselves. In this...
>Patch Your OWN brain-damaged software! :-)

>_____________________________ cut here _____________________________________
>Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
>eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
>_____________________ correct me if I'm wrong ______________________________

I did post this readme file. Claus Brod does not read this newsgroup.
So he will not be able to react.

However, *I THINK* I know why CBHD redirects TRAP #1. With this driver
you can boot from all harddisk partitions. Which means that:

1) All auto folder programs are read from the boot partition
2) The same goes for the ACC's
3) And for the DESKTOP.INF

4) If you save the desktop it is saved on the boot partition.

The latter is new in CBHD 3.5. Formerly the desktop.inf was allways saved
on C. I think Claus had to redirect the TRAP #1 vector to make this possible.
Is there another way?

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==

3468. TOS 1.4 official ???

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 11:09:52 UTC
From: felner@inf.ethz.ch
Message-ID: <20127@ethz-inf.UUCP>
Source record: 241668

OK, I just had a chat with my dealer here in Switzerland about TOS 1.4.
He said there is *no* official TOS 1.4 yet. The current 1.4s are all
beta versions. The current 1.4 is the same as 1.6 without the STE
specific stuff. The official and final 1.4 (or whatever) will be due
this fall when the TT will be available. It will contain code for full
support for a real SCSI interface (-> TT) and also all the STE specific
code, i.e it seems to be exactly the same chipset for all three machines.
Also, all the currently known bugs will be fixed (like all the stuff
that is taken care of by poolfix, tos14fix, etc).

He got all this information from Atari Switzerland.

He also mentioned that the final upgrade kit for 1.4 will not only
contain the ROMs but also a new keyboard chip (the 6301) and new keys
for the keyboard (at least here in Switzerland). I didn't quite
understand why ...

Anyone has any comments on this? Atari??

Confused, Tomas

BTW, my dealer is the biggest Atari dealer in Switzerland, so I
assume he has the latest and correct information.

3469. Need Help with ST520 Memory Problem

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 12:42:52 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1583@lzsc.ATT.COM>
Source record: 241651

I have a ST520 expanded to 1 MEG with piggy back chips.

When I soldered in the PC-Ditto II, one of the piggy's died.

Does anyone know the association between 16 chips and 16 bits.
The bad bit is 0x0008
The chips number Left to Right 16-25,28-34,38,42-45.

Thanks

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3470. Re: yet another screen saver question

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 12:45:00 UTC
From: Ritzert@DMZRZU71.BITNET
Message-ID: <900411124545.239107@DMZRZU71-UNI-MAINZ--GERMANY>
Source record: 241652

I am the one who asked the original quesiton. I would like to sum up the answers and thank every contributor.

>...I wouldn't leave monitors on all the time, screen saver or no
>screen saver. The constant heat from the power supply etc will
>eventually dry out the electrolytic capacitors. It happens quite
>regularly with other makes (such as our Phillips-made Apollo 19" mono
>jobs)

Statements like these meet my own experience. I know of an installation of about 70-80 STs, where the monitors are left on all the time. The people frequently encounter monitor problems due to defect electrlytic capacitors. There are a handfull problematic parts especially in the "horizontal offset controller" (Horizontalablenkstufe). Among them are C 915 (my own monitor), C 711 (had to be replaced in our old model sm124 in the office) and a few others. Some of these parts could easily be replaced by non-electrolytic capacitors to increase the long term stability of the sm124. Hey Atari, this is Your job!

My conclusion from all the contributions:

Switch the monitor off when You are running a long and stable job (like Metafont or long compilations). The time should be measurable in hours. Then it will be harmless to both the ST and the monitor.
The argument that switching electronic equipment on and off frequently could damage the equipment is surely true. But in the case of a tv or computer monitor frequently means every few minutes, like a screen saver and not every few hours. So I think it is useful to do both things: install a screen saver program (something like idle12 or pyro) and switch the monitor off when You don't need it for a long time.

Thanks,
Michael Ritzert
mjr@dmzrzu71.bitnet

3471. Re: My experiences with PC-Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 12:49:32 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1584@lzsc.ATT.COM>
Source record: 241653

In article <2823@isc-br.ISC-BR.COM>, lawrence@isc-br.ISC-BR.COM (Lawrence Kelley) writes:
> In article <1990Apr9.125813.635@gpu.utcs.utoronto.ca> romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum)
> writes:
>
>
> >This weekend I happened to notice a new phenomenon: During the first 15
> >minutes of use I can sometimes hang PC-DITTO. I suspect that this has to
> >do with the connector/cpu heating up and expanding.
>
> I have had similar experiences that seems to go away or diminish after the
> system's been on for 15 to 30 minutes. By any chance, do you also experience
> distortion and jitter on the video. I have experienced severe problems that

When things are failing, you cannot define the failure mode.
The PC-Ditto II m68000 connector is so flackey by design that any and all
screwey results are possible.

A row of ribbon connector pins is not stable enough to make a reliable pressure
joint. And the shoulders of a M68000 are absolutely not designed to be a
conatact point.

SOLDER the SOB on and your problems will go away.

I did this, and two things happened:
1. PC-Ditto II now works great.
2. Half of my memory is now bad.

Howard C. Johnson Two things happen when you touch a soldering iron
ATT Bell Labs to a ST. One of them is bad!
att!lzsc!hcj
hcj@lzsc.att.com

3472. Re: Help with SH204 Host-adapter

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 12:54:13 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1585@lzsc.ATT.COM>
Source record: 241654

In article <4862@BODEIS.CINECA.IT>, FALDELLA%BODEIS.CINECA.IT@CUNYVM.CUNY.EDU writes:
> More on my defective SH204. It turned out that the 16L8 PAL placed in the Host
> Adapter is gone. Would someone be kind enough to tell me either a source for a

You can buy a replacement for $25 (my memory) from:
Berkeley Microsystems

PO Box 20119, Oakland, CA 94620, USA
Phone: (415) 547-2191

The advantage is they fixed the bug that prevents the SH204 from reporting
errors.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3473. Re: IBM hard disk controllers to ST DMA - possible?

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 13:02:29 UTC
From: hase@netmbx.UUCP
Message-ID: <477@netmbx.UUCP>
Source record: 241657

In article <1990Apr6.114314.4136@cns.umist.ac.uk> ran@cns.umist.ac.uk (Bob Nutter) writes:
>Has anyone out there managed to connect an IBM-type hard drive to an
>ST via the DMA port using a modified IBM controller?

Yes.

It is possible - and pretty cheap - to connect an OMTI controller for
the XT to the DMA Port.

But it's incompatible to everything: the DMA Port is blocked by this
thing, and it needs a special driver to run which is availeble only for
TOS (rumor has it that a minix-ST version is availeble too; rumor has
it, that rumor is just rumor...)

Well, if You can afford it: go for SCSI: SCSI devices will be usable in
the future, the SCSI host adaptors for the ST are more or less
compatible to the SHxxxes etc.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Dennis had stepped up into the top seat whet its founder had died of a
lethal overdose of brick wall, taken while under the influence of a
Ferrari and a bottle of tequila. (Douglas Adams; the long dark teatime...)

3474. Emacs 3.10 upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 13:57:23 UTC
From: lutz@UAIMZA.MATHEMATIK.UNI-MAINZ.DE
Message-ID: <9004111357.AA23222@uaimza.mathematik.uni-mainz.de>
Source record: 241667

During the last weeks I heavily modified and tested the MicroEMACS 3.10
version for the Atari ST.
As it now seems to run stable, I'd like to offer all those of you who are
interested the opportunity to get this version (binary plus source).

Following changes/additions to MicroEMACS 3.10 were made:

- it now gets all filenames via the AES fileselect box (using fsel_input or
fsel_exinput depending on the TOS version used).

- it now always uses the GEM mouse (even when started as a TOS/TTP application).

- it now uses the complete ASCII character set (1-255). This is _most_
interesting for all those foreigners (like me) who like to bind macros
to any key or to do replacemets with anything that can be typed in
(without encountering bombs).

- all shell-functions now work correctly (new system() function written);
at least when using MSH (Mark Williams Microshell). I'm going to change
this function to the new ARGV specification when I get hold of a UNIX-
like shell that uses the new ARGV specification _and_ supports piping
(so I'm not talking about MUPFEL -- one of the GEMINI-twins -- because
it lacks the latter and is therefore no real replacement for MSH).
Alas, MSH's build-in language isn't very helpful for writing shell scripts,
(but otherwise it's a fine piece of software) so I'm thinking about writing
my own shell.

- some changes concerning the keycode were necessary (well, there _is_ a
difference between the keyboard scancodes of an Atari ST and those of
an IBM clone ...)

```
key value PC name description
-----------------------------------------------------
help M-? help
undo ^G abort-command
^Crsr-up FN^Z (^page up)
^Crsr-down FN^V (^page down)
S-Crsr-left ^A beginning-of-line
S-Crsr-right ^E end-of-line
S-Crsr-up FNZ page up next-page
S-Crsr-down FNV page down previous-page
S-home FN> end end-of-file
home FN< home (pos1) beginning-of-file
S-tab S-^I backtab
```

the function keys now return:

normal: FN1 FN2 ... FN0
shift: S-FN1 S-FN2 ... S-FN0
alternate: A-FN1 A-FN2 ... A-FN0
control: FN^1 FN^2 ... FN^0

- fence-matching in CMODE now works: the cursor was switched off so no one could see it jumping to the matching fence, funny eh ?

- it's now possible to compile a version in which the status line appears in reverse video.

- the environment variable HOME may now be set (see EMACS.TXT p. 46) as the bug which didn't allow MicroEMACS 3.10 to use its value correctly has been removed.

- several minor optimizations/corrections (Atari dependend source files)

- some code has been rewritten to speed things up (screen-update, ...)

Some things for the future:

- future versions will correctly read the current screen resolution and set the internal variables to these values. This will enable MicroEMACS users to take advantage of the full screen size (OVERSCAN, BIGSCREEN, ...) without having to change EMACS.RC.

- I'm going to partially rewrite the MW-C file-I/O-functions to speed things up. MW-C does all its file-reading through a 512 Bytes buffer which is a very slow way of doing it. Enlarging this buffer to 2048 Bytes (or even larger) will very much speed up the (currently) boring process of reading large files.

Maybe there's someone out there who knows a way of doing this without having to rewrite the MC-C file-I/O-functions ???

(an undocumented variable that does the trick would be _very_ fine ...)

Inquiries to
Stefan Steffens
Westring 273
D-6500 Mainz 1
United Germany
e-mail: lutz@uaimza.mathematik.uni-mainz.de (EARN/BITNET)

3475. Univ. of Edinburgh public domain ST software?

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 16:02:02 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <2903@rodan.acs.syr.edu>
Source record: 241669

In the March 1990 ST World (the U.K. mag) on page 42 is a letter from
Tom Jones, Dept. of Meteorology, Univ. of Edinburgh. The letter states that
Edinburgh is maintaining an on-line library of public domain ST software.
The addresses given are:

PSS:
pdsoft@234223519191.JANET.00001040
300096.FTP.MAIN

BITNET:
pdsoft%uk.ac.lancs.pdsoft@ukacr

These addresses are meaningless to me. Our site is on BITNET, but I can't
seem to get mail to the above addresses. Is this site reachable via FTP?
If so, HOW? Is there a trafficking problem during business hours?
Does this site have stuff I can't find at terminator.cc.umich.edu?

---jb

3476. Quick ST II, GEMINI, Cursor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 16:31:36 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000048@ux1.cso.uiuc.edu>
Source record: 241670

Has anyone tried QuickST II? I tried the demo and found that the cursor finally works in some of the programs where TurboST and QuickST had failed before... Is this true for most?

Also: Gemini mentions an incompatibility with <<all>> software blitters, is this because it was written without knowledge of QST II or is it still true?

Thanks...

-- Greg

3477. Detecting whether GEM has finished loading yet

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 18:46:31 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr11.184631.487@wam.umd.edu>
Source record: 241671

Is there any reliable, documented way to tell whether or not GEM is fully loaded? I want to run a program from an AUTO folder that replaces the GEM process termination vector at $408. If I set the vector in the AUTO folder, GEM just clobbers it when it comes up.

Currently, I install a VBI which waits for a fixed amount of time, and then sets the vector. This works, but is (obviously) not guaranteed to work in the future.

Is there an Atari-sanctioned way to pull this off? I notice from the Headstart documentation that Johnson & Eidsvoog do something involving the line F trap. I don't see why one has to resort to such tactics.

Ideas?

Dave Baggett
dmb@cscwam.umd.edu

3478. Splitting comp.sys.atari.st into subgroup(s)

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 18:59:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr11.185939.656@wam.umd.edu>
Source record: 241672

Well, so far there are three votes for and two votes against the idea of splitting this newsgroup. The votes in favor seemed to be along the lines of "I'm really sick of reading these flame wars and financial statements" and the votes against were "there's not enough traffic".

Obviously, if only five people care either way, it's unlikely we'll get 100 votes in favor of each new group.

Would anyone be in favor of at least separating the technical stuff from the general stuff? Before, I was undecided about the whole thing, but now (having taken a peek into comp.sys.amiga.tech) I think a comp.sys.atari.tech group might be a good thing. I think there's enough traffic for it, and it would (I belieive) generate more technical discussion from those people who will read just that group and not comp.sys.atari.st (general). Just my opinion.

Dave Baggett
dmb@cscwam.umd.edu

3479. Re: Nasty letter from Atari backer!

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 19:50:13 UTC
From: daveh@cbmvax.commodore.com
Message-ID: <10804@cbmvax.commodore.com>
Source record: 241690

In article <5641.261f5612@uwovax.uwo.ca> 4223_5266@uwovax.uwo.ca writes:

>> 1. It'll be a cold day in hell ....

On the offchance that anyone really believes any of that drivel, I've got some swampland in Florida I've been trying unload. Most of that was so silly I won't even bother correcting it, only to point to the author's own words and repeat:

>> At least get your facts and figures right.

There's nothing wrong with liking whatever computer you use, especially if it does everything you're after. That even applies to PClones if they make you happy. But bashing anything that you clearly don't have a clue about is only going to make you look like a fool.

>> Jack Knight

--
Dave Haynie Commodore-Amiga (Systems Engineering) "The Crew That Never Rests"
{uunet|pyramid|rutgers}!cbmvax!daveh PLINK: hazy BIX: hazy
Too much of everything is just enough

3480. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 20:45:27 UTC
From: BODOH%EROSA.SPAN@STAR.STANFORD.EDU
Message-ID: <9004120708.AA04720@ucbvax.Berkeley.EDU>
Source record: 241673

Help

Hello,
The help is in case this a server... I didn't know for sure. I recently
saw an Info-vax message regarding an Atari package called Uniterm. Could
somebody send me a copy of the newest version (2.0e 011?) or tell me where I
can find it? Thank you in advance for any HELP you can give me.

++
+ Thomas A Bodoh - EROS Data Center, Sioux Falls, SD, USA 57198 +
+ (605) 594-6830 FTS 784-7830 +
+ SPAN; EROSA::BODOH Internet; BODOH@VAXA.NMD.USGS.GOV (192.41.204.12) +
+ "Welcome back my friends to the show that never ends!" EL&P +
++

3481. Re: Nasty letter from Atari backer!

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 21:05:52 UTC
From: david_r_watters@dinghy.cis.ohio-state.edu
Message-ID: <79126@tut.cis.ohio-state.edu>
Source record: 241674

Trying to have a fact filled discussion with a hot head is impossible but I
will try to clear up some errors.

>> Date: Wed, 4 Apr 90 20:47:25 -0400 (EDT)
>> From: John Knight <jk44+@andrew.cmu.edu>
>> To: fh007@zeus.unomaha.edu
>> Subject: Re: Amiga/Atari help
>>
>> 1 It'll be a cold day in hell before C= gets a real '030 box w/ UNIX out the
>> door. At least Atari has announced a UNIX '030 box. C= is too embarrased
>> about their latest "creation" to even show it to the outside world.

This is a "foot in mouth" waiting to happen if I ever saw one. CBM has Unix
up and going in Europe, and isn't released yet here for a few good reasons
including the need to have dealers that are able to support it. From
the people that have gotten their hands on it, they have said it is one of
the nicest implimentations out there. Certainly better than Apple's. Since
the few places I know you can get ST stuff are mail order, do you think any
company or College is going to buy a Un*x workstation, which needs constant
support, from a Crazy Fredy's mail order house.

>> 2. The Amiga chipset is nothing to brag about. When in use, they just bog down
>> the CPU with bus contention. In addition, they are *much* slower than the
>> equivalent ST chips. The ST blitter, for example, is about 2 times faster
>> doing equivalent operations. The ST DMA chip does floppy and HD access from
>> 2 to 10 times faster than anything C= an put out. Also, Atari has seperate
>> chips, so accessing the HD won't slow down the blitter.

This is totally incorrect. My 68030 hums along at 25MHz without any
knowledge that there are coprossesors, while they are performing advanced
system/graphics/IO processes. This paragraph is nothing but lies. The
CPU in an Amiga has NOTHING to do with what the co-processors do. I have
heard from CBM and Atari developers that the Amiga Blitter is much more
powerful then the Atari, however since I am not 100% learned on them BOTH I
will leave that discussion to people who know what they are talking about.

>> One last thing, the ST double sided drive can hold 900K, not the lesser 880K
>> that Amiga holds. At least get your facts and figures right. Also, you might
>> get a more responsive audience on comp.sys.amiga than on comp.sys.atari.st.

Sure you can use a hack that dumps raw data onto a floppy and get's 900K on
your ST. You can also use the FastFileSystem and others on an Amiga floppy
that get almost 1Meg with about a 200% increase in speed. This is not
important. What IS important is that all the Original 520ST's had Single
Sided drives, so unless developers what to exclude those, they have to release
all their software in the SSDD ~360K format. The original Amiga where equipted

with the same drives that they are using now.

>> Jack Knight

>> flames -> /dev/null
^^^^^^^^^^^^^^^^^^^
Stupid users get flamed no matter what, so you can get rid of this if you want.. and I would strongly suggest you do.

I would hope that when The Amiga UN*X Workstations start selling, and you sell all you ST stuff for the most you get get for it in order to pay for part of a $100 internal Floppy drive for YOUR new Amiga, that you would post a note saying how foolish you had been all this time.

3482. Re: Splitting comp.sys.atari.st into subgroup(s)

Newsgroup: comp.sys.atari.st
Date: 1990-04-11 23:48:10 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Apr11.234810.11839@agate.berkeley.edu>
Source record: 241675

Instead of splitting up the group, how about adopting a keyword
like "TECH:" in the subject line. Or perhaps in the Summary line.
Or hey put it in the keyword line!

The advantage of the subject line is the I know how to eliminate
the non-TECH: articles. Perhaps there is a better way.

Eric

Eric
ericco@ssl.berkeley.edu

3483. Re: PC-Ditto 2

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 00:17:31 UTC
From: lawrence@isc-br.ISC-BR.COM
Message-ID: <2824@isc-br.ISC-BR.COM>
Source record: 241676

In article <1571@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>
>Questions for others who have got this bugger running:
>
>1. If you just "pressed on" the adapter clip over the M68000, what have
> you done to keep a working connection. Has it held up?

So far it's holding up. But I am having intermittent video glitches
that may or may not be related to the clip.

I agree with you, the clip looks extremely lo-tech. I was expecting
something that really cliped on, not just slipped over the pins.

I *really* put a lot of pressure on the clip's pins to bend them in
(before I put it on the 68000, of course). My first few attempt didn't
work. The hard part is bending the pins evenly so they all apply the
same pressure.

>
>2. Has anyone attempted to just solder the thing on?
>
I'm considering soldering the four corner pins to hold it in place. I
managed to pop it off once while attempting to ensure that it was
seated. This caused me some excitement since the ST was on.

>P.S. I got this at half price. I would not recommend that anyone
> pay full price unless it includes Installation and Guarantee
> by a Dealer.

I tend to agree.

shalom, lawrence

3484. Re: Splitting comp.sys.atari.st into subgroup(s)

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 03:57:35 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr12.035735.5672@wam.umd.edu>
Source record: 241677

Eric C. Olson writes:
>
>Instead of splitting up the group, how about adopting a keyword
>like "TECH:" in the subject line. Or perhaps in the Summary line.
>Or hey put it in the keyword line!
>
>The advantage of the subject line is the I know how to eliminate
>the non-TECH: articles. Perhaps there is a better way.
>
>Eric
>ericco@ssl.berkeley.edu

One of the main reasons for splitting up the group is so that the
people who are interested in just tech discussions (and there seem
to be quite a few) won't have to wade through the other stuff. If we
just use a keyword, then

1) newcomers won't know about it
2) people will eventually forget

and we'll be back to where we started.

The way you would eliminate non-tech articles with the new group in
place would be to not read comp.sys.atari.st (general), but only
read comp.sys.atari.st.tech.

Dave Baggett
dmb@cscwam.umd.edu

3485. GEMINI BUG...

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 05:50:08 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000049@ux1.cso.uiuc.edu>
Source record: 241678

To the authors of Gemini:

I think I isolated the bug created by sbreak... Maybe you
did too, but it has to do with the mouse being moved after a graf_
mouse(M_OFF,0) instruction is called. Somehow when the mouse is
turned back on, the mask is not drawn at it's new location, but
at the old one (had the mouse stayed in place after a M_OFF).

-- Greg

3486. FTP

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 07:08:54 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004120708.AA04683@ucbvax.Berkeley.EDU>
Source record: 241679

Today i received to following from another list, of course it is
of interest for some of you.
greetings
Thomas Neser <So01@Dmarum8.Bitnet>

---
original mail follows

Received: by PUCC (Mailer R2.06) id 4044; Wed, 11 Apr 90 09:21:37 EDT
Date: Wed, 11 Apr 1990 09:21:27 EDT
From: Princeton BITNET FTP Server <BITFTP1@PUCC>
To: SO01@DMARUM8
Subject: List of Hosts that Accept Anonymous FTP Requests

This is my list of Internet sites accepting anonymous ftp:
user name: anonymous
password: <your mail address> (i.e. "odin@pilot.njin.net")

This list is posted to comp.misc, comp.sources.wanted, and
alt.sources.wanted on Usenet and is distributed via anonymous FTP from
pilot.njin.net (128.6.7.38) as well as being available from several other FTP
sites (see list). I don't have the time to read the *.sources.wanted news-
groups so if there is anything you want me to see, please use email. There
is also a mailing list which was being used to distribute the list, now I use
it more for getting feedback on new ideas. If you wish to be added to the
mailing list mail me at pilot.

Special thanks goes to Ed Vielmetti for all the work he does posting new
archive information to comp.archives.

If there are any corrections/updates/etc. to be made please mail me at
odin@pilot.njin.net. That also goes for descriptions of the archives. I
don't have time to personally check each and every site so if you use a site
regularly and can put together a better description, please tell me so I can
update this list. This is especially true for sites described as "unknown"
or with vague descriptions. Those sites are ones that I either didn't have
enough time to sort through it or I couldn't tell what was available.

Thanks,
Jon Granrose
January 20, 1990
+=+=+=

to non-prime hours (1900 - 0600 hours local time for the site). This is
especially true for sites not in your country. Please keep that in mind when
you are FTPing. None of us want to see sites start to close down because a
few are being inconsiderate.

```
_____________________________________________________________________________
|Jon Granrose |ARPA: odin@ucscb.UCSC.EDU jonathan@sco.com | // Only |
|Cowell College, UCSC|odin@pilot.njin.net 74036.3241@compuserve.com|\X/ Amiga!|
|Santa Cruz, CA 95064|UUCP:..!ucbvax!ucscc!ucscb!odin Bitnet:odin@ucscb.bitnet|
| Please send any Anonymous FTP information to odin@pilot.njin.net |
ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
Sat Jan 20 13:17:41 EST 1990
+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
Site Name I.P. Address Description
+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+=+
a.cs.uiuc.edu 128.174.252.1 TeX, dvi2ps, gif, texx2.7, amiga,
a.cs.uiuc.edu GNUmake, GNU
a.gp.cs.cmu.edu 128.2.242.7 psprep
a.nl.cs.cmu.edu 128.2.250.143 unknown
a.psc.edu 128.182.65.1 GPLOT, GTEX
acad3.fai.alaska.edu 192.31.214.33 unknown
acf4.nyu.edu 128.122.128.14 unknown
acf8.nyu.edu 128.122.129.2 unknown
acfcluster.nyu.edu 128.122.128.11 VMS UUCP, news, etc.
ads.com 128.229.30.16 internet mailing lists, vision-list,
ads.com info-graphics
aeneas.mit.edu 18.71.0.38 GNU emacs, kerberos
ahwahnee.stanford.edu 36.56.0.208 pcip interface specs
ajpo.sei.cmu.edu 128.237.2.253 all the ADA you could ask for
albanycs.albany.edu 128.204.1.4 best of comp.graphics
allspice.lcs.mit.edu 18.26.0.115 RFCs1056 (PCMAIL) stuff, MIT snmp
alw.nih.gov 128.231.128.251 NIH Image 1.19
amelia.nas.nasa.gov 129.99.23.5 unknown
ames.arc.nasa.gov 128.102.18.3 pcrrn, GNU grep, conf, grep, iso.ps,
ames.arc.nasa.gov mmdf, popd, sail, xfer, zmodem, AT&T
ames.arc.nasa.gov 6300+ archives, SCUBA, Space
ames.arc.nasa.gov archives, 3b2 source and info
andy.bgsu.edu 129.1.1.2 Unix sysadm tools, Unix Vote by
andy.bgsu.edu mail, Unix etc., College hockey
andy.bgsu.edu stats, Monty Python scripts
anise.acc.com 129.192.64.22 Berkeley utils ported to A/UX,
anise.acc.com Motorola DSP 56000 repository
anna.stanford.edu 36.14.0.13 Anna (Annotated Ada) softare and
anna.stanford.edu docs
apple.com 130.43.2.2 tech-notes, worm papers
aramis.rutgers.edu 128.6.4.2 idea, RFCs
argus.stanford.edu 36.56.0.151 netinfo
ariel.unm.edu 129.24.8.1 ethics documents
arisia.xerox.com 13.1.100.206 sunfixes, mac, LispUsers, tcp/ip,
arisia.xerox.com IDA sendmail kit, Portable Common
```

arisia.xerox.com Runtime
arpa.att.com 192.20.225.1 fio library routines
arsun.utah.edu 128.110.192.93 NSF latex
arthur.cs.purdue.edu 128.10.2.1 RCS, buildtex, deTeX, mac32, Purdue
arthur.cs.purdue.edu Tech Reports, xspeed
athos.rutgers.edu 128.6.4.4 dvidoc
aurora.arc.nasa.gov 128.102.21.1 unknown
b.psc.edu 128.182.65.2 GPLOT, GTEX
b.scs.uiuc.edu 128.174.90.2 LaTex
b8.cs.rpi.edu 128.213.7.2 nothing
ba.excelan.com 130.57.8.6 misc. (looking for suggestions)
bach.berkeley.edu 128.32.135.1 amiga (ray-tracing)
bbn.com 128.89.0.122 uumap
bcm.tmc.edu 128.249.2.1 nfs list, Texas UUCP maps
beak.andrew.cmu.edu 128.2.26.21 unknown
bellcore.com 128.96.32.20 mgr, spiff, RFCs, track
bikini.cis.ufl.edu 128.227.224.1 comp.simulation, IBM RT BSD patches
bimbo.tn.cornell.edu 128.84.200.208 tn3270 for DEC 3100
bitsy.mit.edu 18.72.0.3 mit worm paper
blake.acs.washington.edu 128.95.136.2 rim, c version of web
bmc1.bmc.uu.se 130.238.96.1 VMS news, drivers over Decnet, X25
bmc1.bmc.uu.se and SLIP for CMU TCP/IP v6.3
bnlux0.bnl.gov 130.199.128.1 looking for suggestions
bobcat.bbn.com 128.89.2.103 unknown
bodega.stanford.edu 36.14.0.200 ham radio, space science, highspeed
bodega.stanford.edu networking papers
boombox.micro.umn.edu 128.101.95.95 networking stuff (POPmail)
boulder.colorado.edu 128.138.240.1 3b1, sun, Esperanto, ghostscript
brazos.rice.edu 128.42.42.2 pub/X11R3/core.src
brokaw.lcs.mit.edu 18.30.0.33 pc-omega, bison, scheme utilities
brownvm.brown.edu 128.148.128.40 mac
bu.edu 128.197.2.6 RFCs. mail utils, games source,
bu.edu siod, etc.
buacca.bu.edu 128.197.2.4 math software (/u/mike/netlib-paper)
bugs.cs.wisc.edu 128.105.2.126 nhfsstone
bugs.nosc.mil 128.49.16.1 Minix
bulldog.cs.yale.edu 128.36.0.3 dict, uucp paths, kafka
burdvax.prc.unisys.com 128.126.10.33 diana
c.scs.uiuc.edu 128.174.90.3 unknown
cac.washington.edu 128.95.112.1 unknown
cad.berkeley.edu 128.32.132.3 apte
cadre.dsl.pittsburgh.edu 128.147.128.1 JOVE, misc.
caf.mit.edu 18.62.0.232 giraphe3
caip.rutgers.edu 128.6.37.16 almost nothing
calpe.psc.edu 128.182.66.148 GPLOT, GTEX
cardinal.lanl.gov 128.165.96.120 cellsim_1.0 (cellular automata)
cayuga.cs.rochester.edu 192.5.53.209 Xfig, JOVE, NL-KR mail list, ET++
cc.sfu.ca 128.189.32.250 msdos, mac
cc.utah.edu 128.110.8.24 unknown
ccb.ucsf.edu 128.218.1.13 comp.sources, GNU stuff

celray.cs.yale.edu 128.36.0.25 ispell, dictionary
cerl.cecer.army.mil 129.229.1.101 path #7 for Pcomm
cert.sei.cmu.edu 128.237.253.5 unknown
cfdl.larc.nasa.gov 128.155.24.55 vmail
chalmers.se 129.16.1.1 RFCs, sunet information (runs whois
chalmers.se server)
chamartin.ai.mit.edu 18.43.0.171 liar, scheme
charon.mit.edu 18.80.0.13 perl+patches, xdvi, world map data
cheddar.cs.wisc.edu 128.105.2.113 Common Lisp stuff, X11 courier fonts
cheops.cis.ohio-state.edu 128.146.8.62 alt.sources, unix-pc
cica.cica.indiana.edu 129.79.20.22 misc unix, pc, NeXT updates
citi.umich.edu 35.1.128.16 pathalias, CITI macIP, webster
cli.com 192.31.85.1 unknown
clouso.crim.ca 192.26.210.1 CA domain reg., AI related
clouso.crim.ca distribution lists, RFCs, ideas,
clouso.crim.ca IEFT, etc.
clover.ucdavis.edu 128.120.57.1 eepic, fig2epic, HOL
clvax1.cl.msu.edu 35.8.2.1 MS Windows
clvms.clarkson.edu 128.153.4.4 CMU TCP V6.3 for VMS V5, VMODEM
cmns.think.com 131.239.2.100 Connection machine starlisp
cmns.think.com simulator
columbia.edu 128.59.16.1 NEST network simulation testbed
connemara.math.arizona.edu 128.196.224.5 irisplot
coral.hss.cmu.edu 128.2.229.218 unknown
cqpi.mrc.wisc.edu 128.104.142.12 unknown
crvax.sri.com 128.18.10.1 RISKS Digest archive
cs.arizona.edu 128.196.128.118 Icon, SR, SBProlog languages
cs.columbia.edu 128.59.16.20 ispell
cs.orst.edu 128.193.32.1 Xlisp, smalltalk, TOPS Terminal,
cs.orst.edu NeXT
cs.toronto.edu 128.100.1.65 AIList, sun-Spots, many other
cs.toronto.edu mailing list archives, CA domain
cs.toronto.edu reg. forms, RFCs, NETINFO, DOMAIN,
cs.toronto.edu IETF, INET-DRAFTS, Current C News,
cs.toronto.edu dvix, logging ftpd, Jove, sunOS SLIP
cs.toronto.edu et al, S/SL, TeX, UofT BIND, X
cs.toronto.edu applications
cs.ubc.ca 128.189.97.5 raster files, MuTeX, ca-domain regs,
cs.ubc.ca sun utils, ASCII-Postscript filter
cs.uiuc.edu 128.174.252.1 epoch
cs.uoregon.edu 128.223.4.13 raytracing archive (markv), not much
cs.utah.edu 128.110.4.21 Worm Tour, amiga, forth, utah raster
cs.utexas.edu 128.83.139.9 QSIM, FIG
cs.utk.edu 128.169.201.1 DECnet mail gateway for VAXen and
cs.utk.edu suns
cs.williams.edu 192.31.45.1 unknown
cs.wm.edu 128.239.1.30 texsun, animal-rights, pargen, ALV,
cs.wm.edu raster images
csab.larc.nasa.gov 128.155.26.10 unknown
csd4.csd.uwm.edu 129.89.2.4 high-audio

csd4.milw.wisc.edu 129.89.2.4 high-audio
cse.ogc.edu 129.95.40.2 suntools graphics tools, old
cse.ogc.edu Kerberos, old mush, neuro-evolution
cse.ogc.edu mailing list archive, speech
cse.ogc.edu recognition archive
csli.stanford.edu 36.9.0.46 Gandalf
csri.toronto.edu 128.100.2.30 unknown
csvax.caltech.edu 192.12.18.1 p2c
ctrsci.math.utah.edu 128.110.198.1 unknown
cu-arpa.cs.cornell.edu 128.84.254.3 Isis, bromley
cunixc.cc.columbia.edu 128.59.40.130 MM mailer, CAP/KIP
cuvmb.cc.columbia.edu 128.59.40.129 unknown
cyclone.stanford.edu 36.83.0.188 unknown
dartvax.dartmouth.edu 129.170.16.4 dartmouth stuff (rn, mail, etc.)
dcsprod.byu.edu 128.187.7.3 unknown
dept.csci.unt.edu 129.120.1.2 Texas Packet Radio Society, MixView,
dept.csci.unt.edu GNUPlot
devvax.tn.cornell.edu 192.35.82.200 tn3270, gated
dftsrv.gsfc.nasa.gov 128.183.10.134 VMS stuff
dinorah.wustl.edu 128.252.118.101 X11R3/core.src, portability issues
dinorah.wustl.edu text
doc.cso.uiuc.edu 128.174.73.30 msdos (pcsig), mac
dolphin.mit.edu 18.86.0.5 X11r3 device driver for S, LISA
dopey.cs.unc.edu 128.109.136.82 sunOS 3.5 traceroute, theorem prover
drycas.club.cc.cmu.edu 128.2.232.11 ANU_NEWS
dsl.cis.upenn.edu 130.91.6.12 GIF, IBM
dsrgsun.ces.cwru.edu 129.22.16.2 Minix, TOS Atari ST, gcc from bammi
durer.cme.nist.gov 129.6.32.4 8mm backup (Exabyte), pdes,
durer.cme.nist.gov microemacs 3.10
dxi.nih.gov 128.231.128.11 unknown
eddie.mit.edu 18.62.0.6 nothing
ef.ecn.purdue.edu 128.46.154.18 nothing
eg.ecn.purdue.edu 128.46.129.20 nothing
ei.ecn.purdue.edu 128.46.129.30 career services stuff
elbereth.rutgers.edu 128.6.7.26 sci-fic works, startrek guides, etc.
elroy.jpl.nasa.gov 128.149.1.100 ANU_NEWS
emil.csd.uu.se 130.238.64.4 Old GNU, X R10
ems.media.mit.edu 18.85.0.6 unknown
emsworth.andrew.cmu.edu 128.2.30.62 Andrew Toolkit
emunix.emich.edu 35.157.1.2 Ultrix, VMS (soon)
emx.utexas.edu 128.83.1.33 net directory
encore.com 129.91.1.14 mach.doc
eng.clemson.edu 130.127.8.11 sendmail
enh.nist.gov 129.6.16.1 unknown
eniac.seas.upenn.edu 130.91.6.22 unknown
eru.mt.luth.se 130.240.0.9 gnews 19, gated, plp, gcc(old)
expo.lcs.mit.edu 18.30.0.212 X, portable bitmaps, CLX and CLUE,
expo.lcs.mit.edu gwm
f.ms.uky.edu 128.163.128.6 mac, msdos, unix-pc
fcs280s.ncifcrf.gov 129.43.1.11 unknown

fiol.uib.no 129.177.10.24 pcip packet driver
fits.cx.nrao.edu 192.33.115.8 FITS (astronomy image transfer
fits.cx.nrao.edu system)
fnord.umiacs.umd.edu 128.8.120.3 misc DECstation stuff
foobar.colorado.edu 128.138.243.105 BDF fonts
freja.diku.dk 129.142.96.1 GNU, X11R3, TeX 2.9, nn newsreader,
freja.diku.dk RFCs, misc stuff, 4.3 public,
freja.diku.dk previous versions of GNU software
funet.fi 128.214.1.1 msdos, minix, FUNET/NORDUNET info,
funet.fi isode, pc nfs server, telnet &
funet.fi ftp-resolver binaries, RFCs, amiga
funet.fi (many Fish disks), BSD sources, NeWS
funet.fi software
gaffa.mit.edu 18.62.0.11 unknown
gang-of-four.stanford.edu 36.8.0.118 unknown
gargoyle.uchicago.edu 128.135.20.100 named-kit
gatekeeper.dec.com 16.1.0.2 X11, recipes, cron, map, Larry Wall
gatekeeper.dec.com stuff, STDWIN, lots of source
gb.ecn.purdue.edu 128.46.129.24 boring
genbank.bio.net 134.172.1.160 National Repository for Gene
genbank.bio.net Sequence Data
genvax.psycha.upenn.edu 128.91.22.103 unknown
geom.umn.edu 128.101.25.31 Differential Geometry stuff
geomag.gly.fsu.edu 128.186.10.2 unknown
girch1.hsch.utexas.edu 129.106.4.1 Physiological Research info and
girch1.hsch.utexas.edu programs
giza.cis.ohio-state.edu 128.146.8.61 X11R3, PEX
gmu90x.gmu.edu 129.174.1.4 nothing
gmuvax2.gmu.edu 129.174.1.8 Intel Hypercube library, hp28
gmuvax2.gmu.edu software, statistical software
gold.bacs.indiana.edu 129.79.1.1 (login:indp0080,passwd:anonymous)
gollum.hcf.jhu.edu 128.220.2.19 some stuff
goober.phri.nyu.edu 128.122.136.10 cnews, nntp, kcl docs, psnup,
goober.phri.nyu.edu sequence analysis stuff
grape.ecs.clarkson.edu 128.153.13.196 Opus BBS, msdos, graphics, lots
gregorio.stanford.edu 36.8.0.11 vmtp-ip, ip-multicast
grinch.umiacs.umd.edu 128.8.121.1 unknown
gtss.gatech.edu 128.61.4.1 amiga rexx stuff
gumby.cc.wmich.edu 35.132.1.114 MAINT (VMS)
gumby.dsd.trw.com 129.193.72.50 some RFCs, networking progs
gw.ccie.utoronto.ca 128.100.49.104 cold fusion papers (pub/cld.fsn)
gwen.cs.purdue.edu 128.10.2.8 cypress
hamlet.caltech.edu 131.215.139.3 Nanny (VMS)
hanauma.stanford.edu 36.51.0.16 Vplot graphical system
handies.ucar.edu 128.117.64.4 uucp maps, src, feminism archive
harvard.harvard.edu 128.103.1.1 sendmail, rmtlib.shar, lots of VMS
hcfdemo.hcf.jhu.edu 128.220.2.15 unix-pc
helens.stanford.edu 36.2.0.99 kjv, sultrix, secure.tar.Z
hemuli.tik.vtt.fi 130.188.52.2 unknown
hercules.csl.sri.com 192.12.33.51 unknown

herky.cs.uiowa.edu 128.255.28.100 theorem prover
hipl.psych.nyu.edu 128.122.132.2 Jove (v4.9 is latest)
hmcvax.claremont.edu 134.173.4.32 cyrillic fonts
hobiecat.cs.caltech.edu 131.215.131.167 unknown
hogg.cc.uoregon.edu 128.223.32.9 NorthWestNet site info
hotel.cis.ksu.edu 129.130.10.12 XBBS, msdos, U3G toolkit, unix-pc,
hotel.cis.ksu.edu pd-modula
hp4nl.nluug.nl 192.16.184.9 GNU and much more
hplpm.hpl.hp.com 15.255.176.205 Neuron digest archives and software
hub.cs.jmu.edu 134.126.20.10 Mic-1 microarchitecture simulator,
hub.cs.jmu.edu package to boot minix from hard
hub.cs.jmu.edu drive
hub.ucsb.edu 128.111.24.40 unknown
hubcap.clemson.edu 130.127.8.1 RFCs
hurratio.tde.lth.se 192.36.121.22 GNU stuff, some local elisp stuff
husc6.harvard.edu 128.103.1.56 pcip, appleII, uumap copy, ucb tahoe
hydra.helsinki.fi 128.214.4.29 misc, TeX, X, comp.sources.misc,
hydra.helsinki.fi comp.sources.sun, comp.sources.unix,
hydra.helsinki.fi comp.bugs.4bsd.ucb-fixes,
hydra.helsinki.fi comp.binaries.ibm.pc
ibm1.cc.lehigh.edu 128.180.2.1 Virus-L programs/archives
icarus.cns.syr.edu 128.230.1.49 misc Syr U. and other net doc
icarus.riacs.edu 134.12.1.1 SLIP, chkpt, macdump, Xpostit
icdc.llnl.gov 128.115.2.1 unknown
ics.uci.edu 128.195.1.1 perfect hash function gen., web-to-c
indri.primate.wisc.edu 128.104.230.11 macintosh TransSkel TransDisplay
indri.primate.wisc.edu TransEdit
inria.inria.fr 128.93.8.1 RFCs, /pub (edu dirs)
interviews.stanford.edu 36.22.0.175 InterViews X toolkit
ipac.caltech.edu 131.215.139.35 gated, sendmail, named, kermit,
ipac.caltech.edu ftp-list
iraun1.ira.uka.de 129.13.10.90 unknown
iris613.gsfc.nasa.gov 128.183.10.147 tn3270 for IRIS and HPUX, other IRIS
iris613.gsfc.nasa.gov programs
isdres.isd.usgs.gov 130.11.1.2 U.S. Geological Survey public files
isy.liu.se 130.236.1.3 GNU stuff, screen 2.0, world map,
isy.liu.se ccmd, ftpd, TIFF library, Cellsim
iubio.bio.indiana.edu 129.79.1.101 biology archive, molecular bio
iuvax.cs.indiana.edu 129.79.254.192 SIGPLAN, usenet oracle, whitewater,
iuvax.cs.indiana.edu webster, scheme84, etc.
ix1.cc.utexas.edu 128.83.1.21 amiga
ix2.cc.utexas.edu 128.83.1.29 amiga
j.cc.purdue.edu 128.210.9.2 comp.sources.unix, comp.sources.x,
j.cc.purdue.edu comp.sources.amiga, elm, uupc, NeXT,
j.cc.purdue.edu comp.binaries.amiga,
j.cc.purdue.edu comp.sources.sun
jacobs.cs.orst.edu 128.193.32.13 assorted stuff, mainly games
jade.berkeley.edu 128.32.136.9 NNTP, ping, kermit, gcc
jim.ultra.nyu.edu 128.122.129.21 unknown
jpl-devvax.jpl.nasa.gov 128.149.1.143 perl, patch, warp

jpl-mil.jpl.nasa.gov 128.149.1.101 TeX, mac, GNU, X11R2, X11R3
julius.cs.umn.edu 128.101.230.1 PLP
june.cs.washington.edu 128.95.1.4 TeXhax, dviapollo, SmallTalk, web2c,
june.cs.washington.edu gated, presto, maitrd
jyu.fi 128.214.7.5 unix, atari, amiga, mac, etherprint,
jyu.fi abermud, ularn, conquer, knight,
jyu.fi larn, moria, nethack 3.0
ka.ecn.purdue.edu 128.46.129.14 nothing
kampi.hut.fi 130.233.224.2 DES routines (unrestricted), GNU
kampi.hut.fi pascal
kappa.rice.edu 128.42.4.7 X11R3, GNU for Sequent S27, Sun3
kl.sri.com 128.18.10.6 unknown
kolvi.hut.fi 130.233.160.32 kermit stuff, radio amateur stuff
kolvi.hut.fi (ka9q etc.), memacs 3.10, packet
kolvi.hut.fi radio
krypton.arc.nasa.gov 128.102.29.20 VMS Vnews, Swing, Profile
kth.se 130.237.72.201 misc, sendmail 5.61 w/ida
kuhub.cc.ukans.edu 129.237.1.10 VMS news
l.cc.purdue.edu 128.210.2.8 nothing
labrea.stanford.edu 36.8.0.47 GNU, X, official TeX sources, lots
labrea.stanford.edu of other stuff
lamont.ldgo.columbia.edu 129.236.10.30 unknown
lampwick.berkeley.edu 128.32.131.141 unknown
lancaster.andrew.cmu.edu 128.2.13.21 CMU PCIP, RFC1073 telnetd, RFC1048
lancaster.andrew.cmu.edu bootp
larry.cs.washington.edu 128.95.1.7 Poker
larry.mcrcim.mcgill.edu 132.206.4.3 RFCs, X, local nameserver, games,
larry.mcrcim.mcgill.edu scred (sun bitmap editor)
lcs.mit.edu 18.26.0.36 RFCs, Map, telecom archive
lib.tmc.edu 129.106.5.1 nntp
lilac.berkeley.edu 128.32.136.12 POP3 for BSD/Ultrix/sunOS
linc.cis.upenn.edu 130.91.6.8 psfig for ditroff, TeX, unix-pc
lindy.stanford.edu 36.54.0.11 unknown
lll-crg.llnl.gov 128.115.1.1 X11R4
lll-lcc.llnl.gov 128.115.1.2 Sun Local Users Group arch. (huge!!)
loke.idt.unit.no 129.241.1.103 mh 6.6, news, rrn, nntp, sun-spots,
loke.idt.unit.no webster server, GCC vms binaries,
loke.idt.unit.no net directories
louie.udel.edu 128.175.1.3 net.exe, minix, NORD<>LINK, MH,
louie.udel.edu amiga
lth.se 130.235.16.3 NeWS, cnews, bind, nntp, sendmail,
lth.se Poskanzer rasterxs, X11R4
lurch.stanford.edu 36.22.0.14 InterViews
lut.fi 128.214.25.8 GIF, PD sources modified for hp-ux,
lut.fi PC antivirus, uEmacs 3.10
m2c.m2c.org 128.188.1.2 Archives for cavers mailing list
m9-520-1.mit.edu 18.80.0.45 xim utils
ma.ecn.purdue.edu 128.46.129.8 openw.c, not much more
macbeth.stanford.edu 36.21.0.13 nothing
maddog.llnl.gov 128.115.10.1 AWM X tutorial, PCP preprocessor &

maddog.llnl.gov libraries, Generic MCPI environment,
maddog.llnl.gov uw for mac, plot library
mandarin.mit.edu 18.82.0.21 unknown
mango.miami.edu 129.171.0.18 unknown
marvin.cs.buffalo.edu 128.205.32.4 RFCs, sun
maxwell.physics.purdue.edu 128.46.135.3 King James Bible, Commodore Kermit
maxwell.physics.purdue.edu binary files
mazama.stanford.edu 36.51.0.8 unknown
mcnc.org 128.109.130.3 ftpd bugfix, intro NIC docs, VLSI
mcnc.org CAD tool benchmarks, some RFCs,
mcnc.org triangle.jobs archive
mcs.nlm.nih.gov 130.14.1.1 unknown
meadow.stanford.edu 36.64.0.20 unknown
media-lab.mit.edu 18.85.0.2 interesting
merit.edu 35.1.1.42 RFCs, ideas
merlin.cs.purdue.edu 128.10.2.3 ConcurrenC, Xinu, mac, GIF
mgm.mit.edu 18.82.0.114 homegrown GNUemacs hacks
miki.cs.titech.ac.jp 131.112.16.39 Nemacs
milnetgw.ornl.gov 26.16.0.162 unknown
milton.u.washington.edu 128.95.136.1 still forming
mims-iris.waterloo.edu 129.97.129.116 laser fonts & utilities
mimsy.umd.edu 128.8.128.8 RCS, declarative languages bib,
mimsy.umd.edu SLIP, misc
monk.proteon.com 128.185.123.16 cc:mail to smtp gateway
mordor.s1.gov 26.3.0.95 unknown
morris.andrew.cmu.edu 128.2.110.12 unknown
mrcnext.cso.uiuc.edu 128.174.73.105 amiga
mthvax.cs.miami.edu 129.171.32.5 homebrew, constitution, worm, elm,
mthvax.cs.miami.edu nn
mtsg.ubc.ca 128.189.103.1 msdos, unix, amiga
munnari.oz.au 128.250.1.21 graphics progs (vogle, vopl, vort)
ncnoc.concert.net 128.109.193.1 misc local network info
net1.ucsd.edu 128.54.16.10 mac
newell.arc.nasa.gov 128.102.25.43 unknown
next.com 129.18.1.2 unknown
nic.ddn.mil 10.0.0.51 netinfo, RFCs, IEN, IETF
nic.mr.net 192.12.250.5 Minnesota Regional Net traffic data
nic.near.net 192.52.71.4 unknown
nigel.ee.udel.edu 128.175.2.18 unknown
nis.nsf.net 35.1.1.48 Merit info, NSFnet Link Letter
nisc.jvnc.net 128.121.50.7 unknown
nisc.nyser.net 192.33.4.10 GNU Emacs, others, Nysernet, IETF,
nisc.nyser.net GOSIP
nisca.ircc.ohio-state.edu 128.146.1.7 alt.fax
njitgw.njit.edu 128.235.1.2 unknown
nl.cs.cmu.edu 128.2.222.56 Fuzzy Pixmap 0.84
nnsc.nsf.net 192.31.103.6 Network Info, Internet Resource
nnsc.nsf.net Guide
noc.byu.edu 128.187.7.2 byu-telnet (login:guest,
noc.byu.edu password:anonymous)

nog.calstate.edu 130.150.102.100 unknown
nyssa.cs.orst.edu 128.193.32.17 GIF, games, misc.
nyu.edu 128.122.128.2 mod.sources, Tihor
oddjob.uchicago.edu 128.135.4.2 NNTP, Sendmail, utils, Ethernet
oddjob.uchicago.edu stuff
oddput.efd.lth.se 130.235.48.4 xps (postscript previewer)
omnigate.clarkson.edu 128.153.4.2 PS maps of DNS, Clarkson NCSA telnet
orc.olivetti.com 129.189.192.20 unknown
oregon.uoregon.edu 128.223.20.2 unknown
orion.arc.nasa.gov 128.102.128.2 unknown
orville.nas.nasa.gov 129.99.23.7 hyperchannel network device driver,
orville.nas.nasa.gov panel-library (Sil. Graph.
orville.nas.nasa.gov workstation graphical interface
orville.nas.nasa.gov builder), Kyoto Common Lisp for
orville.nas.nasa.gov Cray2
osi.ncsl.nist.gov 129.6.48.100 misc OSI info
osi3.ncsl.nist.gov 129.6.48.108 unknown
osu-20.ircc.ohio-state.edu 128.146.8.22 unknown
oswego.oswego.edu 129.3.1.1 GNU, mac, kermit
otax.tky.hut.fi 130.233.32.32 Mikkar accounting program
p6xje.ldc.lu.se 130.235.133.7 NCSA telnet 2.2ds, PC networking
p6xje.ldc.lu.se etc.
panarea.usc.edu 128.125.3.54 Archive for "maps"
patience.stanford.edu 36.8.0.154 unknown
paul.rutgers.edu 128.6.5.60 omega
pawl.rpi.edu 128.113.10.2 sun rasters, showtool, raytracer,
pawl.rpi.edu fluid dynamics model
pb.ecn.purdue.edu 128.46.129.13 nothing
pc.ecn.purdue.edu 128.46.129.19 nothing
pescadero.stanford.edu 36.8.0.8 dvi2ps
phoenix.princeton.edu 128.112.128.43 mail stuff
pilot.njin.net 128.6.7.38 Original distribution point of
pilot.njin.net ftp-list
pine.circa.ufl.edu 128.227.128.55 this list, RFCs, Internet Worm
pine.circa.ufl.edu reports
pitt.edu 130.49.1.254 local nameserver source, local
pitt.edu decnet database, National Institute
pitt.edu of Health Guide Online, RFCs, local
pitt.edu network docs
plains.nodak.edu 134.129.111.64 apple, msdos, mac, amiga, ascii pics
pokey.cs.wisc.edu 128.105.2.4 xproof (X11), gremlin (X10, X11)
polyslo.calpoly.edu 129.65.17.1 xtrek, top 2.0, spaceout, cnews,
polyslo.calpoly.edu nethack, nntp, uucp, hosts, TR,
polyslo.calpoly.edu RFCs, Conquer Docs, usenix tape
polyslo.calpoly.edu files, short usenix files,
polyslo.calpoly.edu Hitchhikers guide to the Internet,
polyslo.calpoly.edu Internet Email list
portia.stanford.edu 36.21.0.69 unknown
postgres.berkeley.edu 128.32.149.1 University INGRES
power.eee.ndsu.nodak.edu 134.129.123.1 DECUS TeX, dvidriver package

pprg.unm.edu 129.24.13.10 bitmaps
primost.cs.wisc.edu 128.105.2.104 comp.compilers
princeton.edu 128.112.128.1 unknown
psuvax1.cs.psu.edu 128.118.6.2 network/hosts stuff
pyrite.rutgers.edu 128.6.4.15 Security mailing list archives
qed.rice.edu 128.42.4.38 GNU, X11R3, plot2ps sources
radio.astro.utoronto.ca 128.100.75.4 msdos, iris, SunUserGroup, UFGATE
rascal.ics.utexas.edu 128.83.144.1 main Kyoto Common Lisp distributor
relay.cdnnet.ca 128.189.97.41 CA domanin registrations, fonts,
relay.cdnnet.ca MuTeX, raster files, RFCs, sun and
relay.cdnnet.ca usenet utils
research.att.com 192.20.225.2 TeX, gcc, ghostscript
rigel.efd.lth.se 130.235.48.3 VMS emacs, decwindows diffs
ringo.rutgers.edu 128.6.5.77 Omega sources
rlg-rt.stanford.edu 36.95.0.26 unknown
rogue.llnl.gov 128.115.2.99 DECnet security tools
rohini.telecomm.umn.edu 128.101.55.1 UMN hostables
roope.hut.fi 130.233.192.32 unknown
rover.umd.edu 128.8.2.73 unknown
rpi.edu 128.113.1.5 some stuff
rtsg.ee.lbl.gov 128.3.254.68 flex, compressed SLIP
rusmv1.rus.uni-stuttgart.de129.69.1.12 RFCs, X11, atari, amiga, msdos,
rusmv1.rus.uni-stuttgart.de unix, mathematics (Fortran)
rutgers.edu 128.6.4.7 comp.sources.sun
safe.stanford.edu 36.44.0.193 3COM/Interlan 4.X BSD unix
saqqara.cis.ohio-state.edu 128.146.8.98 unknown
sauna.hut.fi 130.233.251.253 GNU, unix, amiga, athena docs, some
sauna.hut.fi FTP dirs from US, security
sauna.hut.fi patches/docs, elm, nntp, news, X,
sauna.hut.fi jove, etc.
sayshell.umd.edu 128.8.2.88 version of KA9Q
sbcs.sunysb.edu 129.49.2.3 sun raster tools
scam.berkeley.edu 128.32.138.1 X sources, etc.
schizo.samsung.com 134.228.1.2 alt.sources, comp.sources.games,
schizo.samsung.com comp.sources.misc, comp.sources.sun,
schizo.samsung.com comp.sources.unix, comp.sources.x
science.utah.edu 128.110.192.2 TeX things, Hershey (tenex)
sdcsvax.ucsd.edu 26.5.0.3 unknown
sds.sdsc.edu 192.12.207.22 supercomputer center info
sdsu.edu 130.191.229.14 GNU, M68K Xinu
serv1.cl.msu.edu 35.8.2.41 msu hosts files
sgi.com 192.58.91.2 IRIS stuff
sh.cs.net 192.31.103.3 NetLists, NetMaps, etc. (lots)
shambhala.berkeley.edu 128.32.132.54 xrn, xgraph
shorty.cs.wisc.edu 128.105.2.8 Condor
sics.se 192.16.123.90 calc, ft1, gated, interviews, isode,
sics.se mh, packet radio, ping, pmake,
sics.se printmail, sps, Poskanzer bitmaps
sics.se (runs whois server)
skippy.umiacs.umd.edu 128.8.120.23 sun-nets archive

slfs0.cs.rpi.edu 128.213.1.10 unknown
snow.white.toronto.edu 128.100.2.160 mg
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl, etc.
sol.ctr.columbia.edu 128.59.64.40 background, ethernet stuff, GNUserv,
sol.ctr.columbia.edu hpgl2ps, DES
solar.stanford.edu 36.14.0.7 local Stanford info
soma.neuro.bcm.tmc.edu 128.249.50.12 unknown
sperm.ocean.washington.edu 128.95.252.7 RWVector, gcc, gdb, kermit, libg++,
sperm.ocean.washington.edu liblinpack, liboops, oopsV2R2+,
sperm.ocean.washington.edu plot5, spinup, sungraph,
sperm.ocean.washington.edu superfilters, xmodem, xyplot
sphere.mast.ohio-state.edu 128.146.7.200 phone (with bugs fixed)
spot.colorado.edu 128.138.238.1 netinfo: stuff, RFCs
squid.cs.ucla.edu 131.179.96.44 gifs
src.honeywell.com 129.30.1.10 PAX (read/write tar and cpio format)
ssyx.ucsc.edu 128.114.133.1 mac-hyperunix, some unix
stat.wisc.edu 128.105.5.1 FACT, Statbib, S functions
stolaf.edu 130.71.192.1 news, anime, bitmaps
stout.ucar.edu 128.117.80.30 VMS more, make
subcomm.bacs.indiana.edu 129.79.16.32 A86/D86 Shareware Assembler, file
subcomm.bacs.indiana.edu listings of IU PC-Link Central BBS
sumex-aim.stanford.edu 36.44.0.6 mac archives, Mycin (sun4), imap
sun.cnuce.cnr.it 192.12.192.4 atalk, ka9q, GNU
sun.soe.clarkson.edu 128.153.12.3 Packet Driver, X11 fonts, TeX, PCIP,
sun.soe.clarkson.edu Freemacs, LaTeX styles
sun1.ruf.uni-freiburg.de 132.230.1.1 unknown
suna.osc.edu 128.146.1.4 ape (animation production
suna.osc.edu environment)
suned.zoo.cs.yale.edu 128.36.21.1 games, utils, other hacks
sunic.sunet.se 192.36.125.2 RFCs, nntp, news, sendmail, ntp,
sunic.sunet.se comp.sources.unix,
sunic.sunet.se comp.sources.games,
sunic.sunet.se comp.sources.misc, alt.sources, GNU
surya.waterloo.edu 129.97.129.72 tiff format, gif2ras
sutcase.case.syr.edu 128.230.32.2 zoo, tcp stuff
sutro.sfsu.edu 130.212.15.230 mostly NeXT-related files
svax.cs.cornell.edu 128.84.254.2 TransFig, Fig-FS, NetHack
swan.ulowell.edu 129.63.224.1 unknown
tandem.com 130.252.10.8 ham radio
tank.uchicago.edu 128.135.4.27 mac
tau.sm.luth.se 130.240.0.3 comp.binaries.ibm.pc
tcgould.tn.cornell.edu 128.84.248.35 transputer archives
terminator.cc.umich.edu 35.1.33.8 xscheme, msdos, atari
testarossa.mach.cs.cmu.edu 128.2.250.252 unknown
think.com 131.239.2.1 pmdc, X11.2 Interviews 3d
thor.ucar.edu 128.117.81.51 vxWorks archive, unix
ti.com 128.247.159.141 Explorer compress & en, CLUE, CLX
titan.rice.edu 128.42.1.30 sun-spots, amiga ispell
tmc.edu 128.249.1.1 FUBBS bbs list
tolsun.oulu.fi 128.214.5.6 amiga, atari, c64, msdos, mac, irc

tomcat.gsfc.nasa.gov 128.183.10.100 G8BPQ
topaz.rutgers.edu 128.6.4.194 amiga, others, too much to list
trantor.harris-atd.com 26.13.0.98 unknown
trident.arc.nasa.gov 128.102.18.13 vms-nntp, trek73
trout.nosc.mil 26.1.0.3 X11R3, benchmarks, popd, GNU emacs
trwind.trw.com 129.4.16.70 NNStat, cisco, ibmpc, isode, ka9q,
trwind.trw.com mac, named, sendmail, sun-utils,
trwind.trw.com traceroute, unix-utils
tumtum.cs.umd.edu 128.8.128.49 NeWS pd software
tut.cis.ohio-state.edu 128.146.8.60 GNU, tcsh, lots of interesting
tut.cis.ohio-state.edu things
tut.fi 128.214.1.2 Images, lots of misc. unix
twg.com 26.5.0.73 network stuff
tybalt.caltech.edu 131.215.139.100 GraphWidget
uafcseg.uark.edu 130.184.64.202 (login bbs. telnetable)
ub.d.umn.edu 131.212.32.6 unknown
uc.msc.umn.edu 128.101.1.3 unknown
ucbarpa.berkeley.edu 128.32.130.11 tn3270, pub/4.3, Exntended DCG
ucbarpa.berkeley.edu Prolog
ucbvax.berkeley.edu 128.32.133.1 nntp, gnews, awm, empire
ucdavis.ucdavis.edu 128.120.2.1 dSLIP, POP2, NetHop, UCDwhois,
ucdavis.ucdavis.edu UCDMail, IETF-PPP records
ucece1.ece.uc.edu 129.137.32.106 unknown
uceng.uc.edu 129.137.33.1 VLSI Hardware Description Language
ucsd.edu 128.54.16.1 graphics programs and images, ham
ucsd.edu radio stuff, MIDI programs and data,
ucsd.edu sound bites for Sparcstation, usenet
ucsd.edu sources
ug.utah.edu 128.110.4.24 not much
uhccux.uhcc.hawaii.edu 128.171.1.101 unknown
uhecs.helsinki.fi 128.214.4.1 unknown
uhura.cc.rochester.edu 128.151.224.17 nothing
uicbert.eecs.uic.edu 128.248.166.25 AT&T stuff, unix-pc
uicsle.csl.uiuc.edu 128.174.30.5 not much
uihub.cs.uiuc.edu 128.174.252.27 amiga
umaxc.weeg.uiowa.edu 128.255.64.80 NCSA telnet, sendmail
umd5.umd.edu 128.8.10.5 unknown
umigw.miami.edu 128.116.10.1 unknown
ummts.cc.umich.edu 35.1.1.43 atari st (cd PC7:)
umn-cs.cs.umn.edu 128.101.224.1 Sendmail, vectrex, mac, unix-pc,
umn-cs.cs.umn.edu atari, apple II, GIF
umnstat.stat.umn.edu 128.101.51.1 XlispStat, S Bayes
unh.cs.cmu.edu 128.2.254.150 cold-fusion paper
unh.cs.cmu.edu /afs/cs/user/vac/ftp
unicorn.wwu.edu 192.35.140.10 GNU dbm (beta)
unido.informatik.uni-dortmund.de129.217.4.64 unknown
unix.secs.oakland.edu 35.146.180.2 unknown
unix2.macc.wisc.edu 129.89.6.2 hosts.txt
unmvax.cs.unm.edu 129.24.16.1 getmaps
unsvax.nevada.edu 131.216.1.11 ftp-list

urth.acsu.buffalo.edu 128.205.7.9 unknown
usc.edu 128.125.1.45 amd (automounter)
utadnx.cc.utexas.edu 128.83.1.26 VMS sources (zetaps, laser, sxlps)
utsun.s.u-tokyo.ac.jp 133.11.7.250 Japanese PD, msdos, mac, unix, etc.
uunet.uu.net 192.48.96.2 usenet archives, much more
uvaarpa.virginia.edu 128.143.2.7 csound
uwasa.fi 128.214.12.3 mac, pc, suntools, unix, vms
uwm.edu 129.89.2.1 info-tahoe
ux.acs.umn.edu 128.101.63.2 unknown
uxa.cso.uiuc.edu 128.174.2.1 mac, msdos (pcsig)
uxc.cso.uiuc.edu 128.174.5.50 games, misc, HitchHiker's Guide to
uxc.cso.uiuc.edu the Internet, recipes, GIF
uxe.cso.uiuc.edu 128.174.5.54 amiga (Fish)
valhalla.ee.rochester.edu 128.151.160.11 RFCs, Network load balancer
van-bc.wimsey.bc.ca 128.189.233.155 interim (uupc), comp.archives
van-bc.wimsey.bc.ca archive
vax.cs.pitt.edu 130.49.2.1 ka9q
vax.ftp.com 128.127.25.100 FTP software, inc.
vaxa.isi.edu 128.9.0.33 clf-act, X, db
vaxb.acs.unt.edu 129.120.1.4 DOWN for VMS and other VMS utils
vega.hut.fi 130.233.200.42 msdos, mac, Kermit, fusion docs,
vega.hut.fi food recipes (alt. gourmand), SF
vega.hut.fi author lists
venera.isi.edu 128.9.0.32 statspy (NNstat), GNU Chess
venus.ycc.yale.edu 130.132.1.5 SBTeX
vgr.brl.mil 192.5.23.6 info-iris, brl-cad, bump,
vgr.brl.mil ping+record route, ttcp, mon, pmon,
vgr.brl.mil images
vlsi.cs.umn.edu 128.101.230.15 PLP (Public line printer)
vm1.nodak.edu 134.129.111.1 FIXES, minix
vmd.cso.uiuc.edu 128.174.5.98 Hurricane Hugo GIF pictures
vmsd.oac.uci.edu 128.200.15.2 VMS stuff
watmath.waterloo.edu 129.97.128.1 lots of stuff
watmsg.waterloo.edu 129.97.129.9 GNU, pd BSD, uSystem docs, virus,
watmsg.waterloo.edu cryptography
watsun.cc.columbia.edu 128.59.39.2 kermit
weedeater.math.yale.edu 130.132.23.17 rayshade, misc. raytracing goodies
wheaties.ai.mit.edu 128.52.32.13 supdup, t3.1, tX11
whitechapel.media.mit.edu 18.85.0.125 OBVIUS, macnh
wilma.cs.brown.edu 128.148.32.66 Brown CS Field and Thread packages
winnie.princeton.edu 128.112.128.180 music software (unix & NeXT)
wpi.wpi.edu 130.215.24.1 dspl, anime, fusion, mac, GNU, ash,
wpi.wpi.edu DES, misc Unix, TeX_DS3100,
wpi.wpi.edu TeX_Umax, misc X
wsmr-simtel20.army.mil 26.2.0.74 msdos, unix, cpm, mac (tenex)
wuarchive.wustl.edu 128.252.135.4 GNU, X.11R3, GIF, IEN, RFCs, TeX,
wuarchive.wustl.edu UUPC, info-mac, 4.3BSD-Tahoe,
wuarchive.wustl.edu comp.binaries.amiga,
wuarchive.wustl.edu comp.binaries.apple2,
wuarchive.wustl.edu comp.binaries.atari.st,

wuarchive.wustl.edu comp.binaries.ibm.pc,
wuarchive.wustl.edu comp.sources.amiga,
wuarchive.wustl.edu comp.sources.atari.st,
wuarchive.wustl.edu comp.sources.games,
wuarchive.wustl.edu comp.sources.misc, comp.sources.sun,
wuarchive.wustl.edu comp.sources.unix, comp.sources.x,
wuarchive.wustl.edu msdos, simtel20 (24 hours/day)
xanth.cs.odu.edu 128.82.8.1 comp.sources.x, comp.sources.unix,
xanth.cs.odu.edu comp.sources.misc,
xanth.cs.odu.edu comp.sources.games,
xanth.cs.odu.edu comp.sources.amiga, X, amiga
xlnvax.excelan.com 130.57.4.1 misc. (looking for suggestions)
ymir.claremont.edu 134.173.4.23 lots of VMS, TeX-for-VMS
z.andrew.cmu.edu 128.2.30.8 bugfixar + div
zaphod.ncsa.uiuc.edu 128.174.20.50 NCSA Telnet source, Mathematica
zariski.harvard.edu 128.103.1.107 macaulay
zeus.mgmt.purdue.edu 128.210.1.3 unknown
zip.eecs.umich.edu 35.3.64.8 Esperanto sentence analyser
zurich.ai.mit.edu 18.26.0.176 liar, scheme
+=+=+=

3487. Re: Emacs 3.10 upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 07:20:57 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16893@eagle.wesleyan.edu>
Source record: 241680

In article <9004111357.AA23222@uaimza.mathematik.uni-mainz.de>,
lutz@UAIMZA.MATHEMATIK.UNI-MAINZ.DE writes:
> During the last weeks I heavily modified and tested the MicroEMACS 3.10
> version for the Atari ST.
> [...]
> - it now gets all filenames via the AES fileselect box (using fsel_input or
> fsel_exinput depending on the TOS version used).

Please please PLEASE make this optional! I can't stress enough how much I
dislike dealing with file selectors and such in a text editor. If I wanted
cute little windows and boxes popping up all over the place I'd use a
GEM-based editor like 1ST-Word Plus, not a Unix-style editor like Emacs.
Thank you for taking this into consideration,

Nick

3488. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 07:31:51 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16896@eagle.wesleyan.edu>
Source record: 241681

I'm re-posting this since I don't think my last one got out due to this news system here being really deranged.

Path: eagle!ncastellano
From: ncastellano@eagle.wesleyan.edu
Newsgroups: comp.sys.atari.st
Subject: Re: DA's and Curses
Message-ID: <16567@eagle.wesleyan.edu>
Date: 9 Apr 90 21:36:44 GMT
References: <2225@ariel.unm.edu> <A1555240072@thelake.mn.org>
Lines: 21

In article <A1555240072@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> char path[128], defult[13] = '\0';

My version of Sozobon C would not compile this unless I changed 'char' to 'static char'. This agrees with what I know about sting initialization in C, which is that you can only initialize char strings if they are extern or static.

Even after getting it to compile, the desk accessory didn't seem to do anything; it merely exited to the desktop. Any idea what I might be doing wrong? I ld'd the libraries in the order suggested (dastart.o, accskel.o, aesfast.a, vdifast.a, dlibs.a) Any help would be appreciated.

> --
> Steve Yelvington at the lake in Minnesota
> steve@thelake.mn.org
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3489. Re: Univ. of Edinburgh public domain ST software?

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 11:08:57 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <3259@castle.ed.ac.uk>
Source record: 241682

In article <2903@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>In the March 1990 ST World (the U.K. mag) on page 42 is a letter from
>Tom Jones, Dept. of Meteorology, Univ. of Edinburgh. The letter states that
>Edinburgh is maintaining an on-line library of public domain ST software.

I don't think Tom reads c.s.a.s often (not that I read all of it!), so perhaps, as another user of Ed U facilities, I can answer. Note that I have not seen Tomsk's letter in ST World; I am answering John Bruno's question.

Edinburgh University does *not* maintain an online library of ST or any other software. The address quoted by John refers to the UK National Public Domain Software Archive, which is maintained by Lancaster University. Note that the UK academic community has its own networking system - JANET - based on near-OSI protocols. There is no transparent gateway between JANET and the Internet, so Internet access to lancs.pdsoft through ftp is not possible. The NPDSA has recently started to offer a mail service, but I believe that it does not respond to requests from outside the UK. In other words the UK-NPDSA serves the UK *only*. I know a little of the financial structure of JANET, and the reasons come down to there being no-one to pay the associated bills. So all flames to /dev/null, please.

As far as whether there is anything at lancs.pdsoft which is not at terminator, I do not know. I *do* know that most of what is at lancs.pdsoft *is* at terminator. I do not know whether Mark Hobart (who I believe manages the Atari area at lancs.pdsoft) corresponds directly with Stephen Grimm (Stephen? Mark? are you there?).

Russ

3490. Re: One fried disk, coming up!

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 11:17:49 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <12096@ttidca.TTI.COM>
Source record: 241683

In article <5671.262220af@uwovax.uwo.ca> 4225_5132@uwovax.uwo.ca (Andrew Semple) writes:
>
> I, with a short gap between exams, was looking through some of my old
>disks looking for some neato acc's to add to some of my most used disks (not
>owning a laser printer leaves me some room). I came across one called
>Format 11. Blithley clicking on it, and discovering that it modified the
>disk in some way, I tried ^C (too many days on the VAX) to get out and soon
>found out that this was a valid response to [Y or N]. In fact it meant
>yes. That is alright, I thought, I have the disk physically write protected.
>But to my dismay, upon leaving the program, I was met with the infamous "0
>bytes used in 0 items". DiskDoctor and a few other cheapie disk utilities all
>barf on any commands to "open" or read the disk. I conclude that my boot
>sector is fried, and I am up a creek without a pointer.
>
> Any comments or help would be very much appreciated.

Format 11 is a disk formatter, which arranges the disk in an eleven
sector per track format.

Personal Opinon: This is too far beyond specs to be reliable. Don't
store anything you really need on such a disk.

If your disk was write protected, the formatter should have been unable
to modify it. However, your note indicates that it is now unreadable.

If you have access to any of the disk copiers, make a backup copy of
the disk first. Make a couple, in fact.

If only the boot sector is destroyed, you have hope. If the FAT and
Directory have been destroyed, you now have a scratch disk, suitable
for formatting.

The easiest way I know to rebuild the boot sector (pardon my humility)
is to use the REPAIR function of VKILLER (version 3.00 or higher,
posted here a few months ago, and available in the May, 1990 issue of
STart Magazine).

If you know how the disk used to be formatted, just enter the old
parameters in the dialog you get from clicking on REPAIR. If you don't
know, let it go figure out what it can read, and fix up the boot
sector. Then, if you find the FAT and Directory still intact, consider
yourself fortunate.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

3491. Re: PC-Ditto 2

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 11:45:40 UTC
From: chris@tharr.UUCP
Message-ID: <661@tharr.UUCP>
Source record: 241684

In article <1571@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>OK, I have now received my PC-Ditto 2!

[description of PC-Ditto2 Clip]

>
>Questions for others who have got this bugger running:
>
>1. If you just "pressed on" the adapter clip over the M68000, what have
> you done to keep a working connection. Has it held up?
>

I have spent many hours trying to get the thing working, often ending
up by being *certain* that something other than the clip was at fault.

The trick is to bend the pins on the clip well inwards and then make
certain that the two rows are *dead straight*. A single pin out of
alignment and it will not work at all.

Once you have done this it will stay clipped on and (in my case), working
through fairly rough handling.

--

chris@tharr.uucp ..!ukc!axion!tharr!chris

Disclaimer: The views expressed above are those of my employer..

3492. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 14:19:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1248990348@thelake.mn.org>
Source record: 241685

In <16567@eagle.wesleyan.edu>, ncastellano@eagle.wesleyan.edu writes:

>In article <A1555240072@thelake.mn.org>,
> steve@thelake.mn.org (Steve Yelvington) writes:
>> char path[128], defult[13] = '\0';
>
>My version of Sozobon C would not compile this unless I changed 'char' to
>'static char'. This agrees with what I know about string initialization in C,
>which is that you can only initialize char strings if they are extern or
>static.

Right. I slopped the code together in a hurry and posted it (a year ago!)
without testing it. And sure enough, it was hosed up. Arggh! I hate it
when that happens. It's pretty hard to make an excuse when you repost a
year-old mistake.

At least this time somebody actually tried to compile it. :-)

>Even after getting it to compile, the desk accessory didn't seem to do
>anything; it merely exited to the desktop. Any idea what I might be doing
>wrong? I ld'd the libraries in the order suggested (dastart.o, accskel.o,
>aesfast.a, vdifast.a, dlibs.a) Any help would be appreciated.

You didn't do anything wrong. I typed in a couple of things from bad
documentation -- the description of AES messages on page 516 of "Atari ST
Application Programming" by Pollack and Weber. The lesson here is twofold:
One, don't post untested code, and two, NEVER believe any documentation about
the ST* until you have checked it out three ways.

(* Same could be said for anything read on Usenet.)

AC_OPEN is 40, not 30. And the DA's apid should be found in msgbuf[4],
not msgbuf[3].

Corrected code follows.

```
#define MENU_ID " File selector "
#define AC_OPEN 40

#ifndef GEMFAST
int contrl[12], intin[128], intout[128], ptsin[128], ptsout[128];
#endif

main()
{
int apid, menuid, msgbuf[8];
apid = appl_init(); /* say hello to the AES */
menuid = menu_register(apid, MENU_ID); /* add me to the Desk menu */
```

```
while (1) /* loop forever */
{
evnt_mesag(msgbuf);
if ( (msgbuf[0] == AC_OPEN) && (msgbuf[4] == menuid) )
wakeup();
}
appl_exit(); /* you'll never get here -- supposedly */
}

wakeup() /* Whatever needs to be done. Here we display the fsel ... */
{
char path[128], defult[13];
defult[0] = '\0';
int button;
fullpath(path,"*.*");
fsel_input(path,defult,&button);
}
```

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3493. CDAR504 + MetaDOS + Word Perfect == Broken

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 14:20:15 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1589@lzsc.ATT.COM>
Source record: 241686

I just discovered that if I load MetaDOS then Word Perfect locks up
when I run spell. Just something for you all to remember when/if
the CDAR504 becomes generally available.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3494. One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 14:43:21 UTC
From: demon@desire.wright.edu
Message-ID: <93.26244db9@desire.wright.edu>
Source record: 241687
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Reading the articles that say how alike Amiga, Atari, and Mac users are:

It would be nice if these users could all have one unified operating system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg hard disks.) What does Apple have to lose by liscensing the Mac OS to Commodore and Atari?

Not much. Some sales to be sure, but not enough to erode their profit levels. After all, people have proven they don't mind paying Apple's prices by buying Macs in the first place.

What they have to gain is enormous. They could double their installed base of Mac machines (making software production more viable) while having low cost Macs (from Atari) available without watering down the current Mac line. In addition, the Mac OS would become the second leading OS, behind DOS and in front of UNIX (which Commodore and Atari will have to go to otherwise). OS/2 will not be viable for PC's. (Arguments against that statement should be directed to comp.sys.msx :)

Making a mistake like IBM did? Clone wars to follow? Of course not. They wouldn't be liscensing Mac computers, just the Mac OS. The other machines would still be Amigas and STs.

Well? Please, discussion only. Flames should be directed to alt.flame, where they belong.

Brett Kottmann
demon@wsu.bitnet

3495. Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 16:14:32 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1588@male.EBay.Sun.COM>
Source record: 241688

Someone has suggested that since software to automatically save news articles using the filename in the "Archive-name" pseudo-header line, I should stop calling the articles program/part01, program/part02, etc. and start calling them program/program.uaa, program/program.uab, and so on. This would enable Dumas uud to pick up the parts effortlessly.

Personally, I'd like to see Dumas uud hacked to take multiple filenames on the command line instead, but it's no problem for me to use the proposed filenames if people prefer that.

Comments?

" !" - Marcel Marceau
Steven Grimm Moderator, comp.{sources,binaries}.atari.st
koreth@ebay.sun.com ...!sun!ebay!koreth

3496. Re: Atari Explorer hub-bub

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 16:15:04 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440114@hplsla.HP.COM>
Source record: 241689

```
| Can anyone post a clarification of what is going on with the magazine
| (Atari Explorer) and Atari itself.
```

There was a post to Genie about 2 weeks ago by an Atari spokesperson (I think it was Bob Brodie) and the essence was that Atari Explorer was moving under direct control of Atari in order to provide a better mag. The last issue of the old Atari Explorer was supposed to be mailed out ASAP (I haven't got mine). There was wording about commitment to subscribers and advertisers remaining a high priority.

That was all the statement said.

I find this curious, about 3 months ago I got an early renewal request from Atari Explorer claiming "we need to demonstrate subscriber commitment to our advertisers so please renew early and we'll give you a nice discount".

%%%

3497. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 17:51:07 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16988@eagle.wesleyan.edu>
Source record: 241691

In article <A1248990348@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> char path[128], defult[13];
> defult[0] = '\0';
> int button;

Again, Sozobon didn't seem to like this. I had to move the "int button;" up above the "defult[0] = '\0';". After that it worked fine. Did this compile on your machine or was it a last-second change made while posting it? (I don't think I'm using the most recent version of Sozobon; some newer compilers do allow declarations in the middle of code.)

Anyway, please continue to post source code examples, they are very informative and useful.

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3498. keyboard connector pinout help needed

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 18:00:07 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <16990@eagle.wesleyan.edu>
Source record: 241692

I have a text file which describes how to battery backup the IKBD keyboard clock. However, it refers to pins 1, 13, and 16 on the connector between the keyboard and main board. My connector has only 8 pins. Could someone with better technical notes than I have post a pinout for this 8-pin connector?

The pins I need specifically are:
a) Vcc line from main unit
b) Reset line
c) Ground

Any help appreciated. If someone from Atari Corp. (Allan?) could comment on this it would be very helpful. Thanks...

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3499. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 18:33:34 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6219.262491be@umiami.miami.edu>
Source record: 241693

```
In article <1588@male.EBay.Sun.COM>, koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
> Someone has suggested that since software to automatically save news articles
> using the filename in the "Archive-name" pseudo-header line, I should stop
> calling the articles program/part01, program/part02, etc. and start calling
> them program/program.uaa, program/program.uab, and so on. This would enable
> Dumas uud to pick up the parts effortlessly.
>
> Personally, I'd like to see Dumas uud hacked to take multiple filenames
> on the command line instead, but it's no problem for me to use the proposed
> filenames if people prefer that.
>
> Comments?
>
> ---
> " !" - Marcel Marceau
> Steven Grimm Moderator, comp.{sources,binaries}.atari.st
> koreth@ebay.sun.com ...!sun!ebay!koreth
--

I personally don't see the need to change the names. I just use the
UU-Rename File located at panarthea. Its very fast and small.

-------------------------------------------------------------------------
| Franklin E. Rachel | Internet: Dnd15j9z@Umiami.Miami.Edu |
| University Of Miami Comp Sci. |-------------------------------------
-----------------------------------| St Supporter For 4 Years |
----------------------------
```

3500. Pc EMulators and Graphics

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 18:35:50 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6220.26249246@umiami.miami.edu>
Source record: 241694

I was wondering which graphics modes the different Pc-Emulators
can handle?

Could someone post a list of the emulators and their capabilities
(Graphics Wise)

Thanks.

| Franklin E. Rachel | Internet: Dnd15j9z@Umiami.Miami.Edu |
| University Of Miami Comp Sci. |-------------------------------------
-------------------------------------| St Supporter For 4 Years |

3501. Re: TOS 1.4 official ???

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 18:40:09 UTC
From: apratt@atari.UUCP
Message-ID: <2146@atari.UUCP>
Source record: 241695

felner@inf.ethz.ch (Tomas Felner) writes:

> He said there is *no* official TOS 1.4 yet.

Wrong.

> The current 1.4 is the same as 1.6 without the STE specific stuff.

Right. It's more accurate to say "TOS 1.6 is the same as TOS 1.4, plus
the STE specific stuff."

> it seems to be exactly the same chipset for all three machines.

Wrong. For starters the ROMs have different base addresses and
different organization on the data bus.

> He got all this information from Atari Switzerland.

Amazing if true.

> I assume he has the latest and correct information.

Bad assumption.

Any more questions?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3502. Homebrew Hard Disk Controller / Information Requested

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 18:42:58 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <30.2624cc32@brb.isnet.inmos.co.uk>
Source record: 241696

I am currently working on a hard disk controller project in my spare time, to hook a standard ST506 disk drive up to the Atari DMA port using my own microprocessor/drive controller design. Yes I realize that it has already been done :-) , but I hope to have intelligent cacheing, and the use of the processor (transputer) as a co-processor.

The project originally started as a low cost way to get a hard disk drive hooked up to my ST (at the time they cost about 600 pounds) and at the same time play with a transputer. The original circuit used the DMA port in a very non-standard way and as a result was very slow.

It was then a challenge to modify the circuit to use the DMA port in its proper mode to get the same performance as a bought drive. I used a logic analyser to examine the DMA port interface (oh for just a glance at the Developers Kit documentation on the DMA port :-) :-)), and eventually worked it out. Unfortunately most ST books give only a cursory description of how to drive the DMA controller, the best I have is the Abacus book "Atari Disk Drives Inside and Out", but it still leaves a lot to be desired.

Anyway, I am almost there. I can now format my drive using either the ICD or Supra software, and so use it. However my debug system tells me that some ASCI/SCSI commands are recieved which are not documented in the above mentioned book. I don't know what they do, so cannot write the code to emulate them.

It would help enormously if someone could send me a list of the commands recognised by the Adaptec 4000 board (the one I am trying to emulate at present), or any other relevant information. Apologies in advance if this information is company confidential (but people clone IBM's don't they :-) in which case please inform me.

Also is the extended partition format (stored in the boot sector of the drive) as used by ICD and Supra in the public domain? and if so does anybody have details of it? Presumably it is an extension of the normal boot sector as described in ADDIAO. Any pointers to further information sources will be gratefull expected, although I suspect that it is fully documented in the Developers Kit :-)

BTW, does anybody in the UK know how much the Developers Kit costs? And if so how can I tell if it worth the money, after all I don't want to buy anything that I can't examine first (is this a common problem?).

```
==============================================================================
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X520 |------------| gary@brb.isnet.inmos.co.uk
```

The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==========

3503. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-12 19:55:02 UTC
From: hv@uwasa.fi
Message-ID: <1990Apr12.195502.7357@uwasa.fi>
Source record: 241697

In article <1588@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>Someone has suggested that since software to automatically save news articles
>using the filename in the "Archive-name" pseudo-header line, I should stop
>calling the articles program/part01, program/part02, etc. and start calling
>them program/program.uaa, program/program.uab, and so on. This would enable
>Dumas uud to pick up the parts effortlessly.
>
>Personally, I'd like to see Dumas uud hacked to take multiple filenames
>on the command line instead, but it's no problem for me to use the proposed
>filenames if people prefer that.

I'm better with numbers:- One point that should be remembered in
this context is that here in Europe we usually get the parts in
different order than what they are meant to be so when numbers are
in sight I can better go Next and Previous to cellect the parts
in right order.

--
Harri Valkama (hv@uwasa.fi, hv@funic.funet.fi)
University of Vaasa, Finland
ftp site chyde.uwasa.fi (128.214.12.3) PC & Mac directories
ftp site funic.funet.fi (128.214.6.100) Atari ST & Mac directories

3504. pinhead + uniterm + jove == confusion

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 00:04:09 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <17039@eagle.wesleyan.edu>
Source record: 241698

With Pinhead 1.5 installed, if I run Uniterm, then exit and try to use Jove, Jove gets confused and mixes in all sorts of garbage with the filename specified, and then complains that it can't find the mangled filename. Disabling pinhead manually with ctrl-shift-alt 0 before running Jove solves the problem until I run Uniterm again. Putting "JOVE.TTP" in my pinhead.dat does NOT solve the program. Any idea how I can avoid manually disabling Pinhead every time I run Jove after using Uniterm?

System config:
1040 ST, 1 meg
Auto:
pinhed15.prg
Shell:
gulam.prg
Uniterm:
version 2.0e 011
Jove:
the version recently posted in binaries group

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3505. Tos 1.4 ... What comes with it?

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 00:06:18 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6222.2624dfba@umiami.miami.edu>
Source record: 241699

I Just got my TOS 1.4 in the mail today, and succesfully installed it, but it did not come with ANYTHING. just the 6 chips. No sheet of paper, no nothing! Is it supposed to come with anything? If so what is on it and where can I get it?

| Franklin E. Rachel | Internet: Dnd15j9z@Umiami.Miami.Edu |
| University Of Miami Comp Sci. |-------------------------------------
-------------------------------------| St Supporter For 4 Years |

3506. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 01:16:03 UTC
From: martens@ketch.cis.ohio-state.edu
Message-ID: <79192@tut.cis.ohio-state.edu>
Source record: 241700
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:

> Reading the articles that say how alike Amiga, Atari, and Mac users
>are:

> It would be nice if these users could all have one unified operating
>system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
>hard disks.) What does Apple have to lose by liscensing the Mac OS to
>Commodore and Atari?

[...]

What would Apple have to gain? What would Commodore or Atari have to
gain? Essentially nothing. If Amiga and ST users had wanted Macs,
they would've bought Macs. I wanted something that multitasks, which
the Mac doesn't (except in a very limited sense), and believe that
very few Amiga users would trade AmigaDOS in for a Mac-like interface.
Of course, most Mac users are also happy with their machines and
wouldn't trade theirs for an Amiga. To each his own.
-=-
-- Jeff (martens@cis.ohio-state.edu)

Boston art museum director when asked what it means that Cincinnati
art director may face a jail term: "Don't take a job in Cincinnati."

3507. Re: Formatting in Background

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 02:03:24 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1037@uhnix2.uh.edu>
Source record: 241701

Yes, such a program exists! Actually, it's a DA, but it does format completely in the background. It is called Mystic Formatter, and it is by us, Double Click Software. It is shareware.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3508. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 02:29:01 UTC
From: douglas_walter_gouty@sirius.cis.ohio-state.edu
Message-ID: <79196@tut.cis.ohio-state.edu>
Source record: 241702
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Why would you want it???(Mac-OS). You would be loosing multitasking and be crippling your machine by removing it's flexability.

3509. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 02:49:00 UTC
From: "Ken Yu"
Message-ID: <11214.4598.forumexp@mts.rpi.edu>
Source record: 241703

There is a file on terminator called 25MEGADD.ARC which explains how to exapnd a 1040ST to 2.5 megs by replacing the existing 256K chips with 1 megabit chips. Unfortunately, the arc file is corrupted and I can only read the first paragraph. Is it as easy as it says in the introduction? (Just unsolder the 256 k and add sockets for 1 meg chips?)

Also, did anyone ever purchase a CPU case from tech-specialties?

3510. Re: Emacs 3.10 upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 05:42:39 UTC
From: AlexK@tharr.UUCP
Message-ID: <665@tharr.UUCP>
Source record: 241704

I re-compiled me3.10 (making many of the same changes) with the Lattice 5.04 compiler, resulting in a doubling of I/O speed (i.e. files load in half the time), also it came in some 15K smaller.

AlexK@tharr.uucp

3511. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 07:00:41 UTC
From: piner@newton.physics.purdue.edu
Message-ID: <3469@newton.physics.purdue.edu>
Source record: 241705
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:

> It would be nice if these users could all have one unified operating
>system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
>hard disks.)

You ask for it, you got it. OS9/68K can be had for all three machines.
Now if we could just convince all three companies to use OS9/68K as
their basic OS we would be in computer heaven. Now that the new
RAVE software is out, some real fancy graphics could be done, and
even that would be portable between machines. It will never happen.

R. Piner

3512. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 12:20:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr13.122000.20588@ux1.cso.uiuc.edu>
Source record: 241706

Ken Yu writes:

>
> There is a file on terminator called 25MEGADD.ARC which explains
> how to exapnd a 1040ST to 2.5 megs by replacing the existing
> 256K chips with 1 megabit chips. Unfortunately, the arc file is
> corrupted and I can only read the first paragraph. Is it as easy
> as it says in the introduction? (Just unsolder the 256 k and
> add sockets for 1 meg chips?)
>

*** NO, Don't do it ***... Yes, it can be done, I did it, but
check your mother board version. In the end, the file was good
for one thing only, the chip pin out diagrams. I had to trace
all my lines to find the right ones to cut... I have a rev C.
1040 board (blitter socket), much different than the one the
author had. It would seem to me that one would be better off
getting SIMMS and wiring them in. You must modify the sockets...,
cut many traces... etc. Good luck, if you need help, email me.

-- Greg

3513. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 12:42:40 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1599@lzsc.ATT.COM>
Source record: 241707

In article <1990Apr12.195502.7357@uwasa.fi>, hv@uwasa.fi (Harri Valkama LAKE) writes:
> In article <1588@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
> >Someone has suggested that since software to automatically save news articles
> >using the filename in the "Archive-name" pseudo-header line, I should stop
> >calling the articles program/part01, program/part02, etc. and start calling
> >them program/program.uaa, program/program.uab, and so on. This would enable
> >Dumas uud to pick up the parts effortlessly.
> >
Please keep the numbers. Arabic numerals are one of the few universal
pleasures in the world. Language may screw up a,b,c but not 1,2,3.

Also, using uud, just append the files all together and apply uud.
No fuss, no muss.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3514. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 13:32:32 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11706@stag.math.lsa.umich.edu>
Source record: 241708

In article <1588@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>Someone has suggested that since software to automatically save news articles
>using the filename in the "Archive-name" pseudo-header line, I should stop
>calling the articles program/part01, program/part02, etc. and start calling
>them program/program.uaa, program/program.uab, and so on. This would enable
>Dumas uud to pick up the parts effortlessly.
>
>Personally, I'd like to see Dumas uud hacked to take multiple filenames
>on the command line instead, but it's no problem for me to use the proposed
>filenames if people prefer that.
>
>Comments?

No changes to the Dumas uud program are necessary. The program is pretty
smart, it does a two-part search for the continuation files already. First
it looks for the named file, e.g. program.uab, but if that file doesn't
exist it merely continues to read its current input file. So, to decode a
multipart posting, merely
cat part* | uud
and you get the output file, no muss & no fuss.

I noticed this by reading thru the code posted in comp.sources.atari.st,
volume 2. If you're not using this version of uud yet, you should switch.
--
-- Howard Chu @ University of Michigan

3515. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 14:02:12 UTC
From: rdf@pinet.aip.org
Message-ID: <1990Apr13.140212.13407@pinet.aip.org>
Source record: 241709

Changing name to xxx.uax would be a good idea. Makes the whole decode process much faster.

--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

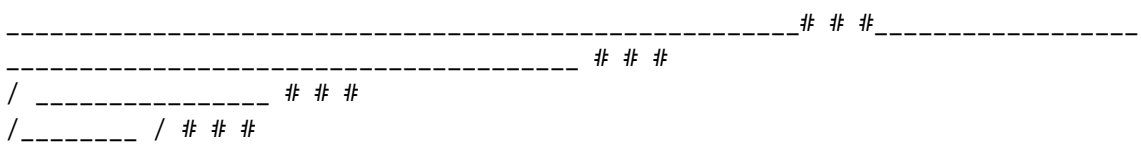
3516. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 15:07:23 UTC
From: schultzd@frith.uucp
Message-ID: <1990Apr13.150723.21790@msuinfo.cl.msu.edu>
Source record: 241710
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
[deleted]
> It would be nice if these users could all have one unified operating
>system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
>hard disks.) What does Apple have to lose by liscensing the Mac OS to
>Commodore and Atari?
[deleted]
>Brett Kottmann
>demon@wsu.bitnet

Let's see how much support we can muster for this so that REAL machines
can take the place of PC's. (REAL = Atari, Amiga, MAC, not PC)

Lock & Load

--


3517. Re: One fried disk, coming up!

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 15:14:21 UTC
From: 4225_5132@uwovax.uwo.ca
Message-ID: <5719.2625b48d@uwovax.uwo.ca>
Source record: 241711

In article <12096@ttidca.TTI.COM>, woodside@ttidca.TTI.COM (George Woodside) writes:
> In article <5671.262220af@uwovax.uwo.ca> 4225_5132@uwovax.uwo.ca (Andrew Semple) writes:
>>
>> lots of stuff about destroying a disk with Format 11.
>>
>
> If your disk was write protected, the formatter should have been unable
> to modify it. However, your note indicates that it is now unreadable.
>
> If you have access to any of the disk copiers, make a backup copy of
> the disk first. Make a couple, in fact.

I am unable to make copies of the disk, in any way (I have tried almost all
the pd copiers avail., from DC format all the way to Hack'nwhatever).

>
> If only the boot sector is destroyed, you have hope. If the FAT and
> Directory have been destroyed, you now have a scratch disk, suitable
> for formatting.

It seems that this is the problem, and I have given up, in the process
deleteing all copies of Format 11 (I found the originals, and the doc's say
that the writer won't be held responsible (I have no problem with this) and
that is about all. No info on what it does to your disk).

> The easiest way I know to rebuild the boot sector (pardon my humility)
> is to use the REPAIR function of VKILLER (version 3.00 or higher,
> posted here a few months ago, and available in the May, 1990 issue of
> STart Magazine).

This also met with no success.

What I still find incredible is that this program did this to my disk with
the WRITE PROTECTION ON. How? (The drive made a real good noise as it sounded
(to me) that the head was traversing the sectors from the inside, out).

> * George R. Woodside - Citicorp/TTI - Santa Monica, CA *
> * Path: woodside@ttidca *
> * or: ..!{philabs|csun|psivax}!ttidca!woodside *

Andrew Semple Andrew.Semple@hydra.uwo.ca
2nd Year Applied Math/Computer Science ads@hydra.uwo.ca
The University of Western Ontario
London, Ontario
Canada "Perfection is the result of extensive correction" -Emery

3518. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 15:24:00 UTC
From: BAXTER_A@wehi.dn.mu.oz
Message-ID: <6742@wehi.dn.mu.oz>
Source record: 241712
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu>, demon@desire.wright.edu writes:
> Reading the articles that say how alike Amiga, Atari, and Mac users
...
> What does Apple have to lose by liscensing the Mac OS to
> Commodore and Atari?
>

I don't give a stuff what Apple stands to loose! The rest of us would loose
a real OS and be lumbered with an OS that can't even multitask!

Now I've got a MUCH better idea... Why doesn't Apple license (c for us readers)
the Amiga OS, then all these poor folk using a gerry built, discount
Joberised os could find out what REAL computing is about.

:-) <--- This talisman wards off all flames.

Regards Alan

3519. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 16:03:23 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr13.160323.3616@wam.umd.edu>
Source record: 241713
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
> What does Apple have to lose by liscensing the Mac OS to
>Commodore and Atari?

They would lose the ability to be incredibly pompus about their OS and
to sue the hell out of anyone that even thought about imitating it.
There would be massive layoffs at Apple because they'd have to fire
most of their laywers, which seem to comprise about 1/2 the company.

:-) (Just a joke, guys; just a joke!)

Dave Baggett
dmb@cscwam.umd.edu

3520. LDW Power->Metafile

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 16:39:09 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000050@ux1.cso.uiuc.edu>
Source record: 241714

Could someone who has gotten LDW Power to print to a GEM metafile
(a graph) tell me the secret to it. I keep getting a 'cannot
open workstation' message. Or... mail me your assign.sys file
if that may be the problem.

-- Greg

3521. GEMINI & GDOS = Garbage in Console?

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 16:39:35 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000051@ux1.cso.uiuc.edu>
Source record: 241715

I just popped in my TOS 1.4 and booted Gemini for the first time instead of MUPFEL/VENUS. I tried G+PLUS 1.? and the G+FLAIR that came with my World Flair and in both instances, the console window works only with TypeWriter or System fonts, the others appear as garbage characters (Gemini.fnt etc.). Anyone have any ideas? I'll try AMCGDOS, but I can't believe that it would work where G+Plus failed...

Thanks in advance.

-- Greg

3522. Re: GEMINI & GDOS = Garbage in Console?

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 18:32:17 UTC
From: icsu8053@nero.cs.montana.edu
Message-ID: <1589@dali>
Source record: 241716

In article <16000051@ux1.cso.uiuc.edu> cs325ec@ux1.cso.uiuc.edu writes:
>
>
> I just popped in my TOS 1.4 and booted Gemini for the first time
> instead of MUPFEL/VENUS. I tried G+PLUS 1.? and the G+FLAIR that
> came with my World Flair and in both instances, the console window
> works only with TypeWriter or System fonts, the others appear as
> garbage characters (Gemini.fnt etc.). Anyone have any ideas? I'll
> try AMCGDOS, but I can't believe that it would work where G+Plus
> failed...
>
> Thanks in advance.
>
> -- Greg

I've run across this with both versions of Goemini and it is one of the reasons I'm discouraged from using it. Gemini seems to be dependant upon AMC GDOS to use the Gemini and TMail screen fonts correctly. This wouldn't matter so much except for the fact that if you use the Gemini desktop, you can't use the G+Plus auto-install option with Gemini, to my knowledge. This forces you to create a single assign.sys file that works with everything. This is a real limitation because Opus is VERY picky about how the assign.sys file is set up. To Stefan Eissing or any other knowledgeable Gemini/Venus experts: Is there any way to use G+Plus Install with Gemini? Can you force Gemini to temporarily "let go" of GDOS before executing another GDOS program? If not, is there a way then to force Gemini not to use GDOS at all?!? This is the only reason I have to *not* use Gemini. Are there any G+Plus experts that know of a work-around? Please, someone, ANYONE - what's the trick?

Craig

P.S. Yes, I have TOS 1.4

--
/ Craig Pratt / Montana State University, Bozeman MT /
/ Craig.Pratt@msu3.oscs.montana.edu / The ST-ranger in a strange land /
/~~~~~~/
/ " There's a lot to be said for a blow to the head. " - Blue Oyster Cult /

3523. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 19:37:36 UTC
From: 2fjmvery@kuhub.cc.ukans.edu
Message-ID: <22857.2625d620@kuhub.cc.ukans.edu>
Source record: 241717
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <1990Apr13.160323.3616@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
> In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
>> What does Apple have to lose by liscensing the Mac OS to
>>Commodore and Atari?
>
> They would lose the ability to be incredibly pompus about their OS and
> to sue the hell out of anyone that even thought about imitating it.
> There would be massive layoffs at Apple because they'd have to fire
> most of their laywers, which seem to comprise about 1/2 the company.
>
> :-) (Just a joke, guys; just a joke!)
>
> Dave Baggett
> dmb@cscwam.umd.edu

Actually, Atari and Commodore would be the losers if they adapted the Mac OS. There's a lot about the Mac OS that just shows bad design and decision-making on the part of its designers.

Anyone who'd give up the Amiga's unique and fairly efficient OS for one that has to fake multi tasking becuase it's designers were to dumb to include interrupts should be shot.

Atari owners would have to give up their superior DMA and overall system speed.

The Mac OS and its evolution seem to represent a band-aid approach to fixing flaws they inherited from the start.

--Jim Sisul
Flight Research Lab
KU Center for Research

Not necessarily the views of my employers.
Hell, my employers don't even know what Macs and STs ARE.

3524. Re: TOS 1.4 official ???

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 19:42:16 UTC
From: rode@uniol.UUCP
Message-ID: <2053@uniol.UUCP>
Source record: 241718

Moin,

felner@inf.ethz.ch (Tomas Felner) writes:

>OK, I just had a chat with my dealer here in Switzerland about TOS 1.4.
>He said there is *no* official TOS 1.4 yet. The current 1.4s are all
>beta versions. The current 1.4 is the same as 1.6 without the STE
>specific stuff. The official and final 1.4 (or whatever) will be due
>this fall when the TT will be available. It will contain code for full
>support for a real SCSI interface (-> TT) and also all the STE specific
>code, i.e it seems to be exactly the same chipset for all three machines.

i have to see that to believe it ....

I think this is another story / tale of the Atari 1.4 Story.
Hopefully this information is true !!!!

in advance
mfG Waldi

--

****
* Dirk Rode * UUCP: ...!unido!uniol!rode *
* Zwischenahner Str. 64 * Bitnet: 077481@Doluni1.Bitnet *
* 2910 Howiek * Nickname: Waldi *
* Irre oder nicht Irre ... ************************************
************************** DAS ist hier die Frage !!!!!!!!!!!!!! *
* Arbeitsgruppe Rechnerbetrieb Informatik der *
* Universitaet Oldenburg (FB 10 - ARBI) *
****

3525. Can Mac SCSI devices be used on an ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 19:59:18 UTC
From: gat@gator.cacs.usl.edu
Message-ID: <6701@rouge.usl.edu>
Source record: 241719

In the not-too-distant future, I will be in the market for a new computer. I currently own an ancient Mac 512K which has been upgraded about as far as it is worth without buying a new machine. I have heard many positive things about the ST and the Mac emulators for it and am considering as my next machine.

However, it will be some time before I could afford an entire system and I would like to try to stretch the life of my Mac a little longer by getting a hard drive. The problem is, if I purchase a SCSI drive for the Mac (in particular, a Syquest drive) will I have to ditch it if I should buy an Atari? Or do drivers exist which would let me use it with an ST?

If you know anything about this please e-mail me and I'll summarize if there is some interest.

Thanks,
Gary Thompson
gat@gator.cacs.usl.edu

3526. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 21:10:32 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr13.211032.23789@cs.dal.ca>
Source record: 241720

In article <1588@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
>Someone has suggested that since software to automatically save news articles
>using the filename in the "Archive-name" pseudo-header line, I should stop
>calling the articles program/part01, program/part02, etc. and start calling
>them program/program.uaa, program/program.uab, and so on. This would enable
>Dumas uud to pick up the parts effortlessly.
>
>Personally, I'd like to see Dumas uud hacked to take multiple filenames
>on the command line instead, but it's no problem for me to use the proposed
>filenames if people prefer that.

It has been hacked. I've mailed out several dozen copies of a version
that decodes as many files as you want (in fact, I routinely decode all
of the ST and PC files I pull of the net with a single command). I'll
send a copy to Steven, although since I asm not the author of the
original, I really don't feel in a position to make a formal submission.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3527. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 21:42:30 UTC
From: eb15+@andrew.cmu.edu
Message-ID: <8a9YT6K00WB9Q7bMFJ@andrew.cmu.edu>
Source record: 241721
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

Supposedly OS9 is available for all three machines, and Minix will be this fall...

-A gentle reminder, please do not submit messages to all three comp.sys groups, as the followups are almost certain to cause flames.

3528. OS/2 (Was: Re: Atari Financial condition)

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 22:16:23 UTC
From: jerry@polygen.uucp
Message-ID: <696@redford.UUCP>
Source record: 241722

In article <90032523232155@masnet.uucp> (DAVID MEGGINSON) writes:
>
>I don't know why we're all so worried about the future of Atari. Right
>now, my ST lets me do some decent DTP, read e-mail, word process, and
>(using MT-CShell) gives me an incredibly cheap platform for developing
>Unix-like software at home instead of spending too much time sitting
>in front of an orange monitor under florescent lights. Sure, it's out of
>date -- so are the Mac, Amiga, and anything which runs MS DOS (I include
>Windows and MSDOS's messy follower, OS2).
^^^^^^^^^^^^^^^^^^^^^^^^^^^

I agree with your comments about the ST -- I used to have one myself,
but have you ever really seen OS/2? I wouldn't call it out of date,
considering it has features not present even in the latest UNIXes, like
advanced interprocess communication, shared dynamic-link libraries,
multi-threaded applications, and a windowing/GUI subsystem. It is a
real OS that has nothing in common with MSDOS except the similar
shell syntax. Really, don't comment on it if you haven't used it!

>
>There's a new generation on
>the horizon, which will be so much larger and faster than any home
>computers that we won't know how we ever got along with only a few lousy
>megabytes and speeds under 50mhz. We'll have multi-gigabyte HDs and
>machines running really nice graphic interfaces on top of a (usually
>invisible) Unix, all for a little more than the price of an ST today.
>

Gosh, I can't wait!

>
>But it is still today. I've used (and programmed for) MSDOS, and it's a
>real pain. I like Unix, but I miss GEM, which is very easy to program.
>

If you get a chance, do check out OS/2. I used to program GEM when I
had my ST, and loved it -- at the time. Now I program for OS/2 PM.
You don't even have to look closely to find that the object-oriented
OS/2 Win and Gpi libraries blow away the ST's AES and VDI, respectively.
An example is that Win and Gpi know about each other, while AES and VDI
don't. Because of this, if you want to draw a line in OS/2 PM, you don't
have to go querying the window manager for the visible parts of your window;
All output is clipped to it automatically. Those of you who've programmed GEM
know what I'm talking about. I do have to admit, though, that programming
the ST is cheaper and there is less to learn. But honestly, it's a less
powerful system than a PC running OS/2.

>
>I'm ready to dump my mega 2 as soon as I can afford something better,
>but I'm not ready to whine about it in the mean time. Sure it's cheap.
>Sure Atari has no future, but neither do car manufacturers. Let's worry
>about these things tomorrow.
>

Agreed.

>
>David Megginson, Centre for Medieval Studies
>BITNET: meggin@vm.epas.utoronto.ca

+--------------------+-----------------------+--------------------------------+
	Polygen Corporation	UUCP:
Jerry J. Shekhel	Waltham, MA 02254	{princeton, mit-eddie,
	(617) 890-2888	bu, sunne}!polygen!jerry
+--------------------+-----------------------+--------------------------------+

3529. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-13 22:19:38 UTC
From: 6600raft@ucsbuxa.ucsb.edu
Message-ID: <4652@hub.UUCP>
Source record: 241723
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <1990Apr13.160323.3616@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
>> What does Apple have to lose by liscensing the Mac OS to
>>Commodore and Atari?

I remember when it seemed like the Apple][line had the PC market about
locked up until IBM came out with the PC. The main difference in courses
of action IBM has taken in comparison to Apple is that IBM has provided
the opportunity for clones, vastly incresing their "standard." One just
has to think back to the days of Franklin Computer to see Apple's
course of action which contunues today.

If Apple were to license their OS to Commodore, Atari, or whoever, I
don't think their sales would really lessen, but that overall demand
for the Mac-OS would increase across the board, including demand for
the Macintosh. When other MS-Dos machines emerged, sales of IBMs
didn't drop through the floor, conversely, they have remained strong.
I believe Apple has the reputation to insure that their sales would
continue to be strong. Furthermore, a little more competition in the
Mac-OS industry certainly couldn't hurt.

--
==
| Internet: 6600raft@ucsbuxa.ucsb.edu | All opinions stated are mine.|
| BITNET: 6600raft@UCSBUXA.BITNET | **Save The Earth** |
==

3530. GEMINI > Console redirection

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 00:30:14 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000052@ux1.cso.uiuc.edu>
Source record: 241724

Another Gemini problem: none of my TOS/TTP executables seem to output their information into the console window. They all run as normal, royally messing up the screen as it scroles apparantly without the Shell knowing of it. Anyone have this problem?

-- Greg

3531. Re: JRI SIMM board

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 01:38:06 UTC
From: bms@bdt.UUCP
Message-ID: <2158@bdt.UUCP>
Source record: 241725

The phone number for JRI is (415) 547-2191. The phone number you
gave was the same. The best time to reach him is noon till 6:00pm PST.
He is gone sometimes during the day picking up parts.

Vance Chin
Berkeley Microsystems

3532. Re: Molecular graphics

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 04:43:22 UTC
From: SML108@psuvm.psu.edu
Message-ID: <90104.004322SML108@psuvm.psu.edu>
Source record: 241726

Genesis allows one to create and graphically edit molecules in 3-d either with Stereotek glasses or with Anaglyph glasses. It also allows one to look at crystallographic data and modify it. It is currently available from Antic software and a new Atari program is in the works which is far more up to date and creates 512 color CPK drawings with a much better interface...

Scott
Feel free to bug me about my program in e-mail...

3533. Re: GEMINI & GDOS = Garbage in Console?

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 09:38:55 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000054@ux1.cso.uiuc.edu>
Source record: 241727

If you get macfonts.arc from somewhere (I got it at the Netherlands FTP), you can use monaco 9pt and a few others (courier now works) from that file with gemini. Then you don't need the Gemini fonts etc.

-- Greg

3534. Re: GEMINI > Console redirection

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 09:39:02 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000053@ux1.cso.uiuc.edu>
Source record: 241728

Sorry, I figured this out from the docs... Quick ST II has not
cured the incompatibility problem with Gemini... One of them
has to go...

-- Greg

3535. Looking for a Graphics Standard beyond ANSI VDI

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 11:07:23 UTC
From: tcamp@dukeac.UUCP
Message-ID: <1854@dukeac.UUCP>
Source record: 241729
Cross-posted to: unix-pc.general,comp.sys.ibm.pc,comp.sys.atari.st,comp.windows.x,comp.graphics

Looking for a Graphics Standard:

I have been developing for some time a project called "Space Flight Simulator." Up to this point I have been utilizing ANSI-standard VDI graphics routines because (a) an implemenation of the ANSI VDI standard exists on the Unix micro I have (AT&T Unix PC) and (b) I thought that it might be possible to port the routines over to other computers for which there are ANSI VDI implementations, such as the Atari STs. I have written my own implementation of (some of) the ANSI VDI routines for PC-type computers, utilizing Microsoft's QuickC.

The ANSI VDI standard does have some shortcomings, however. At least as implemented on my machines, (a) it does not allow me to write to a buffer (from which I can blit portions of the buffer to the screen), and (b) its mouse functions (vrq_locator() and vsm_locator()) do not allow me to poll the mouse to see if a button has been pressed: vrq_locator() waits until a button has been pressed, and vsm_locator() (actually shuts down my Unix PC but) is only supposed to give the current mouse coordinates with no information about buttons pushed. Moreover, (c) I'd like to try the program running on a workstation, possibly with X or MGR.

This leads me to question whether I should try to re-port the graphics routines to another standard. But there are problems here, too. (a) It can be argued that X is an emerging standard, but of course I don't need the whole panoply of X (servers, clients, etc.) -- all I really need is routines for graphics manipulation (lines, points, fonts, etc.) and mouse handling. (b) A similar problem would exist with MGR, although it has the advantage (to me at least) of having been ported to the Unix PC. In either case (c) I suspect that I would have to rewrite a graphics library for PC style computers based on either X or MGR.

So -- is there a limited set of X or MGR graphics/mouse routines that could be implemented on PCs, allowing me also an easy way to port my application to other computers, especially workstations? I'd like very much to hear from you on this.

Ted A. Campbell
tcamp@numen.bacchus.org
tcamp@dukeac.ac.duke.edu

3536. Gimme my Hard Drive back!

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 12:31:31 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3281@castle.ed.ac.uk>
Source record: 241730

I've just bought an STE. When I connected my hard drive to it all seemed to be going well for a while, then I realised my drive was being trashed as I was working! It was hopeless, the more I did, the more it trashed.

I re-connected the thing to my old ST (not a trivial task - it takes power from a leaad which must be connected to the ST's motherboard) but sure enough it really was trashed!

I put it back on my STE. I was a bit peeved at this point but I thought it'd at least give me a chance to re-format it with nice big partitions (TOS 1.4/6 can take bigger partitions that 16meg can't it?). Anyway I loaded up the format software (by GE-SOFT) and re-formatted, then re-partitioned. However no matter what I did it just wouldn't write any size of partition to the drive!

Back on to my STFM. Re-formatted, re-partitioned OK. My drive was up and running again!

Once again on to my STE. The drive autobooted, all partitions were there! So I saved a DESKTOP.INF file on the disk but to my horror it appeared as two rather random files taking up 11megs!

Can *anyone*, *anywhere* send me with a HD formatter that'll format a Seagate 157N drive, that works with the new TOS? I think it must be the format software that doesn't work, but I suppose it could be the driver software too (however, the drive is advertised as being STe compatible).

Eternal thanx,
-Mark.

3537. MFP and xbtimer

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 12:36:03 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3282@castle.ed.ac.uk>
Source record: 241731

Hi, before my HD trashed I had written a program to re-vector the Timer B interrupt using XBTIMER. It worked OK but at the end of the interrupt routine I had to clear the service bit by simply clearing the correct bit in the MFP register.

Is that how it's meant to be done? I'm just looking for a cleaner way of doing it - isn't it possible that the address of the MFP chip may change at some time in the future. Is there a way of finding out these addresses without taking them out of a book? Or are all the IO registers high in memory guaranteed never to change?

Thanx again,
Mark.

3538. Request for software

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 14:00:22 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3285@castle.ed.ac.uk>
Source record: 241732

Could someone possibly send me the STe control panel. I'd quite like the
UK one but a European one would do in the mean time.

Alos, could someone possibly send me Pinhead 1.6?

Thanks in advance,
Mark.

3539. Re: EPROM programmer wanted.

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 15:09:46 UTC
From: buggs@cup.portal.com
Message-ID: <28918@cup.portal.com>
Source record: 241733

Can someone tell me how to get the contents of a zoo'd file to a filename,
rather than the screen? I can't seem to get this one........

Ed June
buggs@cup.portal.com
Fido node 1:133/403

3540. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 15:51:06 UTC
From: swklassen@tiger.waterloo.edu
Message-ID: <1990Apr14.155106.2692@watdragon.waterloo.edu>
Source record: 241734
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
>
> Reading the articles that say how alike Amiga, Atari, and Mac users
>are:
>
> It would be nice if these users could all have one unified operating
>system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
>hard disks.) What does Apple have to lose by liscensing the Mac OS to
>Commodore and Atari?

What makes you think the rest of the world wants the Mac OS? If you want a unified operating system it would be much better to stick with UNIX. Contrary to popular belief UNIX does NOT require 4-8 meg of ram and 80+meg hard disks. (Especially if you leave out the on-line help.) I have seen very useable UNIX look-alikes (namely Minix) operate quite well on 1 meg machines (Atari 1040ST) with only 20 meg of the hard drive dedicated for it.

Even if you must reject UNIX, why should the unified OS be the Mac one? There are a number of reasons why people buy Amigas and Ataris instead of Macs. Here of some of them:

1. The Amiga or the Atari suits their given purpose better. Changing operating systems likely wouldn't affect this, so long as the hardware didn't change.

2. The Mac is expensive. If Mac liscenced their OS to Commodore and Atari, the Amigas and the STs would also become more expensive.

3. They don't like the Mac, hence they certainly don't want their Amiga or ST becoming more like it.

4. They don't like Apple Corp., hence they certainly won't want their purchase of an Amiga or ST to put money in the pockets of Apple.

(I won't tell you which one(s) of these were my reason(s)).

Of course some people would like the change - namely those who use their Atari or Amiga to emulate a Mac, but my opinion is that most people who want Macs purchase Macs, while those who want a computer to fill a given purpose(s) look more carefully and choose the computer which best fulfills their purpose(s).

Steven W. Klassen +----------------------------+
Computer Science Major | Support the poor...buy fur! |

University of Waterloo +------------------------------+

3541. Re: Nethack 3 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 16:16:25 UTC
From: techno@zelator.UUCP
Message-ID: <437@zelator.UUCP>
Source record: 241735

Could someone PLEASE put Nethack ST V3.0 (pl7) into comp.binaries.atari.st
(again ?). I only got pl3 and have no ftp access.

Thanks a lot in advance,

Frank

--
techno@zelator.UUCP

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

3542. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 18:43:23 UTC
From: eb1z+@andrew.cmu.edu
Message-ID: <Ya9qx=K00WBLI10Ftd@andrew.cmu.edu>
Source record: 241736
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

I think the Mac has a great operating system. In my opinion it is the best, But it is far from flawless and I can see where many users that have special uses for their computers don't need it and may not want it.

Lets not forget that it wouldn't necessarily be good for Mac users. Every time Apple developes a new machine it has a bug fix release of system software to make it work. Example IIfx and system 6.05. Apple will have a difficult enough time in trying to develope system 7.0 that works on the plus, the IIfx and everything in between. Imagine trying to maintain and ensure compatibility for machines from many companies with each company having many models. I think we would have a stagnate unchanging operating system like DOS where the lowest common denominator was the driving force.

Any way One World , One OS brings back horror memories of pre 1984 when IBM and DOS where king. I think all computer users can agree that we are all better off because of the competition. Competition breeds inovation. One world, One OS would breed stagnation.

Ed

3543. SPECTRE GCR GOODIES

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 19:07:48 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900414.13074410.031226@SFA.CP6>
Source record: 241737

This is a little long and Spectre GCR intensive. Page ahead if you are an 'ST only' computer user....

Greetings Spectre GCR users,

Some new toys have been released for the Mac which can be run on the ST. These are Grouch version 2.0, SoundMaster 1.4b2, and Cursor Animator 1.0b3 and can be found at LISTSERV@RICEVM1. All three go in the System folder and I'd kill for their availability for the "ST side". Grouch 2.0 animates the trashcan and needs to be doctored a bit before we can run it on our Spectre GCR. When you empty your trash, Oscar the Grouch lifts the lid and waves at you. He then returns to the can. On a real Mac, he sings, "I love it because it's trash." On the ST, we don't have the ability to play his SND song, but Oscar looks for the SND hardware anyway. This will lock up the Spectre. With ResEdit, operate on Oscar and cut out the SND resource. Oscar will now wave merrily to you when you dump your trash. Works PERFECTLY... By the way, if you have Sound Leech, you can pull the song out and save it for use in other toys. If you want Oscar to make noises, read the next paragraph.

IF YOU HAVE SYSTEM 6.0.4, then Oscar can sing to you, your ST can do hourly chimes, and icons/windows can sound off when they open and close via SoundMaster 1.4b2. 6.0.4 has some new routines, which, in spite of a rumor that continues to kick around, works great on the ST. (One little glitch with 6.0.4 and Spectre 2.65 is that toggling between a Mac 512e and a Mac Plus seems to be funny. KeyCaps indicates a toggle via the ALT/+ combo but doesn't seem to show when using the function key toggle via the help page. MacEnvy and Felix also don't see the toggle. Doesn't seem to affect my programs, though.)

SoundMaster 1.4b2 allows you to sound off with virtually ANY desktop function that you do, provided you are running System 6.0.4. My ST is giggling, growling, and chiming. Sort of unnerving. During the hour, the computer chimes the time--very distinquished. I have always wanted a Grandfather's clock, never could afford one. I have a real rich sounding digitized chime and one would think that the Grandfather's clock is in the room. GREAT!

A bug, or is it a feature, in SoundMaster will cause some frustration, even on a real Mac. When you set up your sounds, do not close up yet. With the SoundMaster window still open, click on the System Folder and look for a SoundMaster Settings file, if one exists. Delete it. When you close your SoundMaster window, a new settings file will be written. If an old one is there when you change your settings, then upon a new bootup, your settings will be done away with. OUCH... So, first open SoundMaster, then open the System Folder and delete the old settings file.

Another bug seems to exist on the STARTUP sound option. It hangs Spectre and also hangs some real Macs. Don't use it. In spite of

these bugs, SoundMaster is neat to use, especially for the trashcan. If STARTUP is real important to you, I'd bet that the older SoundMaster CDEV will not duke it out with the new one, if you select ONLY the STARTUP sound on the old one. Haven't tried that out. Run both and see what happens.
Cursor Animator 1.0b3 is really slick and I wish that we had it for the ST side. Imagine the busy bee on the ST replaced by any symbol that you want, and animated at that. Well, we have it for the Spectre GCR. Now, whenever the computer is busy, loading a file or whatever, I have my choice of many many animated cursors. There is a circling radar, a grid race, a grinder, and many more. I even created, via ResEdit, a scrolling Fuji and flashing Gadgets Logo cursor!!!
These are some really neat toys. I would send them to whomever wants them but our mainframe corrupts transmissions even on encoded files. They are available at LISTSERV@RICEVM1. ... and as usual, thanks to Dave Small for making Spectre GCR so compatible with the real thing.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3544. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 20:09:49 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990Apr14.200949.11149@agate.berkeley.edu>
Source record: 241738

Steven Grimm writes:
>Personally, I'd like to see Dumas uud hacked to take multiple filenames
>on the command line instead, but it's no problem for me to use the proposed
>filenames if people prefer that.

Here's two scripts that I use to extract and assemble uuencode articles.
This comes as is ... as for documentation UTSL (use the source luke)!
I pipe articles from Rn directly into uupart. Later, a assemble the
parts with muu. This works for me because I never get anything in the
right order.

BTW, this is just a hack that happens to work on every file I've tried
it on.

Eric

```
-----
uupart
-----
#!/bin/sh
# save uuencode parts in the right place

uufilename ()
{
awk '($1 == "begin"){if ($2 == "part") print $4; else print $3}' $1
}

strip ()
{
awk '
($1 == "begin" || $1 == "table") {flag = 1}
{if (flag == 1) print}
($1 == "include" || $1 == "end") {flag = 0}
' <$1 >$2
}

T=/tmp/uupart.$$
trap "rm -f $T*; exit 0" 0 1 2 3 15

cat - >$T
strip $T `uufilename $T`

-----
muu
-----
#!/bin/sh
# combine multiple uuencoded files
```

```
uuoutput ()
{
awk '($1 == "begin" && $2 != "part") {print $3}' $1
}

nextfile ()
{
awk '
($1 == "include") {print $2; exit}
' <$1
}

body ()
{
awk '
($1 == "include") {flag = 0}
{if (flag == 1) print}
($1 == "end") {flag = 0}
($1 == "begin") {flag = 1}
' <$1 >$2

}

header ()
{
awk '
($1 == "table") {flag = 1}
($1 == "begin") {print "begin 777 "$3; exit}
{if (flag == 1) print}
' <$1 >$2
}

T=/tmp/muu.$$
trap "rm -f $T*; exit 0" 0 1 2 3 15

NEXT=${1?"requires name of first part"}
DIR=`expr $NEXT : '\(.*\)/.*' \| '.'`
NEXT=`expr //$NEXT : '.*/\(.*\)'`

OUT=`uuoutput $DIR/$NEXT`
if test ! "$OUT"; then
echo "$NEXT doesn't contain the output file name"
exit 1
fi

header $DIR/$NEXT $T.uu
while test $NEXT
do
echo processing $DIR/$NEXT
body $DIR/$NEXT $T
cat $T >>$T.uu
NEXT=`nextfile $DIR/$NEXT`
done
```

```
uudecode $T.uu
```

Eric
ericco@ssl.berkeley.edu

3545. CX80 Trak-Ball modifications??

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 20:16:32 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9004142016.AA19513@lonex.radc.af.mil>
Source record: 241739

I know I once saw a file explaining how to modify an atari CX80 trackball so that it could replace the mouse on the ST on the net sometime last year. If someone has this information could you please E-mail it to me? I have seen two other text files for mouse-balls, but one dealt with the CX22 Atari trackball and the other was for a Wico trak-ball. This is the Older atari trackball that has two identical firing buttons. It is intended for the game machines. Please help, I am frustrated at having finally found one these gems, and now can't find the article!

3546. What I want to know is... (was One world, One CPU, One OS)

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 21:41:40 UTC
From: demon@desire.wright.edu
Message-ID: <101.262752c4@desire.wright.edu>
Source record: 241740
Cross-posted to: comp.sys.mac,comp.sys.atari.st,comp.sys.amiga

Thanx for all the good input (and output)! I guess the gist of my post (which wasn't really as clear as I intended :) should have been "why can't these three companies come up with a common base operating system?" It wouldn't have to be Mac OS (I used that as an exampl), or any existing OS. With the MS-DOS world (ugh) breeding like rabbits, you'd think these three companies would be eager to increase the customer base for their products. The market for MS-DOS supports cheap clones, high priced clones and high priced IBM's. There's no reason to think the 68k world with a common OS wouldn't be the same. Already it is segmented into niches by cost and application. Price/power users with the Atari, multitasking/power with the Amiga and almost multitasking/(high priced) power with the Apple. I'm sure a lot of people go with Apple's because of the name, just like in the IBM world. Without a common OS, one (or two) of the current 68k lines will not be around in 5-7 years. We can argue about which machine is better, but that is not my point, all three lines are good machines or they wouldn't still be around. So, Apple, Atari, Commodore: why can't you get your act together for the benefit of your customers?
For myself, I'll be buying a 386 clone this year since I can get one with 1 meg ram, VGA display, 60 meg hard disk and 1.44 floppy for around $1600. You can't even buy a 2-floppy Mac SE for that price, much less a base Mac II. I could go with the ST or Amiga, but I use Mac's and DOS machines at work and WSU and have lots of software for these machines. So...because Apple is too shortsighted about their profit margins, they lose a customer. There are 3rd party programs that would let me run Mac or DOS software on ST's and Amigas, but working with software emulation is not what I want.
How about us as customers? What are the good points of the OS we use? What from other OS's would we like?
I'll start off by saying TRUE multitasking on the MAC.

Brett Kottmann
demon@wsu.bitnet

(P.S. thanx everyone for keeping this as a discussion and not a "my machine is great, yours sucks" thread.)

3547. Gemini 1.1 Docs in English

Newsgroup: comp.sys.atari.st
Date: 1990-04-14 23:56:52 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <776@ncs.dnd.ca>
Source record: 241741

I have translated the docs for Gemini 1.1 (Gemini, Venus and Mupfel) from German into English but will not post them unless:

a. There is interest

b. A few days go by without objection by the authors of Gemini.

It may be that they feel this would reduce the number of people ordering Gemini from them; I personally feel that understandable docs will acquaint more users with the program and increase the revenue. However, I don't even know if the release of the program was to the authors' liking. Not long ago one of them expressed his horror that a non-translated version should be distributed to North America and his surprise that version 1.0 had been released at all.

Any feedback would be welcome. PS docs include translation for clipbrd.doc.

Bob
--

Bob

3548. recent lharc v1.13 sources

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 03:01:03 UTC
From: johna@van-bc.UUCP
Message-ID: <320@van-bc.UUCP>
Source record: 241742

I just got around to pulling apart some recently posted binaries and sources. One that got my attention was the lharc binary (not compressed). Despite being slower than any other compression program I've seen, it won my heart since it will compress files more than any other program that I have for the ST. And the sources were supplied too? Couldn't be better.

Unfortunately, it will not extract it's own source files. Lharc itself insists that there are no files in the archive. Two extraction programs, unlzh and lhxarc, find files, but since the directory separators are forward slashes (/) rather than the repugnant back slashes (\), the two programs just create (and overwrite several times) junk files.

Great, a simple problem that I could fix myself, if only I had the sources... Is it really that difficult to substitute \ for / while extracting and / for \ when archiving? An old unsharing program that I modified (and posted a long time ago) was able to do it, and if I can do it, anybody can.

Can I ask for a re-post of the sources (fixed or not) that can be extracted on an ST? Or does everybody in the world do all their extractions on *n*x?

Thanks
--
John Altstadt, 6135 Carson St., Burnaby, B.C., CANADA, V5J 2Z8
NET: ..!ubc-cs!van-bc!johna || ..!uunet!van-bc!johna || johna@wimsey.bc.ca
CIS: 76066,1015 || 76066.1015@compuserve.com (via INTERNET)

3549. CALL FOR INFORMATION: Atari parts vendors

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 09:00:54 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <17256@eagle.wesleyan.edu>
Source record: 241743

I am interested in purchasing some parts for my Atari 1040ST, such as the connector which goes from the keyboard to the motherboard and an experimenter's card for the cartridge slot. If you know of any mail-order houses that carry ST parts, please mail me their address and relevant information (what parts they carry, prices if known.) Mail directly to me and I will summarize to the net. If a list of this information has already been compiled, would someone be kind enough to mail it to me?

Thanks in advance,
nick

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3550. OVERSCAN INFO

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 09:38:43 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000055@ux1.cso.uiuc.edu>
Source record: 241744

Could someone who has done the overscan mod to their 1040ST
please mail me... I have some questions. I tried it today,
but all I get is a black screen on flip... and bit 5 of
my HD is always 0... That may be a fault in my solder, but
I redid it twice.

-- Greg

3551. Re: GEMINI > Console redirection

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 10:52:58 UTC
From: alderaan@tubopal.UUCP
Message-ID: <1368@sissy.tubopal.UUCP>
Source record: 241745

cs325ec@ux1.cso.uiuc.edu writes:

> Another Gemini problem: none of my TOS/TTP executables seem to output
> their information into the console window. They all run as normal,
> royally messing up the screen as it scroles apparantly without the
> Shell knowing of it. Anyone have this problem?

Yes, I have this problem like all GEMINI users with software screen speeders may have. My workaround : Install the .T?? as an application with telling GEMINI to close its windows. No further messing-up, but the ouput still goes to the root window.

Another problem : .T?? programs always seem to write their output to the directory the program is in, NOT the one you have in your top window at your GEMINI desktop. GEMINI seems not to change the current dir like it does before launching .APP and .PRG files. Is there any setup I missed ? For now, I rename all .T?? files to .PRG with installing them as an application expecting parameters. But I think there should be antother solution.

-thomas

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOFBI (PDP/VAX)| ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

3552. Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 12:29:01 UTC
From: alderaan@tubopal.UUCP
Message-ID: <1371@opal.tubopal.UUCP>
Source record: 241746

Hi,

there seems to be a severe bug in GEMDOS 0.23's Dcreate() Call (TOS 1.{4,6}).
If you have a file with a given name somewhere on your disk and you create a
directory with the same name at the same path location, this Dcreate call
completes SUCCESSFUL ! This won't happen with the GEM desktop, because there
the existance of a file with the same pathname as requested for the new folder
is checked before calling GEMDOS. BUT, {GEMINI, gulam, NeoDesk?, ...} users,
please be careful !!!
Because of the successful Dcreate (), the file, however, will be clobbered
by this operation. Even the FAT will be consistent (clusters of the dead file
will be released correctly). No chance for recovery.

I'm going to patch this bug by telling GEMDOS to do the check itself. To
realize this, I have to write some reentrant GEMDOS code. Is there anybody
out there remembering the discussion about this subject several months ago ?
Someone posted a trick to make GEMDOS a bit :-) reentrant (if my memory
serves me right, something has to be added to the SP after each call) ...
Could someone repost this article or send it by mail (BITNET preferred) ?

Thanks -thomas

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOFBI (PDP/VAX)| ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

3553. Re: GEMINI > Console redirection

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 13:21:25 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr15.132125.15870@ux1.cso.uiuc.edu>
Source record: 241747

I think the fact that TOS/TTP programs under Gemini run in the current dir is a feature, not a bug. When I type arc v xxx, I dont want to have to type ~/xxx as a parameter.

-- Greg

3554. Re: OVERSCAN INFO

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 13:22:19 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr15.132219.15986@ux1.cso.uiuc.edu>
Source record: 241748

OOPS, seems the hard drive just had to warm up first...

-- Greg

3555. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 16:06:42 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr15.160642.28299@wam.umd.edu>
Source record: 241749

alderaan@tubopal.UUCP (Thomas Cervera) writes:
> I'm going to patch this bug by telling GEMDOS to do the check itself. To
>realize this, I have to write some reentrant GEMDOS code. Is there anybody
>out there remembering the discussion about this subject several months ago ?
>Someone posted a trick to make GEMDOS a bit :-) reentrant (if my memory
>serves me right, something has to be added to the SP after each call) ...
> Could someone repost this article or send it by mail (BITNET preferred) ?

This sounds like the trap handlers I posted a while back.

The "fix" I posted was a rewrite of the Bios and Xbios trap handlers
for use with Sozobon C. The specific use in my case was so I could call
Setscreen from a process termination handler, so that the screen would get
put back to normal regardless of how the program terminated (i.e., even
if an exception occurred).

I posted a GEMDOS trap handler too, but that was an unfortunate oversight
since (as several people pointed out) you can't call the GEMDOS from a
process termination handler.

In other words, the trap handlers were mostly a fix to Sozobon, not an
attempt to make the GEMDOS more reentrant.

Dave Baggett
dmb@cscwam.umd.edu

3556. Re: Gemini 1.1 Docs in English

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 16:51:11 UTC
From: buggs@cup.portal.com
Message-ID: <28963@cup.portal.com>
Source record: 241750

PLEASE *do* poST the English docs!

I wish there were English docs for ST Turbo C, I'd buy that one for sure!

Ed June

buggs@cup.portal.com
Fido node 1:133/403

3557. Quick ST demo problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-15 16:51:26 UTC
From: clark@mshri.utoronto.ca
Message-ID: <9004151651.AA12525@lash.utcs.utoronto.ca>
Source record: 241551

I have the demo version of Quick ST 1.8 and am having problems with Flash, v1.51. About 90% of my ST time these days is spent in Flash, logged onto a VAX running VMS. The problem is that I get extra cursors dropped on the screen at various places. (They don't blink, but sit there as black rectangles.) It averages 1 - 2 per screen when I am reviewing text, such as reading mail, but get one between almost every word when editing with EDT. Is this a common problem, or is this something peculiar to my setup? I have a 520 STm, about 4 years old, upgraded to 1 meg, containing the following programs in the AUTO folder in the indicated order:

foldr100
fatspeed
pinhead13
spool (64K print spooler from the Abacus book Tricks'n'Tips)
universe (Universal Item Selector I)
maccel2 (mouse accelerator and screen blanker from Atari)
quickstm
quickstc
startgem (for Neodesk)
clkset

At the recent Toronto Atrai Confederation show I spoke to someone at the Branch Always booth (the people who make Quick ST) describing this problem that I had had with an earlier version of their then shareware demo. He assured me that the problem of dropping decoy cursors had been fixed. It just makes me wonder...

Steve Clark

clark@mshri.utoronto.ca (Internet)
sinai@utoroci (Netnorth/Bitnet)

"Nothing in biology makes sense except in the context of evolution."

3558. Request for Opinions

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 01:32:31 UTC
From: stewart@xyplex.com
Message-ID: <9004160432.AA29646@xap>
Source record: 241552

I'm considering some additions to my 520ST system and would appreciate
opinions (preferably from experience) on my tentative selections.

1. 2400-baud modem - SupraModem 2400.

2. Double-side floppy drive (yes, I'm suffering with a single,
single-sided drive - Master 3S from Konyo International.

3. C compiler, etc. - Megamax Laser C and Laser source debugger.

Thanks,

Bob

Bob Stewart (rlstewart@eng.xyplex.com)
Xyplex, Boxborough, Massachusetts
(508) 264-9900

3559. Subgroups in the comp.sys.atari.st newsgroup

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 03:53:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9004160704.AA02650@ucbvax.Berkeley.EDU>
Source record: 241553

AS an Internet uswer I'm not sure if my input means anything because of the differences in the way Usenet and Internet operate.

However, I would like to vote for keeping everything in one newsgroup. I find that the volume of material that I have to dredge through to extract useful nuggets is not unduly large. It is true that we get quite a lot of nonsense on some topics. It is, however, easy enough to cut some of it off by sending the offender a nastygram directly if he gets too obstreperous.

In any scheme that is devised there will be a certain number of sociopaths who will clutter up bandwidth for the sake of seeing their names in print.

The people who are sensitive to the bandwidth issue (such as Steve Grimm) are perhaps being overly tender on the subject. I think the people who run the nets (MILnet, NSFNET, etc) know what is going on and are willing to accept a certain amount of wasted verbiage in exchange for a modest amount of solid communication. It seems tru that the Atari newsgroup does a disproportionate amount of verballizing, but the occasional offender seems to lose interest fairly quickly. There is a solid core of people who get real value from the exchanges and, if we err on any side I think it should be on the side of excess information rather than shortage.

John Barnes - JOHNBARNES@ENH.NIST.GOV

3560. UUCP Impelmations

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 04:39:04 UTC
From: bbs00021@uafcseg.uucp
Message-ID: <4068@uafhp.uark.edu>
Source record: 241554

Greeting all.

I am looking for a reliable implementation of uucp for the Atari ST line. I understand that there are some bbs programs that have uucp ability, but I would rather something that is usable from the gem desktop. I know of mailtruk, but I also need to be able to unbatch and read news. If anyone has any info please send all replies to a friends account listed below.

caine@cs.albany.edu
caine@cssun.uucp

Thank you.

John Bunch.

3561. Re: color on mono monitor

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 08:20:05 UTC
From: techno@zelator.UUCP
Message-ID: <439@zelator.UUCP>
Source record: 241555

>>resolutions with gray scales. Anyone have any info on this (doc, difficulty)?
>> Any help would be greatly appreciated.
>> -Todd

>The company's name is iks, maybe one of the European readers can leave an

The adress is:
iks
Schoenblickstr. 7
7516 Karlsbad 7
West Germany

Prices are as follows:

Complete conversion of your monitor: DM 249.-
Kit with all parts soldered on and german manual: DM 149.-
Empty board including all parts and german manual: DM 129.-

including utility software

postage and packing DM 5.-

THEY claim: 100% software compatible, industrial quality

Payment from outside West Germany only via cheque

By the way, they have a voice line (if you speak german :-)):
049-07202-6793 *after* 18.00h local time

Hope this helps,
Techno

--
techno@zelator.UUCP

Nothing that's real is ever for free, you just have to pay for it some-
time. (Al Stewart)

3562. Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 12:34:17 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <4797@jhunix.HCF.JHU.EDU>
Source record: 241556

I don't know if anyone is still following the Phantom Typist thing, but for the first time in four years of Atari ownership, without changing my usual software habits in the least for at least 6 mos, I managed to get it to show it's ugly head (OK, it showed it's ugly head of its own free will).

The interesting thing is that I know exactly what I did differently, and this definitely suggests a solution. I was feeling too lazy to use the mouse, so I went flipping through folders, then around the menu bar of Word Writer 2 using the Alt-arrow keys. Didn't take long before the thing started to go bezerk. I also noticed that although the keys weren't responding right, the last two or three characters I typed would appear if I wiggled the mouse.

Anybody come to any conclusions on this thing? Or is the general consensus that this is a dead issue?

Eric

3563. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 15:08:24 UTC
From: amanda@mermaid.intercon.com
Message-ID: <1990Apr16.150824.23060@intercon.com>
Source record: 241557
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Children, Children!

Let's not get into this argument YET AGAIN, OK?

If we all stay in our own sandboxes, we'll all have more fun :-).

--
Amanda Walker, InterCon Systems Corporation
--
"Y'know, you can't have, like, a light, without a dark to stick it in...
You know what I'm sayin'?" --Arlo Guthrie

3564. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 15:58:31 UTC
From: lord_zar@ucrmath.ucr.edu
Message-ID: <5512@ucrmath.UCR.EDU>
Source record: 241558
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <1990Apr16.150824.23060@intercon.com> amanda@mermaid.intercon.com (Amanda Walker) writes:
>Children, Children!
>
>Let's not get into this argument YET AGAIN, OK?
>
>If we all stay in our own sandboxes, we'll all have more fun :-).
>
>--
>Amanda Walker, InterCon Systems Corporation
>--
>"Y'know, you can't have, like, a light, without a dark to stick it in...
> You know what I'm sayin'?" --Arlo Guthrie

Yes, but then we won't meet anyone new ;-) since programs (for the Amiga) are out than can convert between Messy-Dos and Amiga and MacNTras---ahem, Macintosh ;-) it's only logical (when was business ever that way? ;-) that different systems, ie IBM PS/200 Atari XZ Mac iiYZ and Amiga300,000 will eventually have file formats close enough, or the same, while retaining their own distinctive (sometimes infamous ;-) features.
keep hoping, but only for file formats ;-)

Wayne

* // Only /\ Lord Zar,Commander Of All He Surveys *
*\\ // /--\MIGA (and hater of spaces near commas.) *
* \X/ Internet: lord_zar@ucrmath.ucr.edu QuantumLink & Portal: Lord_Zar *
* "The only good long .signature is a dead one!" --Me (The new,shorter .sig!) *

3565. Re: DA's and Curses

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 16:00:22 UTC
From: steve@thelake.mn.org
Message-ID: <A1477121168@thelake.mn.org>
Source record: 241559

[In article <16988@eagle.wesleyan.edu>,
ncastellano@eagle.wesleyan.edu writes ...]

> In article <A1248990348@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>> char path[128], defult[13];
>> defult[0] = '\0';
>> int button;
>
> Again, Sozobon didn't seem to like this. I had to move the "int button;" up
> above the "defult[0] = '\0';". After that it worked fine. Did this compile
> on your machine or was it a last-second change made while posting it?

Oof! Hit again by my own compulsion to make just ONE LAST CHANGE before I
let go of a posting ....

> Anyway, please continue to post source code examples, they are very
> informative and useful.

And if they'd compile, they'd be even better, eh? ;-}

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3566. Cartridge Port Pinouts

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 16:29:41 UTC
From: totty@m.cs.uiuc.edu
Message-ID: <7500016@m.cs.uiuc.edu>
Source record: 241560

Does anyone have any information on the ST ROM Cartridge port?
(specifically the pinouts). The pinouts seem to differ from what
is indicated in the Abacus Atari ST Internals book. Also, what
kind of signals are generated on a read for control purposes?

--- Bri

/ Brian Totty o o
/__ __ o 406 E. Michigan / Apt. 6 o
/ / / / Urbana, IL 61801 _/ "We have corn in
/__/ / / totty@cs.uiuc.edu Massachusetts too!"

3567. Re: STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 19:14:06 UTC
From: david@bdt.UUCP
Message-ID: <2168@bdt.UUCP>
Source record: 241561

In article <5813@jarthur.Claremont.EDU> dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:
>Is anyone using the new terminal program STalker? It sounds like a nice
>program, but I was wondering if it had good VT-100 emulation, and if it
>could keep up with 19200 baud.
>
>Dan Crevier
>dcrevier@jarthur.claremont.edu

I like Stalker because it works with VSH and lets me have several MT C-Shell command windows and my analog clock and my load monitor graph accessories all running at the same time while I'm logged in someplace.

Stalker has minimal ANSI support and the latest version has a little bit more VT-100 attribute stuff. I tell my Unix system that Stalker is a VT-100 and it works, but not all the "pretty" stuff works.

It has a big buffer so 19.2 would probably work, but no GEM based terminal is going to really "keep up" at 19.2 because there is no way to draw characters into a GEM window legally as a well-behaved desk accessory at 19.2 K baud.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3568. Overscan in 60 hertz and Multisync Monitors.

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 19:20:55 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <7731@sbcs.sunysb.edu>
Source record: 241563

A friend of mine recently did the Overscan mod to his Mega, and I was wondering if there is a new version (we have 1.6) that will work in 60 hertz so our screens won't flicker. Also, does anybody know of a good and cheap multisync that would work well with Overscan, what should the maximum resolution of the monitor be? We would like to use the monitor in color and mono. Does anyone have that video50.prg that was supposed to come with Overscan? It was not in the archive on terminator, if someone does have it, could they send it to me and any new information on Overscan. Thanks alot!

-Michael Rose

3569. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 19:32:10 UTC
From: apratt@atari.UUCP
Message-ID: <2148@atari.UUCP>
Source record: 241562

alderaan@tubopal.UUCP (Thomas Cervera) writes:
>there seems to be a severe bug in GEMDOS 0.23's Dcreate() Call (TOS 1.{4,6}).
>If you have a file with a given name somewhere on your disk and you create a
>directory with the same name at the same path location, this Dcreate call
>completes SUCCESSFUL!

I can't make this happen.

```
#include <osbind.h>
main()
{
int fd;
long err;

fd = Fcreate("silly",0);
Fclose(fd);
err = Dcreate("silly");
printf("err is %ld\n",err);
exit(0);
}
```

prints "err is -36" (EACCDN, access denied). I'm using TOS 1.4's GEMDOS.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3570. Re: Uniterm version numbers

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 20:20:56 UTC
From: viljanen@cs.Helsinki.FI
Message-ID: <4954@hydra.Helsinki.FI>
Source record: 241564

In article <1990Apr2.143946.23692@bath.ac.uk> exspes@bath.ac.uk (P E Smee) writes:
>In article <9003290806.AA08256@ucbvax.Berkeley.EDU> S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes:
>>I checked my version of Uniterm today after all the discussion that has been
>>going on, and my version is 2.0e 010. Is that the highest there is?
>>
>>Have I got a rarity? Should I have it insured?? :-)
>
>Far as I know, that is the highest existing version.

Funny, I just ftp'd Uniterm 2.0e 011 from tukki.jyu.fi.
And it doesn't work properly, namely the YMODEM downloading
acts strange. I was much happier with the 002 version I had.

>Paul Smee, Computing Service, University of Bristol, Bristol BS8 1UD, UK
--
"""

Lea 'LadyBug' Viljanen ____ University of Helsinki, Finland
viljanen@finuha.bitnet \ / . ' Dept. of Computer Science
viljanen@cs.helsinki.fi \/ |_ ' All this and brains too'

3571. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 20:47:05 UTC
From: pa1562@sdcc13.ucsd.edu
Message-ID: <9745@sdcc6.ucsd.edu>
Source record: 241565
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Monothink is good.
Just have faith in the single thought process.
Remember your soma ....

3572. Small Unix for Small systems? (Was: One world, One CPU, One OS)

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 21:51:11 UTC
From: mwm@raven.pa.dec.com
Message-ID: <MWM.90Apr16145111@raven.pa.dec.com>
Source record: 241566
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <1990Apr14.155106.2692@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:

Contrary to popular belief UNIX does NOT require 4-8 meg of ram and 80+meg hard disks. (Especially if you leave out the on-line help.) I have seen very useable UNIX look-alikes (namely Minix) operate quite well on 1 meg machines (Atari 1040ST) with only 20 meg of the hard drive dedicated for it.

Ho hum. I've seen _real_ Unix run on smaller machines - 256K and a 10 meg disk. I've seen clones run on _much_ smaller machines - say 32K and a single floppy.

The problem with all these is that they are v6 or v7 Eunices, not anything modern. Missing things like process control, networking, modern tty drivers, windowing systems, etc. Adding those things adds a lot to the size of the system. Worse yet, adding the necessary parts to the kernel to support those things adds a lot to it's complexity. That's why the clones tend to be v7-oid clones, and not 4.3 or Vr4 clones.

Of course, you _can_ run a full-fledged, modern Unix system in 1 meg of real memory and 20 meg of disk (but not the 256K version I used to run on PDP 11s). However, you won't be very happy. The kernel will probably run 300K or more; leaving 700K of real memory for your applications. The window system server eats up about as much space as the kernel, and simple applications about 2/3rds that. In other words, you're going to have trouble getting the kernel, window manager & two terminal windows in memory. Now add a large application (emacs, or a postscript previewer, or some such), and your system is going to be going to the disk a lot. Not much fun. But you probably don't have a windowing system, as the X11R4 binary distribution is ~40Meg, not including most of the user-contributed software.

The 4-8meg/80meg of disk claim isn't a minimum to run Unix; it's a minimum to provide the kind of environment that Amiga users are used to (I don't know the Atari, so I don't know what users are used to; I don't think an off-the-shelf Unix system is capable of providing the kind of environment that Mac users are used to, unless it's from Apple). But unless you are a rabid Unix fan, you probably aren't willing to give up windowing and multiple shells and the like just to get Unix.

I'd be glad to have a counterexample. A fully functional Unix system, complete with window manager, SLIP, UUCP, cron daemon, and the ability

to provide reasonable perforamance to both an editor, a terminal and multiple trivial applications (xsnap, xclipboard, xwd and xmessage, for isntance) at the same time as all the above are running (hint: choose something with shared libraries - they help a lot!). Make it all fit in 1 or 2 meg of memory, and run from 30 meg of disk (that seems to be the new "smallest" disk).

<mike

--
All around my hat, I will wear the green willow. Mike Meyer
And all around my hat, for a twelve-month and a day. mwm@relay.pa.dec.com
And if anyone should ask me, the reason why I'm wearing it, decwrl!mwm
It's all for my true love, who's far far away.

3573. MacIntosh Emulators

Newsgroup: comp.sys.atari.st
Date: 1990-04-16 23:26:36 UTC
From: davemc@rtech.Ingres.COM
Message-ID: <5260@rtech.Ingres.COM>
Source record: 241567

Hi,

As a new owner of an Atari ST, I've got a few questions:

1) (of major concern (-:) to justify the expense, I need to find a copy
of Adventure (yeah, the old text only adventure game). Anyone got a suggestion?

2) My company uses Mac's for almost everything (except Email). Could
someone provide me a comparison of MAC emulators and/or point me to
such a beastie? (I bought an Atari because I prefer it; I'd like to
cross my files over (particularly things created in POWERPOINT) for work.)

3) Is anyone aware of a DISPLAY POSTSCRIPT type of program for Atari?

Thanks for the help. While I can talk Unix and VMS all day, I am definitely
not Atari literate (yet). I promise to educate myself as fast as possible,
with ya'll help.

Dave McAllister
davemc@badger.ingres.com

* My opinions are my own, nobody here listens to me either *
* Memory configuration in use: write-only *
* The ultimate home computer: Calvin powered, Hobbes user interface *

3574. Request for 1MEG SIMMS pinouts

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 01:35:00 UTC
From: WSCART01@ULKYVX.BITNET
Message-ID: <9004170221.AA28185@jade.berkeley.edu>
Source record: 241568

(Sorry if this is a resend but i'm not sure is my mailer works)

I've been hearing a lot about SIMMS chips. That it might be relatively easy to install and use for ST memory. Just realizing that 1 meg simms chips can be picked up for around $60 (U.S.) as opposed to 8-1meg dram chips for 8*$10 hints at their usefulness. The point i am getting arround to is: Just how easy are these thing's to install?
I would also like for someone to mail/post the pinouts of a 1 meg simms chip.

Stuart Carter
University Of Louisville
Physics Dept.

3575. Re: Request for Opinions

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 02:45:22 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004170242.AA28927@fsucs.cs.fsu.edu>
Source record: 241571

In article <9004160432.AA29646@xap>, stewart@xyplex.com (Bob Stewart) writes:
>I'm considering some additions to my 520ST system and would appreciate
>opinions (preferably from experience) on my tentative selections.
>
> 1. 2400-baud modem - SupraModem 2400.

Good choice. Best hundred bucks I have spent.

>
> 2. Double-side floppy drive (yes, I'm suffering with a single,
> single-sided drive - Master 3S from Konyo International.

I would try to verify that the drive can format out to 85 tracks. You
would probably never want to do it, but the 82 track/10 sector twisted
format is nice. Beware of drives that make a funny click when reading
past track 80. Also, you might want to check out the Blitz cable copier.
It should work with one single and one double sided (you could probably
only copy single sided disks, but it's better than making it an ashtray).

>
> 3. C compiler, etc. - Megamax Laser C and Laser source debugger.

You might wish to try one of the PD offerings: Sozobon and GNU C. They
might not work on a 520 though. Also, Prospero C is ANSI standard, and
they are really good about supporting their stuff. Were I in your position,
I would probably expand memory to 2.5 megs and give myself the option of
using Sozobon or Gnu C. The extra memory is really nice, I have a Mega2ST
and could not imagine not having at least 2 megs on an ST! If I could find
a really reliable way to do it, I would expand to 4 megs in a second.

>
>Thanks,
>
> Bob
>
>-----------
>Bob Stewart (rlstewart@eng.xyplex.com)
>Xyplex, Boxborough, Massachusetts
>(508) 264-9900

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |

```
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+-------------------------------------
-------------------------------------------------------------------------
```

3576. Re: Cartridge Port Pinouts

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 03:33:51 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1624@lzsc.ATT.COM>
Source record: 241574

In article <7500016@m.cs.uiuc.edu>, totty@m.cs.uiuc.edu writes:
>
>
> Does anyone have any information on the ST ROM Cartridge port?
> (specifically the pinouts). The pinouts seem to differ from what
> is indicated in the Abacus Atari ST Internals book. Also, what

view top: leftmost pin is number 2
2 = +5
4 = d15
6 = d13
8 = d11
10 = d9
12 = d7
14 = d5
16 = d3
18 = d1
20 = a15
22 = a14
24 = a9
28 = a10
30 = a4
32 = a3
34 = a2
36 = a1
38 = gnd
40 = gnd

view bottom left is pin 39

39 = gnd
37 = lds
35 = uds
33 = rom4 (a16)
31 = rom3
29 = a11
27 = a5
25 = a6
23 = a7
21 = a8
19 = a13
17 = d0
15 = d2
13 = d4
11 = d6

9 = d8
7 = d10
5 = d12
3 = d14
1 = +5

Its too late to describe the electrical operation.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3577. Foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 05:13:05 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6233.262a6da1@umiami.miami.edu>
Source record: 241572

Where can i get a copy of FOLDRXXX.PRG?

I can't seem to locate it in the archives at panarthea..

Any help appreciated..

```
-------------------------------------------------------------------------
| Franklin E. Rachel | Internet: Dnd15j9z@Umiami.Miami.Edu |
| University Of Miami Comp Sci. |-------------------------------------
-----------------------------------| St Supporter For 4 Years |
----------------------------
```

3578. RE: Test...

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 07:02:02 UTC
From: JADCZYK@FRCPTM51.BITNET
Message-ID: <9004170701.AA25689@ucbvax.Berkeley.EDU>
Source record: 241573

THEY are, and now you given THEM a thread...

3579. GEM to PS converter

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 08:52:13 UTC
From: jvl@idca.tds.PHILIPS.nl
Message-ID: <1026@ssp18.idca.tds.philips.nl>
Source record: 241577

Hi,

I am looking for a GEM-to-PostScript converter, or a good description of
a GEM-file.
If you have a PD or Shareware converter, the name of a commercial program or
a description of a GEM-file, please e-mail me on the address shown below.

Thanks in advance,

Jan

DISCLAIMER: Unless otherwise stated, the above comments are entirely my own

Jan van Loenen Internet jvl@idca.tds.philips.nl
Philips Information Systems UUCP ....!mcvax!philapd!jvl

3580. Zoo output to file (Was: Re: EPROM programmer wanted.)

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 08:59:16 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2101@laura.UUCP>
Source record: 241575

In article <28918@cup.portal.com>, buggs@cup.portal.com (William Edward JuneJr) writes:
|>Can someone tell me how to get the contents of a zoo'd file to a filename,
|> rather than the screen? I can't seem to get this one........

You can use io redirection, e. g. "zoo l foo.zoo >bar" writes the table of contents of foo.zoo to the file bar.

If your shell (or the GEM desktop) does not handle io redirection correctly (I think Gulam doesn't) use Arcgsh to get the listing. It works.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3581. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 09:16:50 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2102@laura.UUCP>
Source record: 241576

In article <4797@jhunix.HCF.JHU.EDU>, rick@jhunix.HCF.JHU.EDU (Eric Ruck) writes:
|>Anybody come to any conclusions on this thing? Or is the general consensus
|>that this is a dead issue?

The Phantom Typist is surely not dead. It struck me several times in the past years using 1st Word Plus.

Last week he appeared while I was using Laser C with his usual symtoms: I typed quickly in the Laser C editor (yes, I'm still working on Arcgsh), then the last few keys slowly reappeared on the screen. I recognized the Phantom Typist immediately and was able to save my edited file. It was astonishing that the Laser C shell did not not crash then throwing bombs. I was even able to continue working (exit Laser C, restart it etc.). However, the reaction of the ST to mouse clicks and keyboard typing continued to be very slow with a response time of about five seconds or so. (I am using TOS 1.4.)

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3582. Re: GEM to PS converter

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 12:32:05 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2106@laura.UUCP>
Source record: 241578

Such a converter is in the panarthea archive. Look for gem2ps.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3583. New GDOS

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 14:20:50 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <2987@rodan.acs.syr.edu>
Source record: 241579

I just read in the April 1990 issue of Current Notes (this is in the ST Update article) that Atari will be releasing a new version of GDOS...The article on page 11 says that "Atari is totally redoing GDOS and may issue it as soon as this summer." I was just wondering if anybody knows anything about this, and/or what are the ramifications of a new GDOS? For example, I was hoping to buy G+Plus soon...but should I wait for a new version that is will be more like the newer version of GDOS? Will programs that use GDOS now, e.g. WordUp, be able to handle the new GDOS?

I guess the stock answer to some of these questions would be: If the new GDOS is compatible with the original, and if programs handle the current GDOS in a "legal" manner, then everything will be OK. But are there other things to consider?...I just don't know that much about these things.

If this has already been discussed extensively, I guess there's no need to post to the net, and you can email me directly. Otherwise, posting to the net will be just fine.

One last thing...notice that this is the April issue of CN...is there any possibility that this is an April-fool type thing. I am being serious when I say I have no idea...it is so hard to tell what is going when it comes to matters like this. Thanks.

--Gerry

3584. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 14:45:54 UTC
From: fkk@stasys.sta.sub.org
Message-ID: <975@stasys.sta.sub.org>
Source record: 241608
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

demon@desire.wright.edu writes:

> Reading the articles that say how alike Amiga, Atari, and Mac users
> are:
> It would be nice if these users could all have one unified operating
> system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
> hard disks.) What does Apple have to lose by liscensing the Mac OS to
> Commodore and Atari?

Well, I think there are also some other OS that are worth considering.
For example I'd like to mention OS-9/68000. OS-9 is a small but
efficient OS, with many Unix-like features like multitasking/multiuser.
And OS-9 doesn't need much memory (the Kernel has only 25680 bytes).
Many Unix-utilities have been ported (if PD) or been rewritten for
OS-9, and many sources from comp.sources.unix can be compiled with
minor changes. So, OS-9/68k is the OS if you want to have a good
multitasking OS for your 68000 CPU. To mention some programs I got
running under OS-9: uucp (uupc), news, NN (newsreader), notes,
nethack 3pl7, conquer, (u)larn, moria, omega etc.
(I really do like playing rogue style games :)

Cheers,
Frank

+--------------------------------+ Darkness all around us
| Frank Kaefer | fkk@stasys.UUCP | We don't close our eyes
| (Compuserve: 72427,2101) | No one's gonna ground us
| (BIX: fkaefer) | We were born to fly
| Starnberg, West Germany | Comin' at us no stopping
+--------------------------------+ Born to amplify [Carry On - Manowar]

3585. Re: UUCP implementation

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 14:55:42 UTC
From: SA44@liverpool.ac.UK
Message-ID: <9004171739.AA02356@Argus.Stanford.EDU>
Source record: 241614

Yeah, Minix CAN run UUCP. Well UUPC to be exact, is what I've had working.
Of course, since real UNIX UUCP is available in comp.sources.unix
that can be ported. UUPC works fine though. You can even create a uucp
log in for other people so that they can get their news and mail from
your ST!!!!!

Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
Janet : sa44@uk.ac.liv.ibm
Uucp : ...!mcvax!ukc!liv-ib!sa44

3586. Welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:01:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Apr17.162032.28368@cs.umn.edu>
Source record: 241585

```
Last update: 17 April 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have little
desire to read about that neat bit of [hard/soft]ware you're selling when you
live in the U.S.A. If you don't know how to restrict distribution of a posting,
ask your systems administrator.

Many articles are in the form of "How do I...?" or "Where do I...?" In this
article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?
=================================================

There is an FTP source and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

For anonymous FTP: terminator.cc.umich.edu [35.1.33.8]

User anonymous
<enter password>
```

cd /atari

Most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For the panarthea mail server, see Steven Grimm's monthly posting. Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May, that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10
Read fault.....11
General error.....12
Write protect.....13
Media change.....14
Unknown device.....15
Bad sectors on format.....16
Insert other disk.....17
Invalid function number.....32
File not found.....33
Path not found.....34
No handles left.....35
Access denied.....36
Invalid handle.....37
Insufficient memory.....39

```
Invalid memory block address....40
Invalid drive specified.........46
No more files...................49
Range error.....................64
Internal error..................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is in the terminator archives under /atari/graphics/picfmts.doc.

Public Domain/Shareware languages...
==========

Check the terminator archives under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

Where can I get copies of ST Report and ZNET?
==========

ST Report and ZNET on-line magazines are available on CompuServe and GEnie.
You can also get copies mailed to you by sending an e-mail message to

streport-request@virginia.edu

indicating which one(s) you wish to receive.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used
with the ST; the custom cable involves no tricks, or commercial ones are
available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by
putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of
the boot sector (sector 1 of track 0, I believe). This can be done with
either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access
a disk with a different serial number in between disk changes.

==========

This is the 'first run' of 'Welcome to comp.sys.atari.st'. I would appreciate
feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach
me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

3587. Info request on rumoured TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:17:07 UTC
From: mseidle@bsu-cs.bsu.edu
Message-ID: <11081@bsu-cs.bsu.edu>
Source record: 241580

Well, whats this Atari TT buisiness I keep hearing about ?
I hear that it runs Unix (if so who's and what ver), has vga equivilent
graphics, and is dirt cheap. Could some one fill me in on this beast
before I loose my cool and go out and buy an Amiga ?

Thanks in advance

mike

3588. Atari ST->MAC->IBM compatibility

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:30:24 UTC
From: mrsmart@bucc2.UUCP
Message-ID: <56200004@bucc2>
Source record: 241581

I am considering buying a new computer this summer (I have an Atari 400 now).

I would like to know exactly how compatible you can make an ST
with Macintosh and/or IBM. I know it is possible to run some
softwares, but exactly what can and cannot you do with the
emulators. Also, I plan to go shopping in the Chicagoland area,
and where would be the best place to go looking for an entire
ST system at good prices.

Thanks......
Rob Knautz
---
mrsmart@cc2.bradley.edu
mrsmart@bucc2.UUCP
bucc2!mrsmart@bradley.UUCP

3589. UltraScript help needed

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:30:28 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000057@ux1.cso.uiuc.edu>
Source record: 241582

Could someone who uses UltraScript on hard disk mail me their
set up... I followed the manual, but I still get a

%% Lucida not found, switching to Courier %%
%% illegal command: get %%
%% skipping to eof %

With no output.

Just a list of folders would be nice. I can't understand it.

Thanks a lot,

-- Greg

3590. Welcome to comp.sys.atari.st redux

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:31:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990Apr17.163231.3571@cs.umn.edu>
Source record: 241586

```
Correction #1:

Those interested in obtaining ST Reports should send e-mail to

streport-request@virginia.edu

Those interested in obtaining Z*Net Atari Online Magazine should send e-mail
to

stzmagazine-request@virginia.edu

-- David Paschall-Zimbel
```

3591. Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:38:34 UTC
From: zimm@portia.Stanford.EDU
Message-ID: <11272@portia.Stanford.EDU>
Source record: 241588

The Spectre GCR manual never makes it clear whether or not one can get
away with using the "Shutdown" menu option in Mac mode (versus just ejecting
the disks).
My advice: DON'T DO IT! I tried it *once* and now my hard drive
is garbled. (Yes, I'm using the new release of the Spectre software. Perhaps
the older software works better.)

You have been warned!

Dylan
zimm%portia@forsythe.stanford.edu

3592. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 16:48:42 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr17.164842.8726@chinet.chi.il.us>
Source record: 241589

I don't type fast enough to see this fellow regularly, but I have a suggestion for any registered developer out there who does. Make a habit of running programs that run into the 'phantom typist' under Atari's db debugger, WITH A STOP BUTTON SET UP (does any other debugger allow external events to break programs too?). Next time you see him, push the button and start tracing. How's that sound?
Steve J.

3593. Re: SPECTRE GCR GOODIES

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 17:16:42 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11734@stag.math.lsa.umich.edu>
Source record: 241587

In article <900414.13074410.031226@SFA.CP6> Z4648252@SFAUSTIN.BITNET (Z4648252) writes:
> Cursor Animator 1.0b3 is really slick and I wish that we had it
>for the ST side. Imagine the busy bee on the ST replaced by any symbol
>that you want, and animated at that. Well, we have it for the Spectre GCR.
>Now, whenever the computer is busy, loading a file or whatever, I have my
>choice of many many animated cursors. There is a circling radar, a grid
>race, a grinder, and many more. I even created, via ResEdit, a scrolling
>Fuji and flashing Gadgets Logo cursor!!!

Look for Mouse-ka-mania, written by Charles Johnson. It's on terminator
in unindexed/mouseka.arc. Comes with a bunch of animation files already
drawn, plus you can create your own at any time. I grabbed a sequence that
does a spinning globe, it's kinda fun.

Gee, I guess wishes come true after all, eh?
--
-- Howard Chu @ University of Michigan

3594. Re: Overscan in 60 hertz and Multisync Monitors.

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 18:25:42 UTC
From: bmott@shumv1.ncsu.edu
Message-ID: <1990Apr17.182542.23328@ncsuvx.ncsu.edu>
Source record: 241590

In article <7731@sbcs.sunysb.edu> mrose@libserv1.ic.sunysb.edu (Michael Rose)
writes:
>
> A friend of mine recently did the Overscan mod to his Mega, and I
>was wondering if there is a new version (we have 1.6) that will work in 60
>hertz so our screens won't flicker. Also, does anybody know of a good
[Stuff Deleted...]
>
> -Michael Rose

I modified the OVERSCAN.PRG a few months ago to work at 60Hz. It seems
to be working pretty good. If anyone wants it I uploaded it to Terminator.
It's called oscan_60.arc (in the 'new' directory).

Bradford W. Mott
bmott@shumv1.ncsu.edu

--

=-=-=-

3595. RSC-editor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 18:30:51 UTC
From: jriitala@kontu.utu.fi
Message-ID: <34595.262b60db@kontu.utu.fi>
Source record: 241583

Hi ya all!

Anybody know about a PD RSC-editor? Preferably one that can make .H-files (c, c++) and .DEF & .MOD stuff (modula2) based on the given object names? An icon editor would be a nice touch, too.
- Jari
--

Jari Riitala ! snail mail:
! Kuusiharjunkatu
JRIITALA@KONTU.UTU.FI ! 20660 Littoinen
still also T6M-RIIT@MAMMUTTI.UTU.FI ! Finland

- There's nothing to fear but the fear itself (Neil Peart of Rush)

3596. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 19:08:24 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8911@pogo.WV.TEK.COM>
Source record: 241592

In article <11272@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles) writes:
>The Spectre GCR manual never makes it clear whether or not one can get
>away with using the "Shutdown" menu option in Mac mode (versus just ejecting
>the disks).

Wrong. The Spectre GCR manual very clearly states that although selecting shutdown appears to work you should ALWAYS select all disks and eject them (control-A control-E) to guarentee that the directory information is correctly updated before you shut down. It is obviously important to read the entire Spectre manual!

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

--

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

3597. Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 19:56:22 UTC
From: muts@fysae.ruu.nl
Message-ID: <922@ruunsa.fys.ruu.nl>
Source record: 241591

I would like to know if someone has ported the game of omega to the ST.
If so, I would like to hear from it. I am trying to translate it myself,
but have some problems.

Peter Mutsaers (nmutsaer@ruunsa.fys.ruu.nl)

3598. Re^2: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 20:42:39 UTC
From: alderaan@tubopal.UUCP
Message-ID: <1381@siena.tubopal.UUCP>
Source record: 241610

apratt@atari.UUCP (Allan Pratt) writes:

>alderaan@tubopal.UUCP (Thomas Cervera) writes:
>>[my stuff]

>I can't make this happen.

```
> #include <osbind.h>
> main()
> {
> int fd;
> long err;

> fd = Fcreate("silly",0);
> Fclose(fd);
> err = Dcreate("silly");
> printf("err is %ld\n",err);
> exit(0);
> }
```

>prints "err is -36" (EACCDN, access denied). I'm using TOS 1.4's GEMDOS.

Uhm. Maybe your C library does the Fsfirst ? On MY machine, I could make this happen with a clean floppy disk (no HD boot, no ACCs, no Auto folder) and a CLI on it. I've got the german TOS chip set, is there a difference ?

For those who discover the same problem I have, please could you put your two cents in ? The patch, however, is running already and solving the problem on my ST. If there is a need, I'll post it.

-thomas

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOFBI (PDP/VAX)| ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

3599. Re: Info request on rumoured TT

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 20:45:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr17.204551.12462@chinet.chi.il.us>
Source record: 241596

I don't know how reasonable this is as a possibility. What I do know is that Mark Williams Company is selling their UNIX clone, 'Coherent', for the Intel chip-based market right now, and that they have nothing fundamentally against the Atari ST market, they just don't find it big enough to make very much effort financially worthwhile. The natural question is whether there's a reasonable way to induce Mark Williams Company to do a version of Coherent which would run on both STs and TTs. If nothing else, it would be a nice development platform for both machines. At best, it might become the standard character-based UNIXoid for the TT. (If you'd trust version 1.0 of an Atari labelled UNIX more than the first ST port of Coherent, _____...(That means fill in the blank)). The key questions are how many copies could they sell for the ST, how long would it be before Atari's UNIX (presumably with GUI) became more attractive on the TT, and (presuming that the true answers would justify a release of Coherent), how do we get the message out?
Steve J.

3600. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:08:36 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1630@lzsc.ATT.COM>
Source record: 241625

In article <11272@portia.Stanford.EDU>, zimm@portia.Stanford.EDU (Dylan Yolles) writes:
> The Spectre GCR manual never makes it clear whether or not one can get
> away with using the "Shutdown" menu option in Mac mode (versus just ejecting
> the disks).
> My advice: DON'T DO IT! I tried it *once* and now my hard drive
> is garbled. (Yes, I'm using the new release of the Spectre software. Perhaps
> the older software works better.)
>
Shutdown does a 'reset' instruction amoung other things.

What probably happened is that you had the HFS filesystem on the HD in a bad
state and now its damaged.

This brings out a bigger caution. MAC buffers the data to the Filesystem,
and 'eject' is the only way to guarantee all the info is written out.
One will think that resetting the Atari is OK, because most of the time
the Filesystem is being read. But, change something, and look out.

In the MAC world there are several file system repair programs. Most seem
to bypass enough of the MAC OS to kill Spectre also.

Does anyone have a file system repair utility that will run under Spectre?
How about one that runs under TOS and knows how to fix MAC partitins?

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3601. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:09:22 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90Apr17170922@croaker.cs.odu.edu>
Source record: 241593

>I don't type fast enough to see this fellow regularly, but I have a suggestion
>or any registered developer out there who does. Make a habit of running
>rograms that run into the 'phantom typist' under Atari's db debugger, WITH
>STOP BUTTON SET UP (does any other debugger allow external events to break
>rograms too?). Next time you see him, push the button and start tracing.
>How's that sound?

Hmmm... is that what I just found?

Example:
Run megaroids.prg :) and use the alt-cursor keys to maneuver the mouse
pointer. Select menu item "Start" and then press and hold down alt...
press and hold down insert.

It is quite annoying. I just turned the machine off!
--

Scott D. Yelich scott@cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game design requests to <game-design-request@cs.odu.edu>

3602. Re: Small Unix for Small systems? (Was: One world, One CPU, One OS)

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:32:05 UTC
From: ostroff@Oswego.EDU
Message-ID: <1990Apr17.213205.14122@oswego.Oswego.EDU>
Source record: 241594
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <MWM.90Apr16145111@raven.pa.dec.com> mwm@raven.pa.dec.com (Mike (Real Amigas have keyboard garages) Meyer) writes:
>In article <1990Apr14.155106.2692@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:
>
> Contrary to popular belief UNIX does NOT require 4-8 meg of
> ram and 80+meg hard disks.

The AT&T UNIX-PC 7300 was originally introduced around 1984 with 512K RAM and a 10MB disk. It was stripped down pretty much but it was real UNIX and had its own proprietary bitmapped windowing system and mouse/keyboard oriented shell.

>The problem with all these is that they are v6 or v7 Eunices, not
>anything modern. Missing things like process control, networking,
>modern tty drivers, windowing systems, etc. Adding those things adds a

No, the AT&T 7300 and 3B1 both run a version of System V somewhere between Vr2 and Vr3....

>Not much fun. But you probably don't have a
>windowing system, as the X11R4 binary distribution is ~40Meg, not
>including most of the user-contributed software.

Yes, X is big, but there are other alternatives. Read unix-pc.general and comp.sys.att for discussions of the MGR port to the 3B1 which gives lots of the same functionality in a fraction of the space...

>I'd be glad to have a counterexample. A fully functional Unix system,
>complete with window manager, SLIP, UUCP, cron daemon, and the ability
>to provide reasonable perforamance to both an editor, a terminal and
>multiple trivial applications (xsnap, xclipboard, xwd and xmessage,
>for isntance) at the same time as all the above are running (hint:
>choose something with shared libraries - they help a lot!). Make it
>all fit in 1 or 2 meg of memory, and run from 30 meg of disk (that
>seems to be the new "smallest" disk).

I have a 3B1 which I got for $2100 new during the big "fire sale" which AT&T had a couple years ago to clean out their inventory. You can buy them used now for $1500, including development set software. The stock 3B1 has a 67 MB disk and 2 MB RAM, 10 Mhz 68010 CPU, demand-paged virtual memory, internal 1200 baud modem, 400 K 5.25 disk, etc.

There has been lots of talk about porting X to the 3B1, but it hasn't been done yet. Windowing on the bitmapped screen is built into the system (via kernel and window driver), but is not really ideal. Anyway, this

machine runs quite respectably, even with 3 users. I have lots of public domain sources and binaries online, several MB of man pages, run a bulletin board, carry about 6 or 7 MB of usenet news, have 4 UUCP neighbors, 5 MB swap space and still have about 30 MB free on my 67 MB disk. Yes, it does make effective use of shared libraries to keep binaries small too.

I know others with 1 MB RAM and 20 MB disks that still make productive use of their machines. Dave Bozak's cleo.oswego.edu is a 1MB/20MB 7300 with an ethernet card here on the internet, for example.

With this kind of hardware available for such a reasonable price, why not just buy a 3B1 for your UNIX needs and use your Amiga, Atari and or Mac for your other needs; that's what I do.

||| Boyd Ostroff - Tech Director - Dept of Theatre - SUNY Oswego
||| Sys Admin - "The CallBoard" - (315) 947-6414 - 1200/2400 baud
||| ostroff@oswego.oswego.edu - cboard!ostroff@oswego.oswego.edu

3603. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:32:19 UTC
From: eiselt@nprdc.arpa
Message-ID: <7013@arctic.nprdc.arpa>
Source record: 241569

Hi netters,
this is my first attempt to the net ... be patient.
I'm sitting here in San Diego, CA. in front of my (German) 1040ST. No problems
with the hardware. It works fine with a converter. That for those who plan
to take his/her equipment from Europe to U.S.A.
Now my question.
I'd like to buy the Spectre GCR Mac emulator. Is there something to consider
or does it work properly with my (German) ST and my (German) TOS 1.2?
Thanx in advance

Wolfgang (eiselt@nprdc.arpa)
NPRDC
San Diego, CA. 92152-6800

Wo ein Weg ist, ist meistens kein Wille.
Anonymus

3604. Re: Future Wars help.....

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:33:38 UTC
From: marauder@nadia.stgt.sub.org
Message-ID: <887@nadia.stgt.sub.org>
Source record: 241570

Future Wars spoiler follows...

Search the toilet pixel by pixel. Insert what you find into the mapboard in
the boss' room and you will find a secret door. Make shure you've got the
insect spray and the combination from the typewriter...

Stefan.

--
_ _ MAR-3H Marauder Don't leave your dropship without one !
/\V/\
8/"\8 "Everybody should have an opinion." (Carmen K.-S.)
^ ^ marauder@nadia.UUCP / ..!uunet!unido!nadia!marauder / ++49-711-252624

3605. Spelling checkers? (PD or otherwise)

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:36:07 UTC
From: apratt@atari.UUCP
Message-ID: <2150@atari.UUCP>
Source record: 241598

I'm looking for recommendations on a spelling checker for the ST. I want a stand-alone program, not one built into a word processor. It should take an ASCII file as input and produce an output file (or redirectable standard output) consisting of the list of misspelled words, or something equally generic. If it's PD or shareware, all the better.

Please reply by mail, not by posting, and I'll post a summary of replies. Thanks.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3606. World ST penpals list (5th posting)

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:39:17 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004180709.AA23384@ucbvax.Berkeley.EDU>
Source record: 241615

To *ALL* Atari ST owners worldwide!

Are you interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not got network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime). I am working now on a list for the UK and when both lists are complete I will Email a copy to everyone that wants one.

I hope that this generates a reasonable level of interest, so don't be shy! Contact me sooner rather than later and lets all keep in touch! :-)

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send via the uk.ac.ukc gateway, as my college has
| not paid its fees and hence do not get Email from them! :-(*/

3607. UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:39:31 UTC
From: anw1@ukc.ac.uk
Message-ID: <2927@gos.ukc.ac.uk>
Source record: 241595

I dont know if I am missing something obvious here,but....

I have found a piece of PD software I would like, and have FTP'd it to
my machine, where I find it is over 700KBytes in size.

Now when I UUDecode this file it produces another output file of similar
magnitude, thus there is not enough room for it on a 3.5" disk.

Is there any way around this problem, can you hack the file into pieces
and then somehow rejoin them later, or is the only solution to get a hard
drive?

Any help greatly appreciated.

Adrian
--
"I've seen things you people wouldn't believe. Attack ships on fire off the
shoulder of Orion, I watched C beams glitter in the dark near the Tanhauser gate. All
these, memories will be lost in time; like tears in rain."
"Time to die."

3608. Have you had yours>>>s ????

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:47:03 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004180710.AA23430@ucbvax.Berkeley.EDU>
Source record: 241616

Netters,

As many of you may now have realised, I am in the process of trying to construct a list of ST users around the world, so that those of us who will soon have no Email access can still keep in touch!

On this point I would like to ask all those who have posted to me asking to join the list to repost to me if they have not received a copy of the list to this date (17th April 1990) as I have just distributed an updated version!

All other volunteers to join the list are, of course, welcome!

Regards,

Simon.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send Email via the uk.ac.ukc gateway, as my college
| hasn't paid their fees, so we don't get any Email through there */

3609. DIY UUCP in UK (I love initials)

Newsgroup: comp.sys.atari.st
Date: 1990-04-17 21:50:45 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004180711.AA23450@ucbvax.Berkeley.EDU>
Source record: 241617

On a subject totally (almost) seperate from the ST list I am constructing!!

Does anyone anywhere (but preferably the UK) know anything about setting up
your own UUCP site on either an ST or (horrors!) another type of machine!?

When I finish college I would like to have a crack at getting set up, as
I shall be in a highly paid job and looking for ways to spend my money (wife
permitting! :-)

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send Email via the uk.ac.ukc gateway, as my college
| hasn't paid their fees, so we don't get any Email through there */

3610. Drive Probs

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 00:03:45 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22917@uflorida.cis.ufl.EDU>
Source record: 241597

I'm having a small drive problem. I'm no techy or anything, but I happen to have a multimeter and went at it. Symptoms: ST either will not boot at all with the 2nd drive hooked up or will only run boot sector code and auto folder programs before it seems to have problems reading the drive. eventually it 'slow boots' to the desktop. I flipped over the st and checked 14 solder points directly under the drive port. It went something like this...

```
11 9 14 8 10
5 13 12 4
7 ? 1 2,6 ?
```

The numbers coincide with the pin number. You'll notice that the two question marks do not seem to go to any of the pins, and that 2 and 6 both seem to go to the same place. Also, I could not find pin 3 anywhere. Does this look right?

--
=-=-=-

3611. Gemini 1.1 Docs in English

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 00:14:38 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <870@ncs.dnd.ca>
Source record: 241599

PLEASE excuse the binary in this group - finger trouble. Was fuer ein DUMMHEIT!

The two doc parts have been posted to comp.binaries.atari.st and will be available as soon as Steve Grimm has released them.

Bob

3612. minit933

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 01:13:51 UTC
From: a1318@mindlink.UUCP
Message-ID: <1514@mindlink.UUCP>
Source record: 241584

Hello All,

I've been asked for help in regards to Minit933,but since I don't use VT-100,I hope you don't mind a few questions.

1)The problem encountered is dialing out from within the prg itself,so is minit933 a stand alone terminal or does it have to be called from within a terminal prg.(such as Flash,Interlink,etc)?

2)If it is a stand alone prg,how is the dialing accomplished(apparently the docs were a bit on the lean side)?

Please Email so we don't waste more bandwidth than necessary.

Thanks in advance for your help,
Kent Cavaghan
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /
//

3613. Upgrading memory and color...STE color changer anyone?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 01:20:34 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22920@uflorida.cis.ufl.EDU>
Source record: 241609

Hi all,

I am in the process of upgrading my memory and color on my ST using a John Russel Innovations board. It uses SIMMS, and for 25 extra dollars lets me expand to 4096 colors. I can't tell you how it works right now, because my MMU will only handle 1 meg of memory and I am waiting for another MMU to come. Needless to say, I am having some memory problems at the moment since I have 2.5 megs and my mmu insists I have 1 meg. Ramdisks tend to garble data...Revolver just refuses to work at all...does anyone else have a JRI board?

To get to the point, I am curious to see if an STE color palatte accessory will work with my color upgrade. Could someone possible uuencode me one and mail it, or point me to an FTP site that has one available? I assume that such a thing is PD, of course...I can't imagine it being otherwise.

Here's a question for Alan Pratt or someone else working at Atari, My local atari dealer had a real problem getting an MMU for me that could handle the extra memory. Is there a shortage of MMU's out there or is some distributor just yanking his chain?

(OH , as a side note, the colors work real nice. It is compatible with Space Ace, had some nice scenes in there. Not trying to promote the product or anything, just letting you know. If anyone is interested in hearing a full report on the board, send me mail and I'll write up a detail on what I think of it...I'll even post it if there is enough response...)

--
=-=-=-

3614. Re: Nethack 3 for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 01:56:14 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <5760.262b90fe@uwovax.uwo.ca>
Source record: 241611

In article <437@zelator.UUCP>, techno@zelator.UUCP (Frank Dahncke) writes:
> Could someone PLEASE put Nethack ST V3.0 (pl7) into comp.binaries.atari.st
> (again ?). I only got pl3 and have no ftp access.
Please don't do this. Pl7 contains a number of bugs. The final version
of NetHack (pl8) will be available Real Soon Now. Please be patient.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3615. Re: Quick ST demo problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 02:16:06 UTC
From: ignac@electro.UUCP
Message-ID: <1621@electro.UUCP>
Source record: 241620

In article <9004151651.AA12525@lash.utcs.utoronto.ca> clark@mshri.utoronto.ca writes:
>
> I have the demo version of Quick ST 1.8 and am having problems with
[brikabrak deleted]
>At the recent Toronto Atrai Confederation show I spoke to someone at the
>Branch Always booth (the people who make Quick ST) describing this problem
>that I had had with an earlier version of their then shareware demo. He
>assured me that the problem of dropping decoy cursors had been fixed. It
>just makes me wonder...

if you really listened to us at the show, you would have heard us repeatedly
tell customers that the current demo version is 2.0, NOT 1.8. The cursor
problem is fixed in 2.0 (or at least no one has reported a cursor bug
problem for the last couple of months).

keep wondering ...

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3616. MOUSEKAMANIA-- how to save settings

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 02:26:23 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000058@ux1.cso.uiuc.edu>
Source record: 241612

I saw the message about mousekamania at terminator and downloaded
it... Kind of cute, but there are no docs. I edited the file
and saw mousehi.def, mousemed.def etc. as strings, but I don't
know what to stick in there to get it to autoload a mouse setting.

Any help?

Thanks.

-- Greg

3617. Re: Zoo output to file (Was: Re: EPROM programmer wanted.)

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 04:13:51 UTC
From: buggs@cup.portal.com
Message-ID: <29061@cup.portal.com>
Source record: 241619

>You can use io redirection, e. g. "zoo l foo.zoo >bar" writes the table
>of contents of foo.zoo to the file bar.

I'll have remember that, thanks!

>If your shell (or the GEM desktop) does not handle io redirection
>correctly (I think Gulam doesn't) use Arcgsh to get the listing. It works.

I have MT C Shell, wonder if it'll do it.
Does Arcgsh allow print out of listings? I used to have that somewhere.....

3618. Re: Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 04:32:06 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <4976@jhunix.HCF.JHU.EDU>
Source record: 241606

In article <922@ruunsa.fys.ruu.nl> muts@fysae.ruu.nl (Peter Mutsaers) writes:
>
>I would like to know if someone has ported the game of omega to the ST.
>If so, I would like to hear from it. I am trying to translate it myself,
>but have some problems.
If you are talking about Omega cybertank, its out, if you mean the unix
game, I dunno,
>
>Peter Mutsaers (nmutsaer@ruunsa.fys.ruu.nl)

sig file?? whats a sig file??
-Ajay CHoudhri

3619. Bug in CSD, no help from MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 04:35:53 UTC
From: nims@accuvax.nwu.edu
Message-ID: <6479@accuvax.nwu.edu>
Source record: 241604

About two weeks ago, I purchased Mark Williams C, and the C source debugger. I am very pleased with the compiler. I have unfortunately found a bug in the debugger. It does not correctly display negative integers. Insead, it treats them as unsigned ints. (e.g. -10 is displayed as 65526.) Althought this isn't too diffcult to work around, it is a bit annoying. So I resolved to call Mark Williams Co. this morning, and I must admit that I'm not too thrilled to report my findings. The gentleman I spoke to was very quick to point out that since Ataris aren't selling, they are not doing any further ST development and since they are "in this for the money," they aren't planning any more ST development. Basically, he was telling me that I'm out of luck, there aren't and probably won't be any future version of the CSD even to correct bugs. I must admit that I feel they should at least support this product to the point that it lives up to it's claims in the advertisements. Don't get me wrong, for $35 this is a good tool, I just wish I could expect the bugs to be worked out.

Chris Nims
Academic Computing & Networking
Northwestern University

nims@acns.nwu.edu

3620. Re: SPECTRE GCR GOODIES

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 04:56:07 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004180453.AA14109@fsucs.cs.fsu.edu>
Source record: 241603

In article <11734@stag.math.lsa.umich.edu>, hyc@math.lsa.umich.edu (Howard Chu) writes:
>
>Look for Mouse-ka-mania, written by Charles Johnson. It's on terminator
>in unindexed/mouseka.arc. Comes with a bunch of animation files already
>drawn, plus you can create your own at any time. I grabbed a sequence that
>does a spinning globe, it's kinda fun.
>
>Gee, I guess wishes come true after all, eh?
>--
> -- Howard Chu @ University of Michigan

Is there a program (perhaps of then AUTO folder variety) that can autoload
one of the alternate mouse pointers at bootup? I have Mouse-Ka-Mania, but
was disappointed that it seems to only be a stand alone type of thing. If
one could alter the standard desktop mouse easily, that would be most cool.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3621. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 05:10:08 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004180507.AA14277@fsucs.cs.fsu.edu>
Source record: 241605

In article <2927@gos.ukc.ac.uk>, anw1@ukc.ac.uk (A.N.Walkeden) writes:
>
>I dont know if I am missing something obvious here,but....
>
>I have found a piece of PD software I would like, and have FTP'd it to
>my machine, where I find it is over 700KBytes in size.
>
>Now when I UUDecode this file it produces another output file of similar
>magnitude, thus there is not enough room for it on a 3.5" disk.
>
>Is there any way around this problem, can you hack the file into pieces
>and then somehow rejoin them later, or is the only solution to get a hard
>drive?
>
>Any help greatly appreciated.

What is the name of the file? I have never come across that problem, but
one possible solution (temporary) would be to arc the file on the host
machine, and then run it from arc on your ST. I have heard this is
possible, but I have never done it.

>
> Adrian
>--
>"I've seen things you people wouldn't believe. Attack ships on fire off the
> shoulder of Orion, I watched C beams glitter in the dark near the Tanhauser gate. All
these, memories will be lost in time; like tears in rain."
>"Time to die."

Ah, Blade Runner, the best of flicks.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3622. Re: Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 05:43:59 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <4206@tukki.jyu.fi>
Source record: 241621

In article <922@ruunsa.fys.ruu.nl> muts@fysae.ruu.nl (Peter Mutsaers) writes:
>
>I would like to know if someone has ported the game of omega to the ST.

I would also like to know about ST-omega!!!!!

--
Timo Suhonen suhonen@tukki.jyu.fi
I logged in, therefor I am

3623. Re: Bug in CSD, no help from MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 06:04:13 UTC
From: zz1jm@sdcc4.ucsd.edu
Message-ID: <9782@sdcc6.ucsd.edu>
Source record: 241607

In article <6479@accuvax.nwu.edu> nims@accuvax.nwu.edu (Chris Nims) writes:
[...recount of calling Mark Williams about a bug in their CSD...]
>findings. The gentleman I spoke to was very quick to point out that
>since Ataris aren't selling, they are not doing any further ST
>development and since they are "in this for the money," they aren't
>planning any more ST development. Basically, he was telling me that

Yikes! And this from the maker of the Atari-Developer-Reccomended
C compiler! This is really spooky. If Mark Williams is not doing
any further development or bug fixes on thier Atari products then
one should DEFINATELY look into other vendor's products. NASTY
RUMOR ALERT: Did I hear somewhere that Laser C ANSI is under
development? I thought I did... (was it here? <blush>)

For the record, I also looked around and decided to buy a Z-RAM
memory board & chips for a 2.5 meg 1040. The board was a dream to
install--though I don't get simms. GNU C is great. Tho I
haven't gotten it to link with the -g flag for the debugger yet.

>
>Chris Nims
>Academic Computing & Networking
>Northwestern University
>
>nims@acns.nwu.edu

Jon McCarty
internet: jmccarty@ucsd.edu
bitnet: jmccarty@ucsd

3624. Re: 'POOLFIX4'

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 07:14:30 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9004170940.AA00571@freya.dmswwu-ether>
Source record: 241618

MFAGKCHR%HMARL5.BITNET@Forsythe.Stanford.EDU writes:
>
> However, *I THINK* I know why CBHD redirects TRAP #1. With this driver
> you can boot from all harddisk partitions. Which means that:
>
> 1) All auto folder programs are read from the boot partition
> 2) The same goes for the ACC's
> 3) And for the DESKTOP.INF
>
> 4) If you save the desktop it is saved on the boot partition.
>
> The latter is new in CBHD 3.5. Formerly the desktop.inf was allways saved
> on C. I think Claus had to redirect the TRAP #1 vector to make this possible.
> Is there another way?

Of course:

1. Ignore the problem.
2. Write a stand-alone auto folder utility for those people who REALLY
need such things.
3. Add a 'save desktop.inf' option to an already existing DA (as I did
for my harddisk software).

By the way: what about 'patching' CBHD and calling it CBHD 3.6??? This
would be the same thing Claus did to Allan Pratt and his Poolfix...

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
____________________ correct me if I'm wrong _____________________________

3625. Atari USA and TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 07:47:56 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGQCDCFVBXXN.at.UMPA>
Source record: 241600

To anyone at Atari USA - Can you tell me why Atari UK are so slow in releasing TOS 1.4 ?
I and a number of friends have seen comments flying around on the nets for months now but still nothing seems to be happening in the old UK.

Anyone else have any ideas how to get it - would a 'non-UK' version work ie. could I mail order one from a supplier in the states?

Does anyone know i) where to get a copy of Gemini 1.1 and ii) if it works with the old version of TOS in my Mega - a friends got a new STe and we had a quick play with version 1.0 - very nice, especially the movement of the dialog boxes using the blitter. My it almost made my wish I had a blitter in my Mega - whatever happened to the blitters that Megas were meant to have in them?

Steve C.

3626. shareware fees

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 08:33:33 UTC
From: U635007@HNYKUN11.BITNET
Message-ID: <9004190702.AA14142@ucbvax.Berkeley.EDU>
Source record: 241601

I'm thinking of releasing a chess program but I'm in doubt whether to release it as Public Domain or as Shareware. Reasons for these doubts are that I've no idea what to expect from the response to shareware programs ie. what (if any) the revenues will be. I think it will depend on the amount charged and since I don't intend to charge more than say fl.15,- (15DM / 8$) (I've seen fees as high as 60DM/ 30$! but hey, I don't want to make a living out of it) I might release it as PD when responses are low. So here's the question:

-) do any of you people have experience with releasing shareware ?
-) what's the response?
-) how much did you ask for and how much did get? (If you're afraid the people of the income tax are listening in you might leave out the currency unit (if asked, you might claim it were italian lires... :-)))

Thanks in advance, M.

3627. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 09:07:21 UTC
From: thb@tpki.de
Message-ID: <1001@tpki.de>
Source record: 241602
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

I think this is a very fine idea ! How many people have bought an Atari
because they couldn't afford a Mac...

MfG THB

Thomas Busse # thb@tpki.UUCP ...!unido!tpki!thb
Kolberg 2e # thb@tpki.sub.org ...!mcshh!tpki!thb
2300 Kiel-Molfsee # ZERBERUS: thb@kbbs.zer
West Germany # PcNet: THB;Burg
# # #
Tel.: +49 4347 9304 # Living in the so called space age.

3628. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 09:40:45 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr18.094045.23360@water.waterloo.edu>
Source record: 241623

Someone writes:
|>Anybody come to any conclusions on this thing? Or is the general consensus
|>that this is a dead issue?

The phantom typist is still around. He snuck into my Mega ST 2
system the other day. Warm boot sent him reeling.

Has anyone else noticed that it is only *users* who are writing
about this? I would guess that this is not something that was
fixed in Rainbow TOS.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3629. Help needed with Protobt (XBIOS $12)

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 10:56:05 UTC
From: shc1@ukc.ac.uk
Message-ID: <2928@gos.ukc.ac.uk>
Source record: 241624

I am currently trying to write a boot-sector that will make the floppy access time 6ms. However whenever I use the Protobt fucntion I get nothing written to my floppy

Will someone please explain how this Bl**dy function works !

Sam

3630. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 12:44:15 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr18.124415.19867@cs.dal.ca>
Source record: 241626

In article <9004180507.AA14277@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <2927@gos.ukc.ac.uk>, anw1@ukc.ac.uk (A.N.Walkeden) writes:
>>I have found a piece of PD software I would like, and have FTP'd it to
>>my machine, where I find it is over 700KBytes in size.
>>Now when I UUDecode this file it produces another output file of similar
>>magnitude, thus there is not enough room for it on a 3.5" disk.
>
>What is the name of the file? I have never come across that problem, but
>one possible solution (temporary) would be to arc the file on the host
>machine, and then run it from arc on your ST. I have heard this is
>possible, but I have never done it.

Why not just decode it on the host machine? If it doesn't have
uudecode, then just port uud, for which portable source coude is readily
available (from me, for example).

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3631. Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 13:18:44 UTC
From: vj@cxa.daresbury.ac.UK
Message-ID: <12406.9004181318@cxa.daresbury.ac.uk>
Source record: 241613

If it's script posting time... I read all my mail using GNU EMACS in its RMAIL mode. Here is what I've put in for extracting uue encoded things. It puts them in the directory specified by the variable usenet-archive-root. Once all the parts have been extracted, I run uud on the first one, and it then find all the continuations itself - providing the filenames are correct. To get the correct filenames, they are made from the names in the begin line of the uue(ncode) stuff - the proposed name changes don't do anything to this, but may have made writing it a little easier had they been done before. If anyone is interested I can also mail them a copy of the undigest code for GNU EMACS - I didn't write that one, but use it all the time.

I think that if I had to vote on the name change, I'd say yes, change them. By the way, thanks to Steven Grimm for all the work he puts into this.

Enjoy,

Dave Hines.

JANET: D.Hines@uk.ac.daresbury
EARN/BITNET: D.Hines%daresbury.ac.uk@UKACRL
UUCP: D.Hines%daresbury.ac.uk@ukc.uucp
Ean: D.Hines%daresbury.ac.uk@ean-relay.ac.uk
Internet: D.Hines%daresbury.ac.uk or D.Hines%daresbury@nsfnet-relay.ac.uk

```
(setq usenet-archive-root (expand-file-name "~/usenet/"))

(setq rmail-mode-hook
'(lambda ()
(local-set-key "y" 'rmail-yank-usenet-file)))

(defun rmail-yank-usenet-file ()
"Extracts a copy of the current message into a uue file whose name is
made from the file name given on the begin line of the uu-coded data,
tacked on to the end of the variable usenet-archive-root"
(interactive)
(if (string= mode-name "RMAIL")
(save-excursion
(goto-char (point-min))

(if (re-search-forward
"^begin \\(.* \\)*\\([^ ]+\\.\\)\\([a-zA-Z0-9]+\\)$" (point-max) t)

(let ((name (buffer-substring (match-beginning 2) (match-end 2)))
(ext (buffer-substring (match-beginning 3) (match-end 3))))

(if (not (string-match "^u[a-z][a-z]" ext))
(setq ext "uaa"))
```

```
(write-region (point-min) (point-max)
(concat usenet-archive-root name ext) t nil)

(goto-char (point-min))
(if (and (string= ext "uaa")
(re-search-forward "^Subject:[ ^I]+\\(.*\\)$" (point-max) t))
(write-region (match-beginning 1) (1+ (match-end 1))
(concat usenet-archive-root "Subject") t 1))

(rmail-delete-forward))

(beep) (message "Can't find uu-code begin line with file name")))

(beep) (message "Must be in an RMAIL buffer to extract a uu-coded message !")))
```

3632. SupraModem 2400

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 13:29:04 UTC
From: stewart@xyplex.com
Message-ID: <9004181629.AA03780@xap>
Source record: 241647

I've gotten lots of input on my question about C, floppies, and modems. I'll summarize it in a few more days.

Amid considerable praise for the Supra modem (including quotes in their ad in the May STart), one voice was very unhappy for what sounded like legitimate reasons. Can anyone comment on these problems?

1. Bad line noise recovery, loses sync with remote modem and has trouble regaining it.

2. /A command to redial forgets phone number when connection succeeds, so you can't redial after a disconnect.

Thanks,

Bob

Bob Stewart (rlstewart@eng.xyplex.com)
Xyplex, Boxborough, Massachusetts
(508) 264-9900

3633. Re: Zoo output to file (Was: Re: EPROM programmer wanted.)

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 13:58:02 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2114@laura.UUCP>
Source record: 241627

In article <29061@cup.portal.com>, buggs@cup.portal.com (William Edward JuneJr) writes:
|>>If your shell (or the GEM desktop) does not handle io redirection
|>>correctly (I think Gulam doesn't) use Arcgsh to get the listing. It works.
|>
|>I have MT C Shell, wonder if it'll do it.
|>Does Arcgsh allow print out of listings? I used to have that somewhere.....

How to instruct Arcgsh to write the output of Zoo to a file instead of the screen: Click on "Filenames..." in the main Zoo dialog box, then select a file as "Standard output".

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3634. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 14:11:25 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1632@lzsc.ATT.COM>
Source record: 241622

> >
> >I have found a piece of PD software I would like, and have FTP'd it to
> >my machine, where I find it is over 700KBytes in size.
> >
> >Now when I UUDecode this file it produces another output file of similar
> >magnitude, thus there is not enough room for it on a 3.5" disk.
> >
> >Is there any way around this problem, can you hack the file into pieces
> >and then somehow rejoin them later, or is the only solution to get a hard
> >drive?
> >
One way is to try to expand it on your friendly UNIX computer. I have a binary
of arc that runs somewhat on a Vaxen.
Or, find a ST user with a Hard Disk.

It is easy for a poster to forget that a Hard Disk can hold files much
too large for floppy. It is very easy to make an Archieve that is too big.
This is probably what happened here. Hopefully your plight will get other
poster to consider what happens if an arc expands >360K.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3635. Re: Acc DTA Malloc AES

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 14:27:47 UTC
From: micro@imada.dk
Message-ID: <734@imada.dk>
Source record: 241629

Dear Atarians;
I am have here the extract of the anwsers to my questions
concerning ACCs, the DTA and malloc:

- 'fsel_input' can be used without setting the DTA.
- the size of a file can be found by searching to the end of the
file.
- you can use the 'Fsfirst'/'Fsnext' from Accs, by saving the old
DTA, and then setting your own. Please read letter two...
- 'Malloc' can't be used from Accs as they are *second class*
processes, mainly because they don't have a base page.
This is also the reason why 'Pexec' is rather *unstable* from
accs. Please read letter one...

The two letters following, are answers to :
sgstree@relay.EU.net (Samuel Streeper)
both have been send during the easter, but I keep getting a "User
unknown", when I try to send them.

Programs have been tested on my MEGA2 w. tos1.4, my brothers STE
w. tos1.6 and my girlfriends MEGA1 w. german tos1.2. (I don't have
access to an Atari with tos1.0).

********** LETTER ONE **********

Thank you for answering my questions. I really need to malloc, as
I am making a text editor.
It is not really an editor yet, which is why I call it "more". I
have not implemented *all* features of the famous "more" - really it
can only open and view files - no fancy stuff at all.
The only way to avoid malloc is to make a combined ramdisc and
editor. This will of course not solve the problem of having a very
large chunk of unused memory, but it will be more easy to justify (as
many people are using a large fixed size ramdisc, for various
reasons, of which the least is not the lack of a fixed-multi-
megabyte-device.

I have experimented with the 'active_process'-pointer, and I have
found that it can be used to get the ownership of malloced memory,
and to get a private DTA.
When using malloc or Fsfirst/Fsnext simply let the
'active_process' point to the basepage of the acc. It works and why
shouldn't it? - Malloc uses the pointer to stamp the memory blocks,
and Basepage allways points to the DTA of choice.

It really works with both 'Fsfirst' and 'Malloc'.

I use the following code :

```
/****************************************/
/* Hacks to do what allready is possible */
/****************************************/
extern SYSHDR *Sysbase;
extern BASPAG *_BasPag;
BASPAG *OldPD;

void UseMyBase(void)
{
OldPD = *Sysbase->_run;
*Sysbase->_run = _BasPag;
}

void UseOldBase(void)
{
*Sysbase->_run = OldPD;
}
```

It is very simple to use, the DTA has to be set one time only:

```
main()
{
...
UseMyBase();
Fsetdta(&FileInfo);
UseOldBase();
...
}
```

And here is the interesting part of the 'open file' :

```
if (FileSelect(TextPath))
{ UseMyBase();
Err = Fsfirst(TextPath, 0);
... (no AES calls) ...
Text.Document = Malloc( FileInfo.d_length + Epsilon );
UseOldBase();
...
}
```

I didn't want to reenvent the wheel, but I think I just have...
-don't tell me nobody have ever tried to do this before.
There will be problems if the dispatcher ever runs on a different
scheme (say time sliced). If that ever happens this hack will be in
deep trouble (and so will your suggestion about saving DTA, setting,
using and restoring it)

```
old = Fgetdta();
Fsetdta(new);
... do funny things ...
/* if the dispatcher ever runs here, there will be trouble -
the sky will spit fire, the earth will open and file
```

```
searches will fail...
*/
Fsetdta(old);
```

However, notice that if the dispatcher was common to both the AES and GEMDOS there would be no trouble (as there is now). The dispatcher only needs to update the 'Active_Process' (of GEMDOS fame), so that it _always_ points to the basepage of the running process.
As to my experiment with AC_CLOSE :

```
> case AC_CLOSE:
> Cconws("acc closed");
> Cconin();
> form_alert(1,"[1][|Closed][OK]");
> break;
```

What happened was that "acc closed" appeared on the screen before the application had terminated!, then the desktop was opened (lots of AES calls), and then the alert box "closed".
It appears that there is a fixed number of 'free' AES calls, just after the application is started, and that the dispatcher runs before AES calls. More interesting it seems that some programs uses the AES _after_ 'Pterm'! - handy to close windows and restore the desktree - with the 'etv_term' vektor I guess. This has the added bonus that windows are closed and the desktree gets restored - even when the program terminates abnormal (with those cute bombs).

Please let me hear any comments

-micro@imada.dk (Klaus Pedersen).

********** LETTER TWO **********

What a bummer, Sorry.

In my last letter I wrote :
```
> More interesting it seems that some programs uses the AES
>_after_ 'Pterm'!
```

What a bummer - as it is 'appl_exit' that sends the 'AC_CLOSE' message, the only way to get the acc to get the message, before a new program starts, is to make AES calls _after_ the 'appl_exit'... It seems that I am not the only one making bummers.

Sorry, but I was carried away by the perspectives of having a 'etv_term' program doing all the cleaning up :
```
> - handy to close windows and restore the desktree -
> ... This has the added bonus that windows are closed and
>the desktree gets restored - even when the program terminates
>abnormal ...
```

In fact I have tried to have the exit code in the 'etv_term' chain, using some code looking like this :

```
extern void Set_etv_term(void *a);
extern void (*Old_etv_term)(void);

void Close( void )
{int wind;
wind = Text.WindId;
graf_mouse(M_OFF,0);
wind_close(wind);
wind_delete(wind);
menu_bar(M_tree, ME_HIDE);
graf_mouse(M_ON, 0);
rsrc_free();
v_clsvwk(handle);
appl_exit();
(*Old_etv_term)();
}

main()
{
Set_etv_term(Close);
Get_sysbase();
...
}
```

And some assembly to do the dirty work, please note that I use Turbo C, which uses the registers to pass parameters, when nothing else has been said (An to pointers, Dn to ints, longs) :

```
include "tos.s"
export Get_sysbase, Sysbase, Set_etv_term, Old_etv_term
TEXT
****** Set Etv_term pointer ******
Set_etv_term:
MOVE.L A0, temp
PEA get_etv_term
XBIOS supexec, 6; Call Xbios funktion and dealloc 6 bytes
RTS
get_etv_term:
MOVE.L etv_term, Old_etv_term
MOVE.L temp, etv_term
RTS

****** Get SysBase ******
Get_sysbase:
PEA get_sys
XBIOS supexec, 6
RTS
get_sys:
MOVE.L _sysbase, Sysbase
RTS

BSS
temp: DS.L 1
```

Sysbase: DS.L 1
Old_etv_term: DS.L 1

But the test program bombs out, not these assembly funktions,
they are working. The function 'Close' is called and closes the
window, and then Illustrates the drawback of having code in the
'etv_term' - it bombs (two bombs), and the bomb routine makes an
'Pterm(-1)' in TOS1.4 that is, the 'Pterm' calls the 'etv_term'
vektor, where the 'Close' code are, which bombs and so it goes on.

Any suggestions ?

-micro@imada.dk (Klaus Pedersen).

3636. in search of a FAST GIF viewer

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 14:46:34 UTC
From: wngai@paris.ics.uci.edu
Message-ID: <262C7DCA.24047@paris.ics.uci.edu>
Source record: 241628

Does anyone has a fast GIF picture viewer for Atari?? If so, please mail me a copy of it. I used GIFSHOW, but it's just too slow. Any of you familiar with CSHOW gif viewer for IBM?? Anything of that class would be great!!

Wayne

wngai@paris.ics.uci.edu

3637. RE: INFO-ATARI16 Digest V90 #454

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 15:15:00 UTC
From: SNARK@NRCBSP.NRC.CA
Message-ID: <9004190704.AA14257@ucbvax.Berkeley.EDU>
Source record: 241648

Please unsubscribe (time to go home) snark@nrcbsp.nrc.ca

3638. Re: Help needed with Protobt (XBIOS $12)

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 15:33:30 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11748@stag.math.lsa.umich.edu>
Source record: 241631

In article <2928@gos.ukc.ac.uk> shc1@ukc.ac.uk (S.H.Cogheil) writes:
>I am currently trying to write a boot-sector that will make the floppy access time 6ms.
>However whenever I use the Protobt fucntion I get nothing written to my floppy
>
>Will someone please explain how this Bl**dy function works !
>
>Sam

Protobt merely generates usable data in the memory buffer you pass it. You
then have to call Flopwrt yourself to get the boot sector written onto the
disk.

Btw, how is one supposed to generate a correct checksum for the boot sector?
My impression from reading the description of Protobt is that it completely
overwrites the contents of the buffer you pass it, so you have to make any
changes (adding executable code, altering the parameter block, etc.) after
the call, and most probably ending up with an invalid checksum. Am I missing
something obvious here?
--
-- Howard Chu @ University of Michigan

3639. Re: Bug in CSD, no help from MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 15:59:32 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr18.155932.4173@chinet.chi.il.us>
Source record: 241637

I've been talking to the ST support guy at Mark Williams Co a lot lately (found 2 MAJOR new bugs in the C compiler while working on the umoria port-- if you use bitfields, be careful and check the generated code; the other one is too obscure to worry about). Anyway, as stated, they aren't presently doing upgrades or new products for the ST. They are, however, still providing help and advice. They are still doing the record keeping needed to get back into ST development fast, should the demand appear. If the expected 520ST blitz sells lots of machines (that could go either way), it might make the difference.

3640. 6-chip/2-chip TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 16:37:37 UTC
From: bills@mcrware.UUCP
Message-ID: <1601@mcrware.UUCP>
Source record: 241640

I recently purchased the six-chip set of TOS 1.4, but need to install this in a two-chip machine. I have access to a ROM-burner, and would rather put this to use than to make the hardware hacks on the Mega. I have the code from the chips in three files, corresponding to the L0/H0, L1/H1, and L2/H2 pairs of chips. How do I concatenate these to create an image for the two-chip set (and what EPROM device is the two-chip set made from)?

E-mail to me, I'll summarize...

Thanks!

Bill Sheppard
{sun,uunet}!mcrware!mwca!bill

3641. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 16:49:08 UTC
From: billm@gaudi.CSUFresno.EDU
Message-ID: <1990Apr18.164908.5831@gaudi.CSUFresno.EDU>
Source record: 241632

The best way that I have found to break up large arcs that I uuencode/
decode (since I don't have a hard disk) is to ifng (oops) find someone
with a hard disk. I have uudecoded files that were too big to fit on
a floppy, then downloaded them to an IBM PC (ugh) at work where I de-arc
them, and then tranfer the files to floppy to use on my ST. SInce ARC
is the same on MS-DOS as it is for the ST, it makes it that much easier
to find someone with a hard disk (more people with PC systems). Hope
that helps.

=-=-=-

3642. SUMMARY: STE compatibility and Hard Disk recommendations

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 16:51:21 UTC
From: eric@castle.ed.ac.uk
Message-ID: <3371@castle.ed.ac.uk>
Source record: 241633

First of all, thanks to everybody that answered my posting.

This is the promised summary in response to my posting a couple
of weeks ago. Essentially, the answers to my two questions are:

1. the STe's are compatible with everything I would want one for (mostly
editors, compilers, shells, and terminal emulators).

2. all kinds of different answers although Third Coast Technologies got
the most votes (not that the number is statistically valid :-).

I have included all useful (i.e. > 0 information content :-) responses
at the end of this posting.

Again, thanks to everybody that answered!

eric

----------//----------
----------//----------
From: Herbert Sauro <eang62@ed.castle>

I saw your mail on comp.sys.atari.st concerning STE compatibility. Four
things I run regularly are:

Mark Williams C - no problems so far
TeX from Tools of W. Germany - no problems so far
Gulam - if you ask for free mamory it bombs out, otherwise seems ok
Prospero Pascal - no problems so far.

I think you'll find that the majority of serious software runs without
problems. Its probably mainly games which are having problems with
compatibility. Basically don't believe what you read in the mags,
expecially ST Format and those weeklies.

Herbert Sauro
Genetics, KB, Edinburgh

PS I have a 2MB STE (SM124 of course) + home-made hard disk and I am
quite happy with it (especially the price, 450 pounds for 2MB STE).

----------//----------
From: olorin@ed.cs.tardis

I've just got an STE myself (4 meg 600 quid from best prices).
The following stuff I have checked and it appears OK.

GCC , Minix , Gulam , TeX ... I'll check Uniterm.

Mind you there's a rumour going round of an imminent price increase ...

------------------------------------//------------------------------------
From: "Jwahar R. Bammi" <bammi@edu.cwru.ces.curie>

eric,
i have second hand report from people who use some of the stuff
that i wrote/ported that it all works on the STE (and TT, some of the
stuff was shown at Ceebit), this list includes:
gulam, gcc, TeX (StTeX, undump, BiBTeX), zmdm (terminal emulator with
x/y/z modem).

gulam: dont use the 'mem' builtin command, and you'll be ok.
no one have reported any other incompatibility.
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

------------------------------------//------------------------------------
From: Graham Thomas <grahamt@susx.syma>

Eric,

I'd appreciate it if you'd pass on whatever answers you get. I'm
thinking of getting an expanded STE myself.

The hard disk question is tricky, isn't it? We've had reasonably good
reliability from our Atari SH205s and Megafile 20s, but they lose out a
bit on price/performance. Supra disks have been a bit flaky (I know of
three which have been ordered. Each has had to be sent back to be
replaced. Frontier have been very good with support, and two of the
three replacements have been reliable.) The Power Computing disks look
tempting in terms of price, but I don't trust the company (not from
personal experience - just things I've read about them from other
users). The Vortex drives are heavily advertised in German mags, and
are probably wery well made, but they're a bit more expensive than
others. Third Coast drives might be the best compromise. I've not used
any, and the company, I've heard, is a bit small and chaotic, but I've
not heard of serious problems or dishonesty.

Cheers,

Graham

------------------------------------//------------------------------------
From: CSTMCS@stafpol.cr83
Sender: "JANET CSTMCS@UK.AC.STAFPOL.CR83" <CSTMCS@stafpol.cr83>

I think the best on the market at the moment is the THird Coast Technologies
65Mb or 85Mb drives. These are reasonably large, and relatively cheap.
(65MB = #599, 85MB = #699) Both will take a second internal hard drive, which
if it's SCSI embedded, can simply be plugged in. TCT offer a 4.5% educational
discount, which you'd probably be able to use if you work at Edinburgh Uni.

As an alternative, since the TCT drives are so easily upgradable, you might like to buy a smaller unit, and add an additional drive. In Micro Computer Mart there are regular advertisements for 40Mb Scsi drives for about #100. In the last issue, there was even a 85Mb Nec drive for #150.

Finally, the TCT drives are some of the fastest available (typically 25ms) and have favourable reviews in various magazines (ST World, Jun 89 (?), ST User, Aug 89/May 89 etc. THe 85MB has a removable drive mechanism for security.

I'll be buying a 65Mb drive next month, so if you get good reviews of other drives, could you forward the details to me, (though I have checked the competition very thouroughly:-)

Good luck,

Mark
(Computing Services, Staffordshire Polytechnic)

------------------------------------//------------------------------------
From: SCOFFIN@ox.vax

>From :
Rob Scoffin
Inorganic Chemistry Laboratory
Oxford
SCOFFIN@uk.ac.oxford.vax

I have just read your plea in info-atari16 for largish Atari HD's. We have two 65Mb drives bought from Third Coast Technologies in Bradford (look in any copy of ST User for details). The drives come in pretty "basic" cases but they seem well made and have enough space (and power supply potential) to add a second drive or a tape streamer (TCT sell their disks redy fitted with 40Mb streamers if you like). The disk driver software and utilities provided seem much better than the stuff that comes with the "Real" atari drives.... The last time I looked at their ad's I think they were offering 105Mb (all the way from 20Mb upwards) at quite a reasonable price... So far we have had no problems at all with either drive....

Hope this helps....

Robbie Scoff
================
p.s. Atari's financial health ???? Who does care ????

------------------------------------//------------------------------------
From: Ralph Haglund <qralph@se.lth.dna>

Hi,
I am not in England, but I can always say what I would do...
Obviously buy a STE520 and put in SIMMs myself.
Get a 105Mbyte hard disk from Germany for DM1999. Fast, SCSI. I got an 85Mb in August from that same company that now sells that beast. My disk slowly died with more and more errors (after all it is a Seagate, the 105Mb one isn't...), returned the whole a few weeks ago to Germany, and a few days back I got paper from the customs here that it was back, they just wanted a few

additional papers to show it was a return so I wouldn't have to pay customs twice.
Dunno what you plan to do - I occassionally do service on Ataris so I am not afraid of opening them up...

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

---//---
---//---
--

+---+
|Eric S Fraga, Department of Chemical Engineering, University of Edinburgh |
|phone: +44 31 667 1081 x2955, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk |
+---+

3643. Second request for CX80 Trackball mod information.

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 16:51:24 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9004181651.AA01076@lonex.radc.af.mil>
Source record: 241646

This is a second plea for info on modifying an ATARI CX80 (thats eight-zero) trakball to work as a mouse on the ST. I have an article for the CX22, but they seem to be totally different beasts!

Surely someone must have done this mod before !!?? (and I'm sorry for calling you all Sirley :-))

3644. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 17:30:41 UTC
From: apratt@atari.UUCP
Message-ID: <2154@atari.UUCP>
Source record: 241638

alderaan@tubopal.UUCP (Thomas Cervera) writes:

>apratt@atari.UUCP (Allan Pratt) writes:
>> #include <osbind.h>
>> main()
>> {
>> int fd;
>> long err;
>>
>> fd = Fcreate("silly",0);
>> Fclose(fd);
>> err = Dcreate("silly");
>> printf("err is %ld\n",err);
>> exit(0);
>> }
>>prints "err is -36" (EACCDN, access denied). I'm using TOS 1.4's GEMDOS.

> Uhm. Maybe your C library does the Fsfirst ?

Uhm. The capitalized "function calls" are actually direct OS calls,
with no library intervention. What you see is what GEMDOS saw, with no
interference from anything.

What do you take me for?

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3645. Re: Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 17:40:42 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <5765.262c6e5a@uwovax.uwo.ca>
Source record: 241634

In article <922@ruunsa.fys.ruu.nl>, muts@fysae.ruu.nl (Peter Mutsaers) writes:
> I would like to know if someone has ported the game of omega to the ST.
> If so, I would like to hear from it. I am trying to translate it myself,
> but have some problems.
I compiled an older version of it with the gcc. Very few changes were
necessary. However, it was a bit slow (using 16 bit integers would help --
perhaps the MS-DOS version of omega would be a better starting point).
It was also quite buggy; again, the fact that it was an older version
may have something to do with this. At any rate, I can strongly recommend
using the gcc for doing any ports of unix software; the library has a lot
of commonly used unix functions, including a non-multitasking fork().
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3646. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 18:36:25 UTC
From: leeg@mcrware.UUCP
Message-ID: <1602@mcrware.UUCP>
Source record: 241641
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <975@stasys.sta.sub.org> fkk@stasys.sta.sub.org (Frank Kaefer) writes:
>demon@desire.wright.edu writes:
>
>Summary: Have you tried OS9 ?
>
>Frank

Yes, I've tried OS9 and love it!

Lee Glenn
Software Engineer
Microware Systems Corp.

3647. Re: PC Ditto 3.0, ICD Adapter, DOS BOOT

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 18:39:08 UTC
From: cjy@uafhcx.uucp
Message-ID: <4085@uafhp.uark.edu>
Source record: 241639

In article <1578@lzsc.ATT.COM>, hcj@lzsc.ATT.COM (HC Johnson) writes:
>>[previous article describes problems using ICD Adapter and PCD2]
>
> The DOCs with PC_Ditto (II) describe the problem and a fix.

I can't find any reference to it in the doc's I recently received with my
PCD2. Can you point me in the right direction?

>
> The problem:
>
>[Detailed explanation of the reasons for the problem omitted]
>
> Avant-Garde now supplies a fixup program with PC-ditto II, but its
> needed for I also.

What's the name of the fixup program? I have a program to fix Atari drives,
but that's it. Tried it and it didn't work.
>
>
> Howard C. Johnson
> ATT Bell Labs
> att!lzsc!hcj
> hcj@lzsc.att.com

Thanks for any pointers Howard or anyone else can give me.

Calvin Yockey
cjy@uafhcx.uark.edu
Univesity of Arkansas

3648. Re: Quick ST demo problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 18:52:15 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750059@hpsad.HP.COM>
Source record: 241630

I just recieved a START disk that has a version of quick_st. Anyone know what version that is?

just wondering...

Randy
~~~~~~

|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677
~~~~~~

3649. Xbtimer

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 22:06:53 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3378@castle.ed.ac.uk>
Source record: 241642

Hi,
How do you clear a MFP Timer interrupt after it's been serviced
without simply clearing the correct bit in the correct MFP register?
(directly doing a bclr #x,FFsomething, I mean)

Surely doing this is liable to break if the address of the MFP registers
is ever changed?

On a different subject the STe Populous is now ready. Phone Electronic
Arts if you want your copy upgraded.

Also, Power Computing's Series 900 Hard drives may be flaky on the STe,
I am in the process of getting my 2MB STe replaced by Best Prices (in
the UK) because files copied on to the drive get trashed. PC say it's a
faulty DMA controller but Best Prices tested my machine on an Atari HD
with no problems. They have nevertheless sent me a new machine and have
been really helpful about the whole thing. I should get my replacement
STe tomorrow so I'll let you know if it really was the machine or the
drive.

Despite putting the price of the STe up by 100 quid Atari UK *still*
aren't supplying the new control panel with the machines. However, if you
get out you're trusty jiffy bag and send back their old language disk
they say they'll replace it.

--Mark.

3650. (1) OCR experiences? (2) EMACS/shell capabilities?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 23:35:00 UTC
From: BROLIO@cs.umass.EDU
Message-ID: <9004192056.AA03608@crash.cs.umass.edu>
Source record: 241635

Two questions:

1. Has anyone used OCR software (e.g., the Geniscan stuff, or anything for the mac) and what's the report on it? (OCR=optical character recognition).

2. Are there any posted emacs (say gnu) that interact with the gulam shell well? I am interested in the "suspend and go to shell" type functions. I am still using emacs 3.7 because it does that well, even though that release had no rational concept of a word (it thinks the first alpha-numeric character after a space signals the end of the previous word!)

John Brolio

3651. Re: RSC-editor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-18 23:37:50 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <205@raider.MFEE.TN.US>
Source record: 241501

In article <34595.262b60db@kontu.utu.fi>, jriitala@kontu.utu.fi writes:
> Hi ya all!
>
> Anybody know about a PD RSC-editor? Preferably one that can make .H-files (c,
> c++) and .DEF & .MOD stuff (modula2) based on the given object names? An icon
> editor would be a nice touch, too.
> - Jari
> --
> --

I have a resource editor that has menus,forms,free images,strings,
alerts. It makes .H files for 'C' and also makes hearder files for Pascal,
Fortran,and modula2. It's about $30-$40. It's well worth it. The best I have
ever seen. Your can create almost amything you want.. Made by Kuma the name
of it is K-Resource. Check your local dealer.. Well, worth the price..
dlh@raider.MFEE.TN.US

3652. DMA Port SCSI Adapter

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 02:20:50 UTC
From: alan@cpsc.UCalgary.CA
Message-ID: <1990Apr19.022050.13824@calgary.uucp>
Source record: 241636

Does anyone know of a company (preferably in canada) that manufactures a ''box'' that will allow someone to connect a SCSI hard drive to the ST, via the DMA port? The reason I ask, is that I would like to buy a new computer is a couple of years.. as a result I will require a hard drive for it as well, the fact that the drive may be SCSI will facilitate this immensely and keep me from spending $$$ for a useless HD. It would also be nice if this DMA2SCSI box will allow chaining of devices like MORE HD's and even tape backup units. (or is that inherent in the SCSI protocol?)

Mail or Post those reply's .. this is an urgent question. :^)

```
+-----------+ Alan Hawrylyshen University of Calgary, Computer
> @ i| <alan@cpsc.ucalgary.ca> Alberta Science
+-----------+ Canada Department
```


```
+-----------+ Alan Hawrylyshen University of Calgary, Computer
> @ i| <alan@cpsc.ucalgary.ca> Alberta Science
+-----------+ Canada Department
```

3653. Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 06:40:51 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <3166@umbc3.UMBC.EDU>
Source record: 241649

Would it be possible to extend the cartridge port of the ST so that one could put cartidges behind the computer or in a separate box? How much interference would this create?

Also, does anyone know what Dave Small's UUCP address is?

Thanks!!!

Chuck Rickard
University of Maryland
Baltimore County
(chuck@umbc5.umbc.edu)

3654. Re: Help needed with Protobt (XBIOS $12)

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 07:02:57 UTC
From: gertk@idca.tds.PHILIPS.nl
Message-ID: <568@idcapd.idca.tds.philips.nl>
Source record: 241644

In article <2928@gos.ukc.ac.uk> shc1@ukc.ac.uk (S.H.Cogheil) writes:
>
>I am currently trying to write a boot-sector that will make the floppy access time 6ms.
>However whenever I use the Protobt fucntion I get nothing written to my floppy
>
>Will someone please explain how this Bl**dy function works !
>
>Sam

OK, I'll try. The Protobt function doesn't write to the disk at all. All the function does, is create an image of the bootsector, as specified in the parameter list, in memory. The adress where it is to be placed is given by the "buffer" parameter.

After the image has been created by calling Protobt, you can alter it (e.g put in your own bootcode or change any other parameter) and send it to disk using "Rwabs".

3655. Re: Gemini 1.1 Docs in English

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 07:04:24 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9004180855.AA24660@hugin.dmswwu-ether>
Source record: 241645

In article <776@ncs.dnd.ca> R. J. Balkwill writes:

> I have translated the docs for Gemini 1.1 (Gemini, Venus and Mupfel)
> from German into English but will not post them unless:
>
> a. There is interest
>
> b. A few days go by without objection by the authors of Gemini.

It is very kind of You to translate the documents. But we have made
an english version of the programs to which the docs should refer.
Also, we found someone in the Netherlands who is now translating the
docs. If you don't mind, please send me the docs, so I can change the
names of the dialogs and menu entries.

When we got the english docs, we will beam an english version of
Gemini 1.1 to the world immediately.

____
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|____|#
###

3656. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 09:31:33 UTC
From: anw1@ukc.ac.uk
Message-ID: <2932@gos.ukc.ac.uk>
Source record: 241509

In article <1990Apr18.124415.19867@cs.dal.ca> bill@biomel.UUCP writes:
>In article <9004180507.AA14277@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>In article <2927@gos.ukc.ac.uk>, anw1@ukc.ac.uk (A.N.Walkeden) writes:
>>>I have found a piece of PD software I would like, and have FTP'd it to
>>>my machine, where I find it is over 700KBytes in size.
>>>Now when I UUDecode this file it produces another output file of similar
>>>magnitude, thus there is not enough room for it on a 3.5" disk.
>
>Why not just decode it on the host machine? If it doesn't have
>uudecode, then just port uud, for which portable source coude is readily
>available (from me, for example).

I am afraid everyone who has replied to the above article has failed to
see the point I was making, whether or not this was because I worded it
badly I do not know.

The problem does not lie in the actual FTP'ing of the file to my atari
the uuencoded file does fit on a single 3.5" disk, but if I was to
decode the file on that disk it would create another 700Kbyte file,thus I
would have to get 1.4 MBytes of data on the disk, slight problem there.

The suggestion of uudecoding on the host then doing a binary transfer, is
an improvement, however the file is 500Kbytes when decoded and to then
dearchive that file would require a further say 400-500Kbyes available
on the disk, same problem as before but slightly less.

I have however managed to solve the problem by creating a very large RAM
disk on a 1040ST then decodibng into the RAMdisk, ie. using it as a
temporary store, 'til I can clear space on the disk.

Thanks for all the help all the same

Adrian

--
"I've seen things you people wouldn't believe. Attack ships on fire off the
shoulder of Orion, I watched C beams glitter in the dark near the Tanhauser gate. All
these, memories will be lost in time; like tears in rain."
"Time to die."

3657. Gemini Docs - Where are you Stefan?

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 10:08:47 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <872@ncs.dnd.ca>
Source record: 241512

Hello Stefan. I would be glad to send the docs but I don't know how to reach you. I'm talking to something called DreNet which interfaces with Internet which interfaces with Usenet which ... In short, my mailer doesn't know anything about dmswwu1a.bitnet.

In any event the docs should be appearing at panarthea soon (they did arrive didn't they Steve?). Throughout I tried to reference both the German words that appear on the screen and English equivalents from the 1.0 release. I rather like the screen the way it is now - adds a certain charm.

At any rate, if you have problems with panarthea the way I have problems with bitnet, let me know and I will drop everything to get the docs to you.

Bob

3658. Re: Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 10:39:39 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <701@ehviea.ine.philips.nl>
Source record: 241511

In article <5765.262c6e5a@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
[subject: omega game]
|I compiled an older version of it with the gcc. Very few changes were
|necessary. However, it was a bit slow (using 16 bit integers would help --
|perhaps the MS-DOS version of omega would be a better starting point).
|It was also quite buggy; again, the fact that it was an older version
|may have something to do with this. At any rate, I can strongly recommend
|using the gcc for doing any ports of unix software; the library has a lot
|of commonly used unix functions, including a non-multitasking fork().

This may be my shortsightedness, but why on earth would one need a
non-multitasking fork() (especially on a machine without VM support, or
is that just the reason why)?

Just curious,
Leo.

3659. Re: Help needed with Protobt (XBIOS $12)

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 11:19:13 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <12218@ttidca.TTI.COM>
Source record: 241514

In article <11748@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>Btw, how is one supposed to generate a correct checksum for the boot sector?
>My impression from reading the description of Protobt is that it completely
>overwrites the contents of the buffer you pass it, so you have to make any
>changes (adding executable code, altering the parameter block, etc.) after
>the call, and most probably ending up with an invalid checksum. Am I missing
>something obvious here?

Yes. Protobt sets the appropriate parameters for cluster size, counts,
etc. based upon the third parameter:
-1 - No change
0 - 40 tracks, single sided (Right! Tons of these babies out there.)
1 - 40 tracks, double sided (These Too!)
2 - 80 tracks, single sided (Ahh, reality strikes!)
3 - 80 tracks, double sided

It checks the fourth parameter for a flag to determine if it is to be
executable:
-1 - No change
0 - Not executable (MWC manual is wrong here)
1 - Executable (MWC manual is wrong here)

The executable flag determines the checksum value. There is only one
significant checksum (executable), or any other value. The appropriate
checksum value will be placed in the last two bytes of the buffer.

The remainder of the buffer is left untouched. Whatever was in it
at the call to Protobt will be there afterwards.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

3660. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 11:31:16 UTC
From: sho@maxwell.physics.purdue.edu
Message-ID: <3550@newton.physics.purdue.edu>
Source record: 241643
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <1602@mcrware.UUCP> leeg@mcrware.UUCP (Lee Glenn) writes:
>In article <975@stasys.sta.sub.org> fkk@stasys.sta.sub.org (Frank Kaefer) writes:
>>demon@desire.wright.edu writes:
>>Summary: Have you tried OS9 ?

>Yes, I've tried OS9 and love it!
>
>Lee Glenn
>Software Engineer
>Microware Systems Corp.

Perhaps this has something to do with the fact that you seem to work
at the company that manufactures OS9???

-Sho
--
sho@physics.purdue.edu <<-- perhaps an "I may be biased but..." would
have been in order.

3661. Booting PC-DITTO I and II from HD

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 12:44:36 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1636@lzsc.ATT.COM>
Source record: 241650

Here are the results of exploring boot problems with pc-ditto (I and II).
These are empirical:

1. PC-Ditto (PCD) Can only access SCSI 0, LUN 0.
These are embedded in constants.
2. PCD seems only interested in booting MS-DOS from partitions C: and D:
3. For a partition to boot MS-DOS its last 2 bytes MUST be 55,AA. They
do not use a 'checksum'.

Here are some facts and remedies:
I have two systems, with the c: partition loaded from the same Cartridge
Tape. That is Identical! One system would boot from the HD, one would
not.
Drive C: does not have a MS-DOS boot in sector 0. It did once. I think
that playing with the Supra boot installation messed it up.
The system that boots, has a MS-DOS boot in d:. The other doesn't.

If I change the 55,AA to 00,AA then neither system will boot from the HD.
After restoring the 55,AA and copying sector 0 of D: from one system to
the other, then both boot from the HD.

When PCD is started it reads only the following sectors:
1. Absolute sector 0, for the partition table.
2. c: relative sector 0 (boot) is read twice.
3. D: relative sector 0 (boot) is read once.

When the floppy is removed, and DOS told to start:
1. D: relative sector 0 (boot) is read once.
This is probably due to c: not being a MS-DOS boot.
2. booting takes place from partition C:

Current ICD problems.

Using your favorite sector editor (memfile, Supredit, ICD ???) or a simple
program, look at the c: and d: boot sectors (0). Look at the bytes from
0x1A0 to 0x1FE. You should be able to find the strings:
"Disk Boot failure\r\n\0"
"IBMBIO COMIBMDOS COM"
and the last 2 bytes are 0x55,AA.

If neither are like this, it won't boot from the HD.

To repair I would suggest the following:
1. Don't worry about c:. Your ST autoboot installer will probably change it.
2. Install the MS-DOS boot in d:
The easiest is to use "format d:/s" while running PCD.
If you dont want to destroy what you have on d:, then try this:

3. "format a:/s" a floppy instead. What you want are bytes 0x20 thru 0x1ff.
Using the form of the simple program attached, read from A: and D:
Combine the first 0x20 bytes read from D: with the rest from A:.
Rewrite the new 512 byte block on D:.

```
============program to read boot sectors===========
#include <stdio.h>
#include <osbind.h>
char buffer[512];
main()
{
int i;
long *lp;

/* change the last number (3) to the partition: 0=A: 2=c: 3=d: */
/* change the first number (0) to 1 to write! */
Rwabs(0,buffer,1,0,3); /* read from D: */

lp = (long*)buffer;
for(i=0;i<128;i++)
printf(" %lx",*lp++);
printf("\n");
}
```

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3662. Re: Bug in CSD, no help from MWC

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 13:07:29 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1145@wsu-cs>
Source record: 241513

I have talked to MWC a few times, and the reason they gave me for not
continuing development for the ST compiler was that their compiler
programmer for the ST left, and they were having a hard time finding
a new one (I assumed the difficulty was finding one who could do
an ANSI-C upgrade, but accept little money up front and mostly royaltys,
if I were the programmer and I was familiar with ST marketing, *I* would
be very unmotivated about potential royalties from the sale of an ST
product..)

No, that's not a flame, I own and like both my ST's. It's just (the current)
reality re: our Ataris and Tramiel-corp.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3663. Re: Formatting in Background

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 14:40:54 UTC
From: gmaster@malihh.uucp
Message-ID: <4168716@malihh.uucp>
Source record: 241502

Im Artikel <1037@uhnix2.uh.edu> schreibt uace0@uhnix2.uh.edu (Michael B. Vederman):
> Yes, such a program exists! Actually, it's a DA, but it does format
> completely in the background. It is called Mystic Formatter, and it is by us,
> Double Click Software. It is shareware.
Sounds very interesting. Why don't you post it to comp.binaries.atari.st ?

>
> - mike
bye,
gm

--
+ Carsten Lutz, Rellingen, FRG +
+ gmaster@malihh (& g.master@mcshh) +
+ Voice : 04101/207871 Fax : 04101/27757 Carrier : 04101/22306 +

3664. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 16:29:06 UTC
From: fozzard@boulder.Colorado.EDU
Message-ID: <19923@boulder.Colorado.EDU>
Source record: 241517
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

>
>Yes, I've tried OS9 and love it!
>
>Lee Glenn
>Software Engineer
>Microware Systems Corp.

This seems somewhat suspect - aren't Microware the people who write and
sell OS9? On the net, it's traditional to openly admit one's bias in
an endorsement, you know :-)

==========
Richard Fozzard "Serendipity empowers"
Univ of Colorado/CIRES/NOAA R/E/FS 325 Broadway, Boulder, CO 80303
fozzard@boulder.colorado.edu (303)497-6011 or 444-3168

3665. Re: RSC-editor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 18:39:59 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1641@lzsc.ATT.COM>
Source record: 241503

In article <205@raider.MFEE.TN.US>, dlh@raider.MFEE.TN.US (Dana L. Holt) writes:
> In article <34595.262b60db@kontu.utu.fi>, jriitala@kontu.utu.fi writes:
> > Hi ya all!
> >
> > Anybody know about a PD RSC-editor? Preferably one that can make .H-files (c,
> Made by Kuma the name
> of it is K-Resource. Check your local dealer.. Well, worth the price..

My copy of K-Resource only runs on Color monitors. It just dies on Mono.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3666. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 18:48:30 UTC
From: alderaan@tubopal.UUCP
Message-ID: <1401@opal.tubopal.UUCP>
Source record: 241504

In article <2154@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>> Uhm. Maybe your C library does the Fsfirst ?
>
>Uhm. The capitalized "function calls" are actually direct OS calls,
>with no library intervention. What you see is what GEMDOS saw, with no
>interference from anything.

Sorry, I'm a machine language programmer, no experience with the C nomen-
clature :-)
Uhm^2. My RAM TOS 1.0 (GEMDOS V0.21) also clobbers files with Dcreate () !
Also the ROM TOS 1.0 in all machines at FU Berlin's physics department.
Am I hallucinating ?! PLEASE could anybody (outside Germany) try it on his ST ?
If this problem is unique to our machines, this would be really strange ...

-thomas

--
Thomas Cervera | UUCP: alderaan@tubopal.UUCP
SysMan RKOFBI (PDP/VAX)| ...!unido!tub!opal!alderaan (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!alderaan (World)
Motzstrasze 14 | BITNET: alderaan%tubopal@DB0TUI11.BITNET (saves $$$)

3667. Re: Help needed with Protobt (XBIOS $12)

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 20:50:22 UTC
From: ignac@electro.UUCP
Message-ID: <1633@electro.UUCP>
Source record: 241522

In article <2928@gos.ukc.ac.uk> shc1@ukc.ac.uk (S.H.Cogheil) writes:
>
>I am currently trying to write a boot-sector that will make the floppy access time 6ms.
>However whenever I use the Protobt fucntion I get nothing written to my floppy
>
>Will someone please explain how this Bl**dy function works !

if i'm not mistaken, after calling Protobt and making the necessary
changes within the buffer to get your fancy boot sector, you still have to
do a Flopwr() call to write out the boot sector to the floppy. all Protobt
does is create a standard boot sector within the buffer you pass down as
a parameter. it shouldn't read or write to the disk at all, if i have my
info right.

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3668. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 21:18:11 UTC
From: consp11@bingsuns.cc.binghamton.edu
Message-ID: <3308@bingvaxu.cc.binghamton.edu>
Source record: 241521
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <93.26244db9@desire.wright.edu>, demon@desire.wright.edu writes:
|> Reading the articles that say how alike Amiga, Atari, and Mac users
|>are:
|> It would be nice if these users could all have one unified operating
|>system. (Yes, there is UNIX but not everyone has 4-8 meg of ram and 80+meg
|>hard disks.) What does Apple have to lose by liscensing the Mac OS to
|>Commodore and Atari?
|>[A few arguments as to why Apple wouldn't be losing much in the shuffle
|>deleted...]

Maybe Apple/Atari/Commodore wouldn't have much to lose, but the people who buy these machines lose out on a lot. I have had my Amiga for a number of years now, and I just wouldn't be happy with anything else. Each of the different machines has their relative strong points - the Mac for DTP, the Amiga for DTV, and the Atari for MIDI. If the Mac OS (or the AmigaDOS or the ST's DOS) became the 'standard,' what about all the features that would be lost from the other lines...?

|>Brett Kottmann
|>demon@wsu.bitnet

+------///-+------------------| BRETT KESSLER |------------------+-\\\------+
///	consp11@bingvaxu.cc.binghamton.edu	\\\
\\\///	consp11@bingvaxa.BITNET	\\\///
\XX/	(PeopleLink) B.KESSLER	\XX/
+----------+---+----------+

3669. TOS BOMB ERROR NUMBER EXPLANATION PROGRAM

Newsgroup: comp.sys.atari.st
Date: 1990-04-19 22:50:40 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004250211.AA23723@ucbvax.Berkeley.EDU>
Source record: 241505

Netters,

Having seen a very large number of requests for bomb error information
I have written a short program to explain the meaning of most bomb numbers!
It is available from me and if someone would be so kind as to let me know
the address for submissions to the panarthea library then I will send it
there.

requests for help to me at the address in my .sig file, flames to \dev\null !

regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send Email via the uk.ac.ukc gateway, as my college
| hasn't paid their fees, so we don't get any Email through there */

3670. Re: 6-chip/2-chip TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 00:21:32 UTC
From: apratt@atari.UUCP
Message-ID: <2157@atari.UUCP>
Source record: 241523

bills@mcrware.UUCP (Bill Sheppard) writes:
>I recently purchased the six-chip set of TOS 1.4, but need to install this
>in a two-chip machine. I have access to a ROM-burner ...
>...(and what EPROM device is the two-chip set made from)?

There exists no EPROM with the right pinout for 2-chip Megas. There
may not be any such OTP, either. That was a problem when we were
building developer releases, etc. You just can't do it.

If you have six sockets, you're 90% there. Find the instructions for
cutting & jumping to make your 2-chip Mega a 6-chip Mega.
Alternatively, you can buy the 2-chip TOS 1.4 set. It's available, and
has been for many months.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3671. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 01:06:42 UTC
From: ar4@sage.cc.purdue.edu
Message-ID: <4152@sage.cc.purdue.edu>
Source record: 241525
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

consp11@bingsuns.cc.binghamton.edu (Brett Kessler) writes:
>
>Maybe Apple/Atari/Commodore wouldn't have much to lose, but the people who
>buy these machines lose out on a lot. I have had my Amiga for a number of
>years now, and I just wouldn't be happy with anything else. Each of the
>different machines has their relative strong points - the Mac for DTP, the
>Amiga for DTV, and the Atari for MIDI. If the Mac OS (or the AmigaDOS or the
>ST's DOS) became the 'standard,' what about all the features that would be
>lost from the other lines...?

I think that instead of assuming that one system's OS would completely
REPLACE the others we should attempt to support the advantages that all
computers would be able to offer if the better parts of each OS were added
to the whole.

Each company has spent millions (even more, I'd imagine) on the development
of their system software. Would not the entire computer industry be better
off if those millions were "combined" into a single project?? Alas, if that
were done, then the marvels of capitalism would have been abandoned ;)

We definitely have a long way to go in the
realm of cooperation... (myself included)

Piper Keairnes
ar4@sage.cc.purdue.edu

3672. Re: 6-chip/2-chip TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 01:16:54 UTC
From: mccann@rbdc
Message-ID: <1990Apr20.011654.28931@rbdc>
Source record: 241506

bills@mcrware.UUCP (Bill Sheppard) writes:

>I recently purchased the six-chip set of TOS 1.4, but need to install this
>in a two-chip machine. I have access to a ROM-burner, and would rather put
>this to use than to make the hardware hacks on the Mega. I have the code
>from the chips in three files, corresponding to the L0/H0, L1/H1, and L2/H2
>pairs of chips. How do I concatenate these to create an image for the two-
>chip set (and what EPROM device is the two-chip set made from)?
I don't think you can do it. The megabit Eproms are 32 pin or maybe 30 but the sockets
aren't. If you manage it, it'll be more of a hack than doing the 6 chip mod.

EOF
>E-mail to me, I'll summarize...

>Thanks!

>Bill Sheppard
>{sun,uunet}!mcrware!mwca!bill

3673. Re: Cartridge port extender

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 01:19:36 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004200116.AA18263@fsucs.cs.fsu.edu>
Source record: 241524

In article <3166@umbc3.UMBC.EDU>, chuck@umbc5.umbc.edu () writes:
>Would it be possible to extend the cartridge port of the ST so that one could
>put cartidges behind the computer or in a separate box? How much interference
>would this create?
>
>Also, does anyone know what Dave Small's UUCP address is?
>
>Thanks!!!
>
>Chuck Rickard
>University of Maryland
>Baltimore County
>(chuck@umbc5.umbc.edu)

There was talk long ago (from Atari) of releasing an expansion chassis. I
presume this would use some sort of ribbon connector, and have switches
or something to differentiate between the different cartridges. I have not
heard anything about it for a long time, but perhaps some third-party
vendor has jumped on the idea (this would be a nice thing to add to Omniswitch).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3674. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 03:24:38 UTC
From: malcolml@anvil.oz
Message-ID: <1563@anvil.oz>
Source record: 241507
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

eb1z+@andrew.cmu.edu (Edward Joseph Bennett) writes:

>I think the Mac has a great operating system. In my opinion it is the
>best, But it is far from flawless and I can see where many users that
>have special uses for their computers don't need it and may not want it.

>Any way One World , One OS brings back horror memories of pre 1984 when
>IBM and DOS where king. I think all computer users can agree that we are
>all better off because of the competition. Competition breeds inovation.
>One world, One OS would breed stagnation.

>Ed

I've been reading this discussion with probably a slightly different
view-point from most others involved. I'm a Unix programmer (on PC boxes)
so I am rapidly gaining quite an understanding of Unix, I've programmed
Mac's, and I own (and *very* much enjoy) a machine called the Archimedes
from Acorn in the UK. My favourite is still the Archimedes, but I know
quite a few people who still prefer Macs, Unix, etc. over it.

It's very easy to become complacent when your operating system is very
popular, because you assume that it has to be good, otherwise it wouldn't
be popular. This is totally incorrect. Marketting pressures have far more
impact (particularly international marketting) than technical brilliance.
I know that many of the concepts of RISC OS (the Arch's OS) are being
integrated into the Mac's System 7. I also know that many concepts in RISC
OS come from the older Mac Systems. This cross-fertilisation in good.

What would not be good is to force one of these operating systems on
everybody. Unix is one of the best multi-user operating systems (for a
variety of reasons). The Mac's System X is one of the best office
automation operating systems (remember: this was its original target).
RISC OS is one of the best programmer's and educationalist's operating
systems (due to its inheritance from the Acorn BBC: undoubtedly the *best*
educational system in the world at this moment, counting software and
peripherals).

We don't yet have the skills, software, or hardware to create an operating
system that can fulfil all of these roles well. When we do we can all be
very happy. (Except those of us, like me, who enjoy being contrary. ;-))
I firmly believe that proprietry systems are not only nice to have around,
but vital. Being a programmer, I don't give that much concern to
straight-forward compatibility. Ease of programming and sheer power are
far more important to me. I know there are other mavericks out there, and
I cheer them on: Proprietry Systems Rule!

[My words are not, unlike Holy Scripture, infallible. I suggest no religions
be based on them.]

- Malcolm Lithgow
/| /| /||\
/ |/ |/ || \ "Gee, I hate it when people mindlessly quote others!"
~~~~~~~~~~~~ - Reynard P. Zingaro

~~~~~~~~~~~~

3675. Re: Zoo output to file (Was: Re: EPROM programmer wanted.)

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 03:29:41 UTC
From: buggs@cup.portal.com
Message-ID: <29133@cup.portal.com>
Source record: 241527

>How to instruct Arcgsh to write the output of Zoo to a file instead of
>the screen: Click on "Filenames..." in the main Zoo dialog box, then
>select a file as "Standard output".

Thanks, now if it hasn't<arcgsh> 'rolled off' the system here......

Ed June

3676. A3000 specs. Barretize them...

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 03:37:13 UTC
From: stefan@sherlock.cs.concordia.ca
Message-ID: <2092@clyde.concordia.ca>
Source record: 241526
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

Amiga, a state of mind.

A FRIEND OF A FRIEND OF A FRIEND OF A FRIEND OF C=, told me...

OK: These are 99% accurate.

A3000 launch: 27 March at World of Amiga in New York City. Canadian launches are May 7 at Ontario Science centre and May 10 in Montreal at Sheraton Laval. I beleive that there will be a Vancouver launch as well... You need TIX for Canadian launches.

SPECS: It will be in next BYTE. 2 versions differing only by clock rate of CPU. 1 is 16 Mhz 030 and other is 25 Mhz 030. FULL 32-BIT MEMORY, ON MOTHERBOARD. AUTOCONFIGS TO 18 (over 15 at least) 32 bit. 2 MEGs of Chip memory. Flicker-fixer-like device eliminates flicker in all modes, and works with PAL. Has new Denise and Agnus. Has x# of ZORRO 3 slots (which are full 32-bit addres-able). KICKSTART 2.0 = 512K. Initial release will NOT include scalable fonts. NEW: A CPU slot (?). Less PC slots. Power on the front, sleaker looking. PRICE: similar to 25/30's.

ULOWEL CARD: Will be released together. 256 + 2 colors out of 16 m.

Amivision: Released at same time.

IE: three products in less than 1 month. Lots to chat about...

Don't expect to see UNIX 5r4 for any system b4 September, ON ANY SYSTEM!

****
Stefan Buchholz * Concordia University Computer Science * a.k.a Stefy LePew
stefan@doyle.cs.concordia.ca > MITE AVsita Multimedia lab system support <<
****

3677. Re: Small Unix for Small systems? (Was: One world, One CPU, One OS)

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 03:47:08 UTC
From: cory@3letter.UUCP
Message-ID: <200@3letter.UUCP>
Source record: 241508
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

mwm@raven.pa.dec.com (Mike (Real Amigas have keyboard garages) Meyer) writes:

>In article <1990Apr14.155106.2692@watdragon.waterloo.edu> swklassen@tiger.waterloo.edu (Steven W. Klassen) writes:

> Contrary to popular belief UNIX does NOT require 4-8 meg of
> ram and 80+meg hard disks. (Especially if you leave out the on-line
> help.) I have seen very useable UNIX look-alikes (namely Minix) operate
> quite well on 1 meg machines (Atari 1040ST) with only 20 meg of the
> hard drive dedicated for it.

>Ho hum. I've seen _real_ Unix run on smaller machines - 256K and a 10
>meg disk. I've seen clones run on _much_ smaller machines - say 32K
>and a single floppy.

>The problem with all these is that they are v6 or v7 Eunices, not
>anything modern.
[...]
>I'd be glad to have a counterexample. A fully functional Unix system,
>complete with window manager, SLIP, UUCP, cron daemon, and the ability
>to provide reasonable perforamance to both an editor, a terminal and
>multiple trivial applications (xsnap, xclipboard, xwd and xmessage,
>for isntance) at the same time as all the above are running (hint:
>choose something with shared libraries - they help a lot!). Make it
>all fit in 1 or 2 meg of memory, and run from 30 meg of disk (that
>seems to be the new "smallest" disk).

A while back, a company called Convergent Technologies developed a system called the Unix PC (also called the AT&T 7300). This system was sold by AT&T, and ran SysVr2. Minimal configuraation was (I believe) 256kB RAM, 10MB hard disk (you did have to trim unix to fit in 10Mb -- they recommended at least 20MB).

I ran one of these systems with 512kB RAM and a 40MB hard disk. I also ran news on that system (and accepted a full feed (which I trashed most of as fast as it came in) over it's on board 1200 baud modem). It had it's own windowing system (it was first released about 1984 or so), and was able to successfully compile Larn and Hack as well as the News software.

The current price on these beastes runs from around $600 to about $1800.

+C

>--
>All around my hat, I will wear the green willow. Mike Meyer
>And all around my hat, for a twelve-month and a day. mwm@relay.pa.dec.com

>And if anyone should ask me, the reason why I'm wearing it, decwrl!mwm
>It's all for my true love, who's far far away.

3678. MiniBBS working a 1200 baud?

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 07:22:16 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1296.262e7258@miavx1.acs.muohio.edu>
Source record: 241510

Has anybody downloaded MiniBBS from comp.sys.binaries? I have it, but
cannot get it to answer at 1200 baud. 300 works fine though. I have a 1040
with Tos 1.0, and the Atari SX212 modem.

thanks.

Ryan
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3679. connecting to the outside world.

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 08:36:49 UTC
From: q1rse@turing.newcastle.ac.uk
Message-ID: <1990Apr20.083649.3302@newcastle.ac.uk>
Source record: 241530

Having moved on the the Atari from the BBC micro I am interested in interfacing project with the computer. What I find lacking is a simple I/O user port.
The question is this:

Is it possible to set the cartridge port as a user port that allows reading and writing? All the diagrams I have see indicate that this is possible.
If so how do you do it?

The follow on question:

If the above is true, is possible to set it up as two seperate ports, one that is a read only port and a write only port. having done that can they be used together at the so time i.e. read from one while the other is being writen to?

Thanks

Dave

+-----------------------------------+--+
David M. Johnson	Janet : D.M.Johnson@uk.ac.newcastle
c/o Electrical and Electronic Eng.	ARPA : D.M.Johnson@newcastle.ac.uk
Merz Court	UUCP : ...ukc!newcastle!D.M.Johnson
Newcastle University	
Newcastle upon Tyne	
NE1 7RU	
+-----------------------------------+--+

| I DON'T KNOW ABOUT YOU BUT I COULD MURDER A CURRY said death |
+-----------------------------------+--+

3680. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 10:17:30 UTC
From: capitain.pad@nixpbe.uucp
Message-ID: <1649@nixpbe.UUCP>
Source record: 241515

zimm@portia.Stanford.EDU (Dylan Yolles) writes:

>The Spectre GCR manual never makes it clear whether or not one can get
>away with using the "Shutdown" menu option in Mac mode (versus just ejecting
>the disks).
>My advice: DON'T DO IT! I tried it *once* and now my hard drive
>is garbled. (Yes, I'm using the new release of the Spectre software. Perhaps
>the older software works better.)

>You have been warned!

(I couldn't resist :) Aladin never had any troubles with `shutdown'!

3681. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 10:28:03 UTC
From: CSTMCS@cr83.staffordshire-polytechnic.ac.UK
Message-ID: <000011A6_00118588.009357B15A5F7660$8_1@UK.AC.STAFPOL.CR83>
Source record: 241516

```
subscribe
```

3682. Re: UUDecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 12:54:38 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr20.125438.22040@cs.dal.ca>
Source record: 241531

In article <2932@gos.ukc.ac.uk> anw1@ukc.ac.uk (A.N.Walkeden) writes:
>
>I am afraid everyone who has replied to the above article has failed to
>see the point I was making, whether or not this was because I worded it
>badly I do not know.
>
>The suggestion of uudecoding on the host then doing a binary transfer, is
>an improvement, however the file is 500Kbytes when decoded and to then
>dearchive that file would require a further say 400-500Kbyes available
>on the disk, same problem as before but slightly less.

I think you missed our point. Use your host! Decode on the host.
Extract on the host*. Send the itty-bitty pieces to your ST.

---
* There is code for most extractors (ZOO, ARC, LHARC, etc.) that runs on
Unix and other systems.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3683. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 13:56:24 UTC
From: macduff@cbnewse.ATT.COM
Message-ID: <14343@cbnewse.ATT.COM>
Source record: 241518
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <4652@hub.UUCP>, 6600raft@ucsbuxa.ucsb.edu (Michael Wise) writes:
> In article <1990Apr13.160323.3616@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>
> >In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
> >> What does Apple have to lose by liscensing the Mac OS to
> >>Commodore and Atari?
>
> I remember when it seemed like the Apple][line had the PC market about
> locked up until IBM came out with the PC. The main difference in courses
> of action IBM has taken in comparison to Apple is that IBM has provided
> the opportunity for clones, vastly incresing their "standard." One just
> has to think back to the days of Franklin Computer to see Apple's
> course of action which contunues today.

WAIT! This isn't the first time I've seen this reference to "IBM providing
the opportunity for clones," and *I* always thought that IBM never wanted
clones, but pretty much couldn't do anything about it. The Apple II ROMs
had BASIC, etc. so for a clone to be an Apple II clone, it had to copy a lot
of ROM code ... which Franklin didn't do (the first time, they just copied
it. Laser makes Apple II compatibles now, which nobody seems to do any legal
thing against...). The IBM BIOS was duplicated by Phoenix (or whatever),
and since the DOS wasn't made by IBM, Microsoft could sell the DOS to be used
on "clones."

I don't think IBM had any say in this. When the first clones appeared, they
weren't 100% IBM compatible, which doesn't make sense if IBM sanctioned them.
In fact, PS/2 was supposed to be the "clone killer:" introduce new hardware
specs, that this time are a little more complicated (so can't be duped via
clones), lotsa hype (Yeah yeah, we'll call it a ... pel :-), etc. Which was
the big surprise when Micro-channel didn't win the entire DOS-world's hearts.

>
> If Apple were to license their OS to Commodore, Atari, or whoever, I
> don't think their sales would really lessen, but that overall demand
> for the Mac-OS would increase across the board, including demand for
> the Macintosh. When other MS-Dos machines emerged, sales of IBMs
> didn't drop through the floor, conversely, they have remained strong.
> I believe Apple has the reputation to insure that their sales would
> continue to be strong. Furthermore, a little more competition in the
> Mac-OS industry certainly couldn't hurt.

No, that's because the Mac OS's best features (IMHO) come out when you become
a *power* user, even in the smallest degree. A casual computer user ain't

gonna care if s/he can cut/paste between different applications, etc. because they won't need it. The bottom line for the average consumer will always be price; the jargon scares a lot of people as it is, and the *real* way to win a Mac (or Amiga or ST) over an MS-DOS machine (so far) has been to get into the jargon.

Roger
rre@ihlpn.ATT.COM

3684. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 14:24:51 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3063@rodan.acs.syr.edu>
Source record: 241532
Cross-posted to: comp.sys.mac,comp.sys.amiga,comp.sys.atari.st

In article <4652@hub.UUCP> 6600raft@ucsbuxa.ucsb.edu (Michael Wise) writes:
>In article <1990Apr13.160323.3616@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>
>>In article <93.26244db9@desire.wright.edu> demon@desire.wright.edu writes:
>>> What does Apple have to lose by liscensing the Mac OS to
>>>Commodore and Atari?
>
>I remember when it seemed like the Apple][line had the PC market about
>locked up until IBM came out with the PC. The main difference in courses
>of action IBM has taken in comparison to Apple is that IBM has provided
>the opportunity for clones, vastly incresing their "standard." One just
>has to think back to the days of Franklin Computer to see Apple's
>course of action which contunues today.

Do you really think that IBM "provided the opportunity for clones"? Their
main reasons for being successful are that they:

1) Provided card slots in the PC so 3rd party manufacturers could release
cards to compensate for an inferior machine.
2) They have an infinite supply of $$$ and a large following of people
that shout "Now we have a standard!" every time they release something,
even if it uses technology 10-15 years old.

>
>If Apple were to license their OS to Commodore, Atari, or whoever, I
>don't think their sales would really lessen, but that overall demand
>for the Mac-OS would increase across the board, including demand for
>the Macintosh.

But I bet they would charge so much for the licensing that Amiga and ST
prices would skyrocket to the level of Macintosh pricing. Overall demand
for the OS would increase because there wouldn't be any more competition!

>When other MS-Dos machines emerged, sales of IBMs
>didn't drop through the floor, conversely, they have remained strong.

Didn't they stop making PCs after the market was flooded with clones?

>I believe Apple has the reputation to insure that their sales would
>continue to be strong. Furthermore, a little more competition in the
>Mac-OS industry certainly couldn't hurt.

True, more competition wouldn't hurt, but I don't consider licensing out
the Mac OS as competition, the only difference between the machines would
be the box they come in.

>==
>| Internet: 6600raft@ucsbuxa.ucsb.edu | All opinions stated are mine.|
>| BITNET: 6600raft@UCSBUXA.BITNET | **Save The Earth** |
>==

---jb (jfbruno@rodan.acs.syr.edu)

3685. STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 14:37:24 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <20.Apr.90.15
Source record: 241519

Several folks have posted extra info R.E. TOS 1.4 / 1.6 . Does any one have have any info r.e. the extra BIOS/XBIOS calls which are provided in these versions of the ST ROMS. E.G. I don't suppose ATARI intend that I address the Audio DAC in my STE directly but given the info which has escaped on to the NET thats all I can do at present. I would really like to 'stick to the rules' but as I don't know what they are what chance.

Sorry no signature file but replies outside the UK may be sent to:-
D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

3686. QuickST on the STart Disk

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 15:00:32 UTC
From: stewart@xyplex.com
Message-ID: <9004201800.AA18499@xap>
Source record: 241520

I'm typing this via Flash to my Unix system, with QuickST from the May STart disk running. It leaves cursor blobs all over the place and often doesn't put the cursor where it belongs. Yucky. I'd feel bad about distributing software that doesn't work any better than that. On the other hand, there is an interesting mixed motivation. If it works too well will I want to buy the upgrade. But if it doesn't work very well, I have the same question.

Now I'm curious to see the response of the co-author...

Bob

Bob Stewart (rlstewart@eng.xyplex.com)
Xyplex, Boxborough, Massachusetts
(508) 264-9900

3687. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 17:08:12 UTC
From: ski2@milton.acs.washington.edu
Message-ID: <3027@milton.acs.washington.edu>
Source record: 241533

In article <1401@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera) writes:
> Uhm^2. My RAM TOS 1.0 (GEMDOS V0.21) also clobbers files with Dcreate () !
>Also the ROM TOS 1.0 in all machines at FU Berlin's physics department.
>Am I hallucinating ?! PLEASE could anybody (outside Germany) try it on his ST ?
>If this problem is unique to our machines, this would be really strange ...
>
>-thomas

I tried the posted program on a 1040st with TOS 1.0 in ROM and it did
clobber files with the same name as the directory I was trying to
create while returning successfully. There is a problem when using
TOS 1.0 (ROM) and MWC 3.x.

--
"Disclaimer: The opinions expressed above are my own..."
Chris Kacoroski email: ski2@milton.acs.washington.edu

3688. STe stuff, YET?

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 20:29:44 UTC
From: opielask@clutx.clarkson.edu
Message-ID: <1990Apr20.202944.23884@sun.soe.clarkson.edu>
Source record: 241534

Come on people!!!!

Aren't there any STe specific programs (demos?) around YET?????

I have heard mentioned a STe "boink" demo, and the MONSTER.ARC
programs. The MONSTER program is like BIGSCRN but uses the
STe's new features...

I would love to get these and others...
I can't believe that there aren't at least some digital sound
background players yet... cause a friend of mine has actually
been able to make the digital stereo sound chip play with minimal
success... using GFA basic and the minimal info from this newsgroup
about the DMA sound chip...
and he isn't even close to a computer programmer!!!

I am very anxious to see/hear what I paid the extra money for!!

AAron nAAs
4meg 1040STe owner
opielask@clutx.clarkson.edu

3689. Re: DMA Port SCSI Adapter

Newsgroup: comp.sys.atari.st
Date: 1990-04-20 20:38:07 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr20.203807.5724@water.waterloo.edu>
Source record: 241535

In article <1990Apr19.022050.13824@calgary.uucp> alan@cpsc.UCalgary.CA (Alan Hawrylyshen) writes:
>Does anyone know of a company (preferably in canada) that manufactures a
>''box'' that will allow someone to connect a SCSI hard drive to the ST, via
>the DMA port?

There are dealers in canada that sell ICD hard disk adapters. These meet
your requirements.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3690. Re: STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 01:01:04 UTC
From: eezprandolin@qut.edu.au
Message-ID: <9228.262fb0d0@qut.edu.au>
Source record: 241528

In article <2168@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <5813@jarthur.Claremont.EDU> dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:
>>Is anyone using the new terminal program STalker? It sounds like a nice
>>program, but I was wondering if it had good VT-100 emulation, and if it
>>could keep up with 19200 baud.
>>
>>Dan Crevier
>>dcrevier@jarthur.claremont.edu
>
> I like Stalker because it works with VSH and lets me have several MT
> C-Shell command windows and my analog clock and my load monitor graph
> accessories all running at the same time while I'm logged in someplace.
>
> Stalker has minimal ANSI support and the latest version has a little
> bit more VT-100 attribute stuff. I tell my Unix system that Stalker is
> a VT-100 and it works, but not all the "pretty" stuff works.
>
> It has a big buffer so 19.2 would probably work, but no GEM based
> terminal is going to really "keep up" at 19.2 because there is no
> way to draw characters into a GEM window legally as a well-behaved
> desk accessory at 19.2 K baud.
> --
> David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
> Beckemeyer Development Tools | a breath mint."
> P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
> UUCP: {uunet,ucbvax}!unisoft!bdt!david |

I must dispute this claim:
It is quite possible to receive at 19200 baud from an accessory and confine its output to a window (I have done it) true you may need to do low level textblits yourself perhaps and while you are rxing at full scate the application may not get much time but is is possible providing the rx buffer is big enough to bridge the time that you are away in some other application at 2400 baud my program (which is a background eprom downloader) never has to wait more than 3 char spans with its companion program (APP) which makes regular aes calls. (doing your own blits is entirely legal providing you listen to the AES's messages about where to put things)

The trick is to empty the rx buffer every time you get the CPU (Hog until auxstat returns false)

BOB
EEZPRANDOLIN@qut.edu.au

3691. Re: Omega for ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 03:01:30 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <5814.262f94cb@uwovax.uwo.ca>
Source record: 241539

In article <701@ehviea.ine.philips.nl>, leo@ehviea.ine.philips.nl (Leo de Wit) writes:
> In article <5765.262c6e5a@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
> |may have something to do with this. At any rate, I can strongly recommend
> |using the gcc for doing any ports of unix software; the library has a lot
> |of commonly used unix functions, including a non-multitasking fork().
>
> This may be my shortsightedness, but why on earth would one need a
> non-multitasking fork() (especially on a machine without VM support, or
> is that just the reason why)?
>
Actually, this is a good question; I should have explained that the fork()
is useful because it lets you emulate the most common Unix usage of fork
(fork(), followed in the child by some file descriptor manipulation and
exec(), and in the parent by wait()). Yes, you could just recode everything
to use Fforce/Fdup and Pexec, but having fork() in the library saves the
effort.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

3692. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 03:26:07 UTC
From: eb1z+@andrew.cmu.edu
Message-ID: <wa=x=Da00UhW022ZB3@andrew.cmu.edu>
Source record: 241529
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

>I remember when it seemed like the Apple][line had the PC market about
>locked up until IBM came out with the PC. The main difference in courses
>of action IBM has taken in comparison to Apple is that IBM has provided
>the opportunity for clones, vastly incresing their "standard." One just
>has to think back to the days of Franklin Computer to see Apple's
>course of action which contunues today.

I don't agree.

1) IBM had lots of inroads in the corporate world that allowed them to roll over the AppleII before lots of clones came into the picture. IBM had a lock on the typewriter and mainframes before the PC. It was only logical that when IBM brought out a PC that the business world would flock to it because they dealt with IBM on everything else while Apple was seen as uncertain counter culture company. IBM was not flashy but everyone knew they would still be there 5 years down the road. Who knew if Apple would make it! Therefore you don't need clones to account for IBM becoming the standard (they were the standard for everything else)

2) IBM doesn't make the PC line anymore. wonder why? They couldn't compete with their own clones. Notice how IBM has made certain that the new PS/2 are incompatable with the old PC's. (Gee the Apple II is still around) Now IBM is fighting a war with its former cloners who want to stick to the old PC standard.

Which leads to the third point:

3) Stagnation!! Look at the trouble that IBM is having pushing the inovations of their new PS/2 line because people want to stick to their old standards and the clone makers are more than happy to oblige them. Not to mention that their was not a lot of innovation to the PC line while IBM made it. When some something becomes standard the forces that work to keep it stable, compatible and unchanging overwhelm the forces of innovation. I mean look its been six years since the Mac came out and IBM still hasn't been unable successfully market a Graphics, mouse based interface because it is so standardized that it can't evolve (except slowly and painfully).

I know everyone wants a cheap Mac clone. It would be great for Mac users in the short run but I don't know if it may not be destructive in the long run.

> Apple were to license their OS to Commodore, Atari, or whoever, I
>don't think their sales would really lessen, but that overall demand
>for the Mac-OS would increase across the board, including demand for

>the Macintosh. When other MS-Dos machines emerged, sales of IBMs
>didn't drop through the floor, conversely, they have remained strong.
>I believe Apple has the reputation to insure that their sales would
>continue to be strong. Furthermore, a little more competition in the
>Mac-OS industry certainly couldn't hurt.

I wouldn't be so optomistic about Apple's reputation. From what I hear on this net most people are loyal to their Macs despite Apple not because of Apple's good reputation. They don't like Apple's pricing policy. They don't like Apple's service, etc., etc. (IBM probably had lots of staisfied customers that bought typewriters, mainframes,etc.)

Also when the clones first came out most weren't fully compatable. It took them a while to achieve full compatability and credibility. unlike today, ads a couple of years ago really made a point of how compatable they were because it wasn't assumed. You don't see that today because PC compatability has been perfected and asssumed. I don't think it would take the clone makers nearly as long to achieve compatability and credibilty with the Mac because they have learned from cloning the PC (and many have been working on the mac for years waiting for an opprotunity.)

I think I have shown above that it could possiblly hurt the Mac in the long run.

Q: Let's face it why does a company spend money to improve their OS making it evolve and keep it innovative?

A: To sell THEIR machines. Not somebody elses. (IBM didn't)

Kiss inovated system software like system 7.0 goodbye in the future if their are large sales of clones. Apple won't bother. They will spend their money to build something new like IBM did with the PS/2 and leave the Mac behind. If we're lucky maybe we will get a trade in allowance for our Mac on the Knowledge Navigator.

Ed

3693. Need an ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 13:45:20 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750060@hpsad.HP.COM>
Source record: 241543

What's this about dumping 520STFMs? Is it possible to get one of these for under $300? What's the best price around? Are they still being sold thru Price Club?

Sorry for all the questions, but my vintage 520ST has, to the best of my knowlege, breathed it's last breath. big :-(

Anybody got an old 520 console they want to get rid of cheap?

Thanks, Randy Hosler
randyh@hpsadpk

3694. SPECTRE GCR and hard drive backups

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 17:31:40 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900421.11313905.038380@SFA.CP6>
Source record: 241536

For a good while, I've been asking about suitable backup software
for Spectre GCR. Most of the Mac backup software just won't work on the
Spectre since they are referrencing hardware that the ST just doesn't have.
However, I have been told of two packages, DiskFit and Redux by MicroSeeds
that work with Spectre. Redux is the package that I elected to go with
and can be had for $49.00 from MacConnection.
Redux is friendly, comfortable, and fun to use. Seriously! In many
ways it reminds me of Vault and Turtle for the ST but has better error
checks and a very pleasing line graphics for indicating backup/restore
progress. In addition, it has a scrolling window showing individual
files. The window contents can be saved.
The progress is incredibly fast. Although files are not saved
in a manner allowing the user to run them from the backup disk, they
are saved allowing individual retrieval. The user merely clicks on
the file and restores it. Slick.
What about subsequent backups? The program is very intelligent.
I backed up a partition with Redux two weeks ago. Since then, I have
defragged the Mac partitions and optimized them. I have deleted a
few files and updated others..typical maintenance stuff. Today, I
backed up the partitions again. With no fuss or muss, I was asked
to insert only three disks, DISK1, DISK8, DISK13. Only the disks holding
the appropriate files were requested for update. The entire process
took only two minutes.
Something like this makes we wonder for the need of tape drives
and so forth.
So, for you Spectre GCR owners, I recommend Redux for hard drive
backup. Solid, easy to use, and the graphic interface is pleasing
to the eye.
Ah, one important feature that I forgot to mention. Since I'm
using Mac diskettes, I had one disk during the first backup to choke
on me. It was just unuseable. Redux alerted me to the error with
a simple, "DISK I/O ERROR-UNABLE TO WRITE - attempt one - attempt two,
Do you wish to insert another disk?" Another disk gave me a similar
error, but was able to continue on. After the second write attempt,
I was told "Successful recovery!! Files verified!!"
I literally felt as if someone was in the room taking me by the
hand.
Again, recommendations go to Redux for hard drive backups for
the Spectre GCR on the Atari ST. If only it was written for the ST
also! sigh

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3695. Sold my amiga...Should I get a Mega?

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 19:40:29 UTC
From: IO91461@MAINE.BITNET
Message-ID: <90111.154029IO91461@MAINE.BITNET>
Source record: 241537

Hi.. I need some objective, 'non-biased' advice if any one can help... I recently sold my Amiga 1000 in hopes of getting a 2000, but I am giving the Atari Mega a look over... Basically I'm too used to the sharp 1024x768 graphics that my AT clone produces and want that same sharpness in a game/graphics design machine. I would be willing to sacrifice the Amiga's multitasking if the Mega did everything else just as good but with sharper & higher resolution....How are the games on the ST are they as fast???? What resolution do the majority of them display?? 600x400??? Are the floppy drives faster?? (Amiga Drives are very slow) What does a Mega cost Mail order??? Can I use my Nec Multisync 3d with a Mega or will I have to buy the atari color monitor... Very importantly can I put all the comercial games on Hard disk??? What does a base Mega include??? As you can see I know absolutely nothing about Atari ST so the more Info you can send me the better...

Thanks so much for your time...
Please Email IO91461@maine
-Tom Nezwek

3696. Re: QuickST on the STart Disk

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 21:07:56 UTC
From: steve@thelake.mn.org
Message-ID: <A2164003989@thelake.mn.org>
Source record: 241538

[In article <9004201800.AA18499@xap>,
stewart@xyplex.com (Bob Stewart) writes ...]

> I'm typing this via Flash to my Unix system, with QuickST from the May STart
> disk running. It leaves cursor blobs all over the place and often doesn't put
> the cursor where it belongs. Yucky. I'd feel bad about distributing software
> that doesn't work any better than that.

Imagine that you're in third grade and you have to walk to school.
You have three options: A long, winding route; a shorter route that
requires a couple of steep hills, and a shortcut through a few back yards.

The trouble with cutting through back yards is that somebody's dog is
liable to bite you.

One of the back yards QuickST cuts through fouls up VT52 cursor
positioning. I don't think the shortcut is worth getting bitten. It screws
up the programs that I use most. That doesn't mean it's bad software, but
it does make it useless here at the lake, and probably for a lot of other
people, too.

This is not a new problem, incidentally. I reported it a year or so ago.
The response I received indicated that it's a known "feature" -- a
tradeoff made when cutting corners.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3697. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 21:40:40 UTC
From: jhp@wpi.wpi.edu
Message-ID: <12001@wpi.wpi.edu>
Source record: 241544
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

In article eb1z+@andrew.cmu.edu (Edward Joseph Bennett) writes:
>Q: Let's face it why does a company spend money to improve their OS
>making it evolve and keep it innovative?
>
>A: To sell THEIR machines. Not somebody elses. (IBM didn't)
>
>Kiss inovated system software like system 7.0 goodbye in the future if
>their are large sales of clones. Apple won't bother. They will spend
>their money to build something new like IBM did with the PS/2 and leave
>the Mac behind. If we're lucky maybe we will get a trade in allowance
>for our Mac on the Knowledge Navigator.

If Apple was to open up the clone market for the mac, they would have to start selling their System Software, instead of just distributing it. Everyone was thrilled when Apple opened up their system to allow anonymous ftp'ing of system software, but if Apple allowed Mac clones, they would have to make up their money by selling the system software. I couldn't believe it when a friend told me he had to buy the operating software for his PC compatible, but then I realized that it only made sense. Afterall, he was buying Microsoft's software, but someone else's computer. I like the idea of free operating systems, I don't want to see any Mac clones.

| jhp@wpi.wpi.edu | jhp@wpi.bitnet |

3698. Re: HiSoft BASIC Supexec problem...

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 23:24:40 UTC
From: HiSoft@tharr.UUCP
Message-ID: <671@tharr.UUCP>
Source record: 241542

Some one asked us whether there were any problems with
HiSoft BASIC and garbage collection bombs when switching
to TOS 1.4.
There are no known problems of this nature with version
1.23 of HiSoft BASIC; we have been using TOS 1.4 ourselves
for quite a while now,
If you (shipley@uucp.tron) have version 1.23 please send us
a copy of the program on disk by Snail Mail and we will
investigate.

Dave Nutkins, HiSoft.

3699. Re: STe stuff, YET?

Newsgroup: comp.sys.atari.st
Date: 1990-04-21 23:37:29 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3463@castle.ed.ac.uk>
Source record: 241545

In article <1990Apr20.202944.23884@sun.soe.clarkson.edu> opielask@clutx.clarkson.edu writes:
>Come on people!!!!
>Aren't there any STe specific programs (demos?) around YET?????
>I have heard mentioned a STe "boink" demo, and the MONSTER.ARC
>programs. The MONSTER program is like BIGSCRN but uses the
>STe's new features...

Um, well, Space Ace uses the 4096 colour pallette, a game Future Travels (or Travellers or something) does the same, a couple of new art programs, Canvas and Paintpot use the extended pallette also. Atari's Hyperpaint is being updated for the extended colour pallette also. (Wot about a new Neochrome!!)

Apart from that there's the 'Official' STe demo from France. It's supposed to use all the features of the STe. I don't know what it's like but I'll be getting it soon. Maybe someone else has it?? (I hope its a bit better than a 'boink' demo!)

I believe there may be stuff like a cheap Genlock and a STe specific sound sampler coming out sooooon tooo.....

>AAron nAAs
>4meg 1040STe owner
>opielask@clutx.clarkson.edu

------- Mark.
(2meg 520STe owner, ah well, your system beats mine!)

PS. I've even heard that Atari may bring out a new Control Panel sometime...

3700. Sozobon/Dlibs bug-fixes

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 01:03:07 UTC
From: michael@nickel.cs.umass.edu
Message-ID: <13306@dime.cs.umass.edu>
Source record: 241546

Hello,
A little while ago, I noticed a message saying something to the effect
that the BTST bug in the Sozobon JAS assembler is easily fixable and due to a
typo in the source. Could someone please post the necessary corrections or
tell me where I can find them? I apologize if there was a reply to this that
I missed.
Also in the same vein, is there a comprehensive list of Sozobon/Dlibs
bugs anywhere via e-mail request or anonymous ftp? Thanks in advance.

Michael Kieras

3701. Re: RSC-editor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 03:33:47 UTC
From: dlh@raider.MFEE.TN.US
Message-ID: <207@raider.MFEE.TN.US>
Source record: 241540

```
>
> My copy of K-Resource only runs on Color monitors. It just dies on Mono.
>

I'm not sure what version I have but it works in mono and color. It
even has a functions to make mono objects compatible with med rez objects so
they will looks right in med and hi rez.
dlh@raider.MFEE.TN.US
```

3702. HELP: Hard Drive Problem

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 06:50:06 UTC
From: ehood@ics.uci.edu
Message-ID: <2631541E.9748@paris.ics.uci.edu>
Source record: 241549

One of the partitions on my hard drive went screwy on me. Somehow the system sectors (if that's what they are called) got totally canned and the partition is not responding. I do not know if the data on the drive was damaged or not. I try to look at the other partition sectors to see if I couldfind a way to manually fix the hard drive. However there are descrepencies on each partition (probably due to the different sizes of each) that I do not have the time to decipher it all.

If I sound confused. I AM!

Can anybody help me? Is there a program which could fix the problem? Is it possible to manually do it if one knows the right information?

I have a MegaFile 30 broken into 4 partitions:

C: 4.4 MB
D: 14.4 MB
E: 6.4 MB (This is the partition giving me a headache)
F: 6 MB

Any help will greatly be appreciated.

--
Earl Hood (UC Irvine) ------------------------------> ehood@paris.ics.uci.edu

3703. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 07:40:14 UTC
From: vladimir@oak.circa.ufl.edu
Message-ID: <0093590A.B7AD4F40@MAPLE.CIRCA.UFL.EDU>
Source record: 241541
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

I've a *BIG* question that I hope someone can answer.

This newsgroup is named comp.sys.amiga, right?
Then why in the HELL am I wading through all these messages
about IBM's, Macintoshes, Apple IIGS's, NeXT's, and Atari's?

#include <reminder.h>
{This newsgroup is comp.sys.amiga. If you want to talk about
some other machine, subscribe to comp.sys.[machine].}

#include <disclaimer.h>
My views don't represent those of UF. Mine are rather sane...
Internet: jma@beach.cis.ufl.edu

3704. Re: DIY UUCP in UK

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 11:36:25 UTC
From: chris@tharr.UUCP
Message-ID: <672@tharr.UUCP>
Source record: 241458

In article <9004180711.AA23450@ucbvax.Berkeley.EDU> S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes:
>Does anyone anywhere (but preferably the UK) know anything about setting up
>your own UUCP site on either an ST or (horrors!) another type of machine!?

I ran a BBS on the Atari ST for 6 months which gave access to both mail and news. The BBS ran under Citadel, and the uucp transfers were handled by "UUMAIL". News unbatching, handling and expiring were all done by homebrew software as was the newsreader (which ran like a very distant relative to "rn"). The only major problem I had seemed to be a problem with TOS - if you accessed the same folder a few times (using Setpath) you get some very strange results, (Set path would return "Path Not Found")

>
>When I finish college I would like to have a crack at getting set up, as
>I shall be in a highly paid job and looking for ways to spend my money (wife
>permitting! :-)

If you would like any of the sources for news handling I can let you have them although they are probably not bug free!

chrisA.

--

chris@tharr.uucp ..!ukc!axion!tharr!chris

Disclaimer: The views expressed above are those of my employer..

3705. Re: Looking for a Graphics Standard beyond ANSI VDI

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 22:50:20 UTC
From: art@felix.UUCP
Message-ID: <143404@felix.UUCP>
Source record: 241547
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,comp.windows.x,comp.graphics

In article <1854@dukeac.UUCP> tcamp@dukeac.UUCP (Ted A. Campbell) writes:
>So -- is there a limited set of X or MGR graphics/mouse routines that
>could be implemented on PCs, allowing me also an easy way to port my
>application to other computers, especially workstations? I'd like
>very much to hear from you on this.

Look at STDWIN. I obtained it from osu-cis. The following is
the beginning of the "ABOUT" file.

[Last modified on Sat Jul 30 18:04:08 PDT 1988 by gvr]

1. Target systems

STDWIN is aimed at C programs. It consists of a few header files (of
which only one is visible to the user) and a library. In most cases
some system-provided libraries must also be used in the linking phase.

Currently, full STDWIN is available for the following environments:

(Note that in all cases the code is in beta test state; there may be
bugs, functionality may change slightly in the future and new
functionality may be added, but the basic framework isn't going to
change much.)

* X version 11 release 2
* Apple Macintosh using either LightspeedC (2.15) or MPW C (2.02)
* Atari ST using Mark Williams C (2.1)
* Whitechapel MG-1 running an old version of 4.2 BSD

You may volunteer to create a version for your favourite system, or to
port it to your favourite C compiler for one of the mentioned micros.

A subset emulating most of STDWIN's functionality on an alphanumeric
display (this excludes line drawing but includes windows, menus, text
editing etc.) is available for:

* Any decent Unix that has termcap (tested with 4.{2,3} BSD)
* MS-DOS using the Microsoft C compiler (4.0)

2. Getting the full scoop

I have written a paper about STDWIN which has been published as a
CWI report (Guido van Rossum: STDWIN -- A Standard Window System
Interface. Centre for Mathematics and Computer Science, report
CS-R8817. Amsterdam, 1988). You might get a copy mailed to you by
politely asking our secretary, Marja Hegt <marja@cwi.nl>.

You can also get a source version for any or all of the above-mentioned systems. This is essentially a directory dump of my working version, until I have the time or get some help to prepare a real distribution. It is available through anonymous ftp access to gatekeeper.dec.com, whose IP address is [128.45.9.52]. The directory is pub/stdwin; get the file README for further instructions. A version of the document you're currently reading is in the file ABOUT.

Distribution outside the USA is solely by electronic mail. Be prepared to receive up to half a megabyte (in 50K pieces, tarred/ compressed/ uuencoded/ split). If you're interested, write to:
gvr@src.dec.com
(after October 14, 1988, try once again guido@cwi.nl.)

3. Basic functionality

STDWIN allows multiple "full-function" windows, roughly in Macintosh style (title bar, grow box, close box, scroll bars). The appearance of windows is determined by the default of the underlying window manager, and so are other limitations (e.g., overlapping, maximum size, etc.). Windows are dynamically created and destroyed by the application, never directly by the user or the window manager.

STDWIN uses a coordinate system derived from the display's coordinate system: (0, 0) is top left, with X pointing right and Y pointing down (these are actually called h and v). Pixel size is that of the display. There are enquiry functions to ask for the display size in pixels and in millimeters.

The application is responsible for redrawing the window contents when it is exposed. This is done by associating a "draw procedure" with each window, which knows how to draw the entire window's contents. It gets passed a pointer to the window and the coordinates of the rectangle that needs to be redrawn, so it can (although it needn't) restrict itself to that area. STDWIN guarantees that a window's redraw procedure is only called while the application is waiting for an input event (most implementations simply turn exposure events into calls to the draw procedure).

If the application wants to change part of the graphics it is displaying, this is usually done in a two-phase process: first, STDWIN is told that a particular area of the screen must be changed; later, when the application starts waiting for input events again, the draw procedure is called to update the indicated area (and any other area that was exposed or damaged in some way).

The application defines the width and height of the area it wants to draw; this needn't bear any relation to the window or screen size. This area is called the "document" although you may also think of it as a virtual window. The actual window generally displays a sub-area of the document; the window's scroll bars indicate the position of the window with respect to the document. The application always uses the coordinates of its document; STDWIN performs the translation to window

or screen coordinates are required by the window manager, and ensures clipping of all output to the window.

STDWIN is event-based. An application is expected to have a main loop containing a "get event" call followed by a switch on the event type. There is no event mask; an application can simply ignore events it isn't interested in. The most important event types are:

ACTIVATE: A window becomes active (keyboard attached and/or topmost)

CHAR: ASCII character key pressed (except BS, TAB, CR)

COMMAND: special key or function (CLOSE, TAB, RETURN, BS, CANCEL, arrow keys etc.)

MOUSE: MOUSE DOWN, MOUSE MOVE (only while down), MOUSE UP; fields in the event record indicate the h, v position, the number of the button, and the "click number" if the event is potentially part of a multiple-click sequence

MENU: menu id and item number of a menu selection

SIZE: user has resized the window

TIMER: the window's timer went off; each window has one programmable timer which can be set to go off at N/10 seconds in the future. When the timer goes off a TIMER event is returned.

Currently, STDWIN draws text in a single font. The actual font used depends on the underlying window manager (and can sometimes be influenced by the application programmer and/or the end user in a system-dependent manner). The font may be proportionally spaced, and there are enquiry functions to find out the dimensions of characters and strings.

There are functions to draw text and simple lines, rectangles and circles, and ways to erase, shade or invert rectangular areas. There is no way (yet) to do general bitblt operations, or to influence the pen shape.

3706. CALL FOR DISCUSSION: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 22:51:46 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr13.225146.7988@wam.umd.edu>
Source record: 241550
Cross-posted to: news.announce.newgroups,comp.sys.atari.st

```
This is the first call for discussion regarding the creation of a new
newsgroup comp.sys.atari.st.tech. The discussion period will end
on Monday, April 30, 1990. (Total discussion time will be 18 days.)

Initial proposals (to be discussed during the discussion period):

Name
----

comp.sys.atari.st.tech

Charter
------

comp.sys.atari.st.tech will be devoted to technical discussion
regarding Atari ST software and hardware. Examples of topics to
be discussed in this newsgroup include:

"What are the pinouts for the ___ port on the ST?"

"Has anyone managed to hook up a ___ successfully?"
(Assuming this is a nontrivial task)

"Which system vector controls ____?"

"What is the official, Atari-sanctioned method of doing ___?"

"What are the specs for ___ file format?"

"How does ___ manage to get 20 million colors on the screen?"

"What is the best way to do fine scrolling?"

Examples of topics NOT to be discussed in this newsgroup include:

"How do you get past the dragon in ___ game?"

"For sale: ___"

"New product announcement: ___"

"My ST is better than your ___ because"

"My ___ is better than your ST because..."

"Atari's financial situation is ___"

Moderated?
----------
```

My initial proposal is that this group should be unmoderated.

Voting for/against:

The official vote will not be taken until after the discussion period has ended. No votes will count officially until the CALL FOR VOTES is made.

Thanks.

Dave Baggett
dmb@cscwam.umd.edu

3707. NTSC composite video / audio

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 23:13:05 UTC
From: billm@gaudi.CSUFresno.EDU
Message-ID: <1990Apr22.231305.491@gaudi.CSUFresno.EDU>
Source record: 241453

OK, I've asked before, but since that was my first ever post, I'll ask again, just incase I blew it somewhere along the line and it didn't get out (I never read it at my site). Does any one know at what location I can get an NTSC composite video signal from my ST. I have one ov the older models with an RF modulator, so there has to be a straight composite video line in there somewhere. I'm asking because opening up the RF modulator involves de-soldering it's radio shield, and desoldering 8 or 9 pins that connect the RF board to the mother board. I'm hoping someone out there who has done this can tell me about it before I desolder it all just to take a look. Have any of you netters used CYBER-VCR? If so, where does it get the signal to send to the VCR?

BTW, I just added audio ports to my ST (piping Falcon through my stereo is a must to get the *feeling* of the afterburner). If anyone is interested in how to do this, drop me some mail, it's a piece-o-cake that can be done for less than $5, and in only about 10 minutes time.

=-=-=-

3708. Current Notes Archive at terminator.cc.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 23:15:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9004242306.AA12231@ucbvax.Berkeley.EDU>
Source record: 241548

This posting is provided as a public service by Current Notes Magazine in an effort to provide Internet and Usenet users with access to useful information about Atari ST computers and software.

The Current Notes Archive at terminator.cc.umich.edu

The Current Notes Archive at Terminator is contained in the subdirectory /atari/magazines/curnotes. To access the archive you must log on to terminator.cc.umich.edu using anonymous FTP (see David Paschel-Zimbel's "Welcome to comp.sys.atari.st" for more information).

As of 5 April 1990 the archive contained the following files of general interest:

cnstores.asc - A list of stores that carry Current Notes Magazine. This is about as good a guide to Atari retailers in North America as currently exists.

regclubs.asc - A list of Atari User groups who have registered with Current Notes to receive subscriptions to the magazine at discounted rates.

cnlib.arc - The complete Current Notes disk library as of 1 April 1990. There are over 300 disks in this library. Their contents represent most of the good freeware and shareware that can be obtained for the Atari ST. These discs are widely used by User groups as their main source of PD software because some care has been taken in assembling the discs and the documentation. Uniterm, TeX, ARC, and many other useful tools are included here.

cnlib*.asc - these files are somewhat less terse descriptions of monthly releases of new disks for the Current Notes library.

cn??_ind.txt - Yearly indexes to Current Notes magazine. This is a convenient place to determine whether a product has been reviewed or discussed.

cnfacts1.arc - a compilation of information about the magazine. Also contains ARCed versions of some of the files listed above. Subscription information, advertising rates, and information for prospective authors are also included here.

stupd*.asc - Copies of the popular ST Update column from various issues of the magazine. The information presented here has been carefully checked and cross-checked. It is about as good a summary of current events in the Atari world as can be obtained.

toc*.asc - Copies of the Table of Contents for recent issues of the magazine. This is a reasonable guide to the subjects that are covered in the 80 or so pages that comprise each issue.

As mentioned above this archive is accessible only via FTP at the moment. This was done because it is the simplest route that was available. People who cannot get to the information in this way are hereby asked to send e-mail to JOHNBARNES@ENH.NIST.GOV if they want to try to work out something else.

The staff of Current Notes magazine does not receive payment for their services. The magazine is not affiliated with Atari Corporation or with any other commercial interest. The information presented therein is the personal responsibility of the authors and is offered in the public interest.

Jeff Weiner at terminator has been doing an outstanding job of managing this archive.

John Barnes

3709. MT C-Shell and Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-04-22 23:25:11 UTC
From: heavy@sparky.eecs.umich.edu
Message-ID: <2046@zipeecs.umich.edu>
Source record: 241452

Is it possible to set up MT C-shell so that Laser C's cc and make commands work properly. I tried to get it to work properly, but it was of no use. I recently bought a 19" Viking 2 monitor and the Laser C shell does not work on it (with no upcoming upgrade) so I want to get Laser C working under MT C-Shell, if it is possible. If anyone knows how, please mail me explicit instructions....

Thanks,
Richard Hall
University of Michigan

3710. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 02:41:41 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11780@stag.math.lsa.umich.edu>
Source record: 241467
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

In article <0093590A.B7AD4F40@MAPLE.CIRCA.UFL.EDU> vladimir@oak.circa.ufl.edu ("John 'Vlad' Adams") writes:
>I've a *BIG* question that I hope someone can answer.
>
>This newsgroup is named comp.sys.amiga, right?
>Then why in the HELL am I wading through all these messages
>about IBM's, Macintoshes, Apple IIGS's, NeXT's, and Atari's?

Don't be a shithead. You should have noticed from the article headers that the posting you were responding to had multiple newsgroups on it. The newsgroup header from your article also appears in this reply. If you're gonna flame other people for posting in the wrong newsgroups, you should at least Cover Your Ass and make sure you're posting to the correct group(s) as well. I'm reading your posting in comp.sys.atari.st, by the way, and it's certainly a surprise for you to tell me and all the other ST readers "this is comp.sys.amiga." It's even worse that you say it twice, as two copies of your article have been sent out.

Next time, read the article headers before flaming someone for posting in the wrong newsgroup. And confine your followups and cross-postings to the relevant groups. If you're not competent enough to handle that then you shouldn't have posting privileges.
>
>#include <reminder.h>
>{This newsgroup is comp.sys.amiga. If you want to talk about
>some other machine, subscribe to comp.sys.[machine].}
>---
The wonderful feature of "cross-posting" means there aren't firm walls between newsgroups. Saying "this is xxx" is meaningless in this context.

>#include <disclaimer.h>
>My views don't represent those of UF. Mine are rather sane...
>Internet: jma@beach.cis.ufl.edu

Since it appears that your eyes are closed, I wouldn't trust your views to be much of anything.
--
-- Howard Chu @ University of Michigan

3711. Re: CALL FOR DISCUSSION: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 02:41:48 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr23.024148.1276@wam.umd.edu>
Source record: 241468
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990Apr13.225146.7988@wam.umd.edu> I write:
>This is the first call for discussion regarding the creation of a new
>newsgroup comp.sys.atari.st.tech. The discussion period will end
>on Monday, April 30, 1990. (Total discussion time will be 18 days.)
>

Due to propagation delays, this message got posted a bit later than
I expected. In keeping with newsgroup creation guidelines, I hereby
extend the discussion period until May 7, 1990. (That's a total
of 2 "official" weeks.)

Dave Baggett
dmb@cscwam.umd.edu

3712. Re: QuickST on the STart Disk

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 03:40:04 UTC
From: ignac@electro.UUCP
Message-ID: <1643@electro.UUCP>
Source record: 241460

In article <9004201800.AA18499@xap> stewart@xyplex.com (Bob Stewart) writes:
>I'm typing this via Flash to my Unix system, with QuickST from the May STart
>disk running. It leaves cursor blobs all over the place and often doesn't put
>the cursor where it belongs. Yucky. I'd feel bad about distributing software
>that doesn't work any better than that. On the other hand, there is an
>interesting mixed motivation. If it works too well will I want to buy the
>upgrade. But if it doesn't work very well, I have the same question.
>
>Now I'm curious to see the response of the co-author...
>
> Bob

i'm beginning to think that this is dump on Branch Always Software
week on Usenet. but nonetheless, you're observations need some comment ...

If you have been following the threads on Quick ST over the last couple of
weeks, you probably have noticed the postings that confirm that version
1.8 of Quick ST did indeed have a cursor repositioning bug, which left the
infamous "cursor blob" all over the screen. This bug has been fixed in
our latest release, version 2.0 (aka Quick ST II).

you say that there may be a motivation of putting out "buggy" versions in
the STart disk. In fact, the version on that disk is the real, official
version of 1.8 which we were selling from November 1989 to March 1990. We
did not make a buggy version just for the STart disk. STart asked us way
back in december if they could place a version of Quick ST on their disk,
so we authorized them to distribute 1.8 since the 2.0 update would have
been available by the time the magazine issue appeared. simple as that. it
was a good idea by STart, since even more people were given a chance to sample
the advantages of a software blitter, and it was good for us since it was
basically free advertizing.

Since most users in
the ST world do not log onto a unix system with flash, most users have not
really noticed the problem, and thus many people who purchased Quick ST in
that time frame and received 1.8, haven't even mailed back their disks for
upgrade to 2.0!!! (this is a reminder for all those who haven't yet: get
those disks and the $3.00 upgrade fee in!!! we're sure you'll like the next
version even better!)

anyways, that is the advantage of being a registered user: you are entitled
to the latest upgrades as soon as they are released. people who stick with
the demos or older versions such as the one distributed on the Start disk
are stuck with those bugs until they either purchase the real thing or
upgrade. its as simple as that. you can't run a business by giving out your
product for free. after all, it ain't capitalism! :-)

we feel that as Atari software developers, we have an excellent product,
at an extremely affordable price. we offer updates quite regularly (about
4 a year), and are constantly working on newer innovations. we have supported
all those who contributed as shareware owners, thus keeping their investment
intact. we actively answer questions as much as possible on Usenet, Compuserve
and GEnie, as well as phone questions whenever possible. if these are
not reasons enough to give us a chance, then we will be the first to tell
you to go out and buy Turbo ST and take your chances with that piece of
software, and leave us alone. like Alan Pratt has indicated many times in
the past, it is easier to answer questions when they are not presented in
such an aloof and confrontational a manner as this one was.

well, i think i've said enough. both Darek and myself have *** FINALLY ***
finished our program at University of Waterloo, and are now Computer
Engineers. so i think that now we might actually have enough spare time to
really begin some new development on further products. and respond to
enquiries as this one.

(aaarrrggghhh. edmonton is losing to the kings so far tonight!
the canadiens are losing to the bruins 2-0 in the series. these are not good
signs!)

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3713. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 03:50:51 UTC
From: meadors@cogsci.ucsd.EDU
Message-ID: <133@cogsci.ucsd.EDU>
Source record: 241459

In article <11272@portia.Stanford.EDU> (Dylan Yolles) writes:
>The Spectre GCR manual never makes it clear whether or not one can get
>away with using the "Shutdown" menu option in Mac mode (versus just ejecting
>the disks).
>My advice: DON'T DO IT! I tried it *once* and now my hard drive
>is garbled.

>Dylan

Sorry to hear about your data. But the manual does discuss at length
how to be careful in this matter. And it does explicity discuss this
case. Using this resart option is the same as switching off the computer,
a definite no-no.

This is not a bug in Spectre. It is an unfortunate consequence of the
way the two worlds meet.

tonyM (I use Spectre nearly daily, have reviewed the product in print,
and am employed by the Association of Desk-top Publishers as a product
tester and reviewer)

3714. Re: Formatting in Background

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 05:24:27 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1066@uhnix2.uh.edu>
Source record: 241461

For all those that have requested our Mystic background disk formatter, thank you for your interest. Since so many people asked for it, we decided to send it to comp.binaries. It will (hopefully) show up in an expedient fashion.

We have also posted our new version of DC SHOWIT v1.1, and a demo of our new DC DESKTOP product.

Do not use DC SHOWIT and DC DESKTOP demo at the same time.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3715. Re: UUCP implementation

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 06:53:52 UTC
From: marc@wopr.UUCP
Message-ID: <31@wopr.UUCP>
Source record: 241451

SA44@liverpool.ac.UK (Kevin Maguire) writes:

>Yeah, Minix CAN run UUCP. Well UUPC to be exact, is what I've had working.
> .... You can even create a uucp
>log in for other people so that they can get their news and mail from
>your ST!!!!!

For OS-9/68000 which is source code compatible to UNIX(tm) a complete
UUCP/News/Mail implementation exist and works really nice. E.g. I m using
NN to post this message.

UUCP fort OS-9 is part of the TOP Distribution.

3716. Process Descriptors

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 08:38:48 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <23.Apr.90.09
Source record: 241454

Dear Netters

The Hitchhikers Guide to the BIOS makes reference to struct pd, a process descriptor (found via Getmpb). Does anyone know the flayout of this structure.

Thanks

Robert Chafer

==========

From: Robert Chafer

FTN77 Group
Computing Centre Telephone: +44 61 745 5678
University of Salford, Fax: +44 61 745 5666
Salford M5 4WT
United Kingdom

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu

3717. Re: CALL FOR DISCUSSION: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 09:01:07 UTC
From: nf@ccicpg.UUCP
Message-ID: <68005@ccicpg.UUCP>
Source record: 241473
Cross-posted to: news.groups,comp.sys.amiga,comp.sys.atari.st,talk.bizarre,alt.flame

PLEASE PUT ME ON THE LIST.

--
Ned. Loves Ataris.

3718. Re: Looking for a Graphics Standard beyond ANSI VDI

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 09:50:39 UTC
From: pflueger@gmdzi.UUCP
Message-ID: <2400@gmdzi.UUCP>
Source record: 241455
Cross-posted to: unix-pc.general,comp.sys.ibm.pc,comp.sys.atari.st,comp.windows.x,comp.graphics

tcamp@dukeac.UUCP (Ted A. Campbell) writes:

> Looking for a Graphics Standard:

> I have been developing for some time a project called "Space Flight
> Simulator." Up to this point I have been utilizing ANSI-standard
> VDI graphics routines because (a) an implemenation of the ANSI VDI
> standard exists on the Unix micro I have (AT&T Unix PC) and (b) I
> thought that it might be possible to port the routines over to other
> computers for which there are ANSI VDI implementations, [...]

There is an upcoming international standard,
'Computer Graphics Interface' (CGI, ISO DIS 9636)
which provides all you need to do interactive computer graphics and
enables porting application programs between different machines and
operating systems.

> The ANSI VDI standard does have some shortcomings, however. At least
> as implemented on my machines, (a) it does not allow me to write to
> a buffer (from which I can blit portions of the buffer to the screen),

The CGI standard provides all the functions for bitmap graphics, e.g.
create bitmaps, display one bitmap while drawing on another, operations
between two or three bitmaps.

> and (b) its mouse functions (vrq_locator() and vsm_locator()) do not
> allow me to poll the mouse to see if a button has been pressed:
> [...]

The input model of CGI knows of synchronous and asynchronous modes:
REQUEST, SAMPLE and EVENT mode (e.g.: Event means, actions are queued
and the application program could inspect the queue to detect mouse
button operations and mouse positions).

> This leads me to question whether I should try to re-port the graphics
> routines to another standard. [...]

Yes.

Up to now, I know of CGI implementations for
DOS, using EGA graphics
DOS, using separate card with high resolution
UNIX using X11 graphics
VMS using DECwindows
They all use the C Language binding of CGI, but as this language
binding is not yet fixed in ISO, they use different function names

and parameter types.

As soon as the binding is Standard and the CGI implementors have updated their functions you could port your applications with very little effort to new environments (provided there is a CGI for that environment).

Best regards

Clemens Pflueger, GMD
--
Clemens Pflueger, pflueger@gmdzi.gmd.de, (++49 2241) 14-2331
Gesellschaft fuer Mathematik und Datenverarbeitung (GMD)
German National Research Centre for Computer Science
Schloss Birlinghoven, Postfach 1240, D-5205 Sankt Augustin 1, FRG

3719. Re: NTSC composite video / audio

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 10:17:04 UTC
From: mccann@rbdc
Message-ID: <1990Apr23.101704.11229@rbdc>
Source record: 241456

billm@gaudi.CSUFresno.EDU (Bill Mills) writes:

>OK, I've asked before, but since that was my first ever post, I'll ask
>again, just incase I blew it somewhere along the line and it didn't get
>out (I never read it at my site). Does any one know at what location I
>can get an NTSC composite video signal from my ST. I have one ov the
>older models with an RF modulator, so there has to be a straight
>composite video line in there somewhere. I'm asking because opening up
>the RF modulator involves de-soldering it's radio shield, and
>desoldering 8 or 9 pins that connect the RF board to the mother board.
>I'm hoping someone out there who has done this can tell me about it
>before I desolder it all just to take a look. Have any of you netters
>used CYBER-VCR? If so, where does it get the signal to send to the VCR?

Composite video is pin 2 and ground is pin 13, when you got the

modulator.

EOF
>BTW, I just added audio ports to my ST (piping Falcon through my stereo
>is a must to get the *feeling* of the afterburner). If anyone is
>interested in how to do this, drop me some mail, it's a piece-o-cake
>that can be done for less than $5, and in only about 10 minutes time.
>=-=-=-

3720. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 10:18:30 UTC
From: MT04@LIVERPOOL.AC.UK
Message-ID: <9004251814.AA01014@Sunburn.Stanford.EDU>
Source record: 241457

I'm trying to join an ATARI discusion/software archive group, hopefully
on EARN/BITNET.
Can you help?


```
-------------------------------------------------------------------------
| Barry Moody MT04@liverpool.ac.uk Post: School of Tropical |
| Medicine, |
| JANET: MT04@uk.ac.liverpool Pembroke Place, |
| EARN/BITNET: MT04%liverpool.ac.uk@UKACRL Liverpool L3 5QA, UK |
| |
| Phone: 051 708 9393 x 2218 Fax: 051 708 8733 Telex: 627095 UNILPL G |
-------------------------------------------------------------------------
```

3721. comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 11:59:49 UTC
From: msdloem@cs.vu.nl
Message-ID: <6356@star.cs.vu.nl>
Source record: 241462

Could someone please tell me how to use the files in
comp.binaries.atari.st and :
comp.sources.atari.st

?

any mail to :

msdloem@cs.vu.nl

3722. Documented Index for terminator...

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 12:59:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000059@ux1.cso.uiuc.edu>
Source record: 241471

Two things:

a) I put a file at terminator called xxxxs.lzh which will
go through a file (in my case a PageStream doc) and
replace sequences of X's with an incremental counter.
i.e. xxxx filename.ext -start -count -#ofXs -duplicates
(new files are created if not enough XXXXs are enc-
ountered (unless none are))

b) If you have used a program from terminator, please mail
me the following info: title, author, usage,
limitations, bugs etc... I will compile the list
and put it there as DocumentedIndex.

-- Greg

3723. Re: EMACS/shell capabilities

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 13:46:11 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr23.134611.9702@water.waterloo.edu>
Source record: 241464

In article <9004192056.AA03608@crash.cs.umass.edu> BROLIO@cs.umass.EDU writes:
>Two questions:
>1. ...
>
>2. Are there any posted emacs (say gnu) that interact with
>the gulam shell well? I am interested in the "suspend and
>go to shell" type functions. I am still using emacs 3.7
>because it does that well, even though that release ...

Am I missing something? Why not use the "me" that comes with Gulam?
It supports the "^Z" to suspend an editing session.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3724. SCSI Host adapter comparison question

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 15:06:34 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3111@rodan.acs.syr.edu>
Source record: 241470

I have some ST-SCSI questions for all of you in netland.

1) If you have any of these adapters, please explain how it is performing, how bulky it is, how good and trouble-free the driver is, and where you got it, if for a price lower than the price I have:

Product U.S.$$ Mail order supplier Phone #
------------------------- ------ --------------------- -------------
ASTRA SCSI HOST ADAPTER $99.95 B&C Computer Visions (408)749-1003
BERKELEY SCSI HOST ADAPTER 134.95 (same place) (same number)
SUPRA SCSI HOST ADAPTER 99.95 (same place) (same number)
ICD SCSI HOST ADAPTER 94.00 1st STOP Comp Systems (800)252-2787

Any others not on this list??

2) How difficult is it to format and use attached volumes? Since there are so many different drives that can be attached, how do you tell the driver how many tracks, etc. etc. (or is it all automatically taken care of?) Compatibility with existing software is of course a major concers. I would like to use it with Spectre128 and maybe eventually with SuperCharger, so I will also need the beastie to have DMA out.

I intend to get one of the above to drive a SyQuest 44MB removable media drive. I have a list of some of these SCSI SyQuest thingies and will post along with my summary. There is a newer SyQuest mechanism out there that can has a 20ms average access time (the older mechanisms have a 25ms access time) The newer mechanisms are also supposed to be much more reliable (I will post details with my summary). By the way, the newer mechanisms have an orange LED instead of the red LED on the old mech.

Thanks in advance to all that respond
---jb

3725. My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 15:17:17 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3113@rodan.acs.syr.edu>
Source record: 241465

IMHO:

I think the amount of traffic in c.s.a.s. is not large enough for splitting into any other groups at all. Of course it seems nice to have a seperate technical group, but anyone who has been using Usenet for a while knows that a good percentage of the articles will probably be posted to all of the ST groups, so we'll have twice the messages to wade through. People that just subscribe to one or the other group might be missing out on something. I also think that everyone has an interest in some technical issues as well as more general topics. Most people would subscribe to all ST groups, so would be reading cross-posted articles multiple times.

As the saying goes: "Don't fix something that works"

---jb

3726. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 15:27:16 UTC
From: griff@anvil.intel.com
Message-ID: <1016@gandalf.littlei.UUCP>
Source record: 241472
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

In article <1563@anvil.oz>, malcolml@anvil.oz (Malcolm Lithgow) writes:

< *Mac stuff deleted* >

>
> I've been reading this discussion with probably a slightly different
> view-point from most others involved. I'm a Unix programmer (on PC boxes)
> so I am rapidly gaining quite an understanding of Unix, I've programmed
> Mac's, and I own (and *very* much enjoy) a machine called the Archimedes
> from Acorn in the UK. My favourite is still the Archimedes, but I know
> quite a few people who still prefer Macs, Unix, etc. over it.
(I've read about that machine - supposed to be very nice...)
>
> It's very easy to become complacent when your operating system is very
> popular, because you assume that it has to be good, otherwise it wouldn't
> be popular. This is totally incorrect. Marketting pressures have far more
> impact (particularly international marketting) than technical brilliance.
* Hear Hear !! *

A few others have noted how fast IBM came on to the scene - Remember -
the IBM PC was originally designed to replace the IBM Selectric typewriter
and break into a market that Xerox had a strong showing in: Word Processing.
Add to this the fact that IBM could throw literally millions of dollars at
their PC without feeling the impact - they did. The IBM PC was introduced with
the largest installed base of software of any completely new machine on the
market then and now. (Yes, I think they still hold that record!) Granted, noone
uses that software now - but it was something way back when... Clones
were introduced due to, (I think) IBM's arrogance.
You see, IBM musta figured "go ahead - let anyone TRY and build a machine
as good as WE can - nobody'll buy it" - they were wrong.

Now they have made a real blunder - they offered OS/2 - to replace an old,
patched, and ailing OS - let's hope that the likes of the Amiga, the MAC II's,
and the ST's can jump in there with real Power! :-)

:Richard E. Griffith, "griff" : iNTEL, Hillsboro Ore.
:griff@anvil.hf.intel.com
:SCA!: Cyrus Hammerhand, Household of the Golden Wolf, Dragons' Mist, An Tir
:These are MY opinions, if iNTEL wanted them, They'd pay for `em!

3727. Midwest Atari swapfest report

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 16:58:22 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr23.165822.11005@chinet.chi.il.us>
Source record: 241474

Bob Brodie showed up at the Midwest swapfest on April 22. The big news is that the Megafile 44 is now in retail channels (one was given away as a doorprize). Both Portfolio and Lynx are doing well, but that's of limited interest to ST-ers. A trickle of STacy 4 machines are in US retail (music dealers only). It appears that TOS 1.4 is NEVER going to be shipped as original equipment on any machine (neither surprising nor important). The terms of the upcoming 520 ST promotion were explained: they'll be STFMs, and the promotion will be directed to department store sales. Also, while the pipeline is dry, mono monitors are available and should be getting out.

D. Brumleve (apologies for misspelling) was easily the darling of the event. she had a special on her line of Kid programs, and was giving out jumping disks. Anyone with children should get her stuff. Anyone with a printer should probably get Kid Publisher, children or no. She turns out to have some interesting an thoroughly worked out ideas about educational philosophy, which GREATLY affect the features of her programs. I don't agree all the way down the line, but she has 5 kids and I don't.

Everyone likes rumors, right? The stuff I liked best was conversations about what's going on at Mark Williams Company. Putting together various impressions from people who have different kinds of contact with them, it really looks like they could be back developing stuff for the ST in milliseconds if there was a decent chance of making money at it. And the bigshots at MW are said to get along well personally with papa Jack, which isn't all that common.
When asked about rumors of an upcoming new GDOS, Brodie said "You hear a lot of those rumors, don't you". And when asked about a possible higher speed ST, he said "I seem to have heard that question before". So no confirmation at all, but not enough denial to stop us speculating.
On the TT, the one thing he'll guarantee is that nobody at Atari can see any reason the TTp won't be for sale before this year is out. They may plan sooner, but when he's the one disappointed Atarians will take their disappointment out on, that's his date. Supposedly, the next guy with a chance to influence TT hardware design works for the FCC, not Atari.

I tried a program that uses the documented negative line A variable to detect mouse button pushes and that uses line A to draw points on the STe that was there: worked fine. The TOS 1.6 line A incompatibilities must be in other functions.
Steve J.

3728. Re: One world, One CPU, One OS

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 17:16:16 UTC
From: wwtaroli@rodan.acs.syr.edu
Message-ID: <3117@rodan.acs.syr.edu>
Source record: 241475
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,comp.sys.mac

In article <0093590A.B7AD4F40@MAPLE.CIRCA.UFL.EDU> vladimir@oak.circa.ufl.edu ("John 'Vlad' Adams") writes:
>This newsgroup is named comp.sys.amiga, right?
>Then why in the HELL am I wading through all these messages
>about IBM's, Macintoshes, Apple IIGS's, NeXT's, and Atari's?

Well, if you notice the "Newsgroups" line, you'll see exactly why: people are too lazy to alter the Newgroups line, even when the material changes from that of the original posting....

--
****
* Bill Taroli (WWTAROLI@RODAN.acs.syr.edu) | "You can and must understand *
* Syracuse University, Syracuse NY | computers NOW!" -- Ted Nelson *
****

3729. GEMINI TRASHDIR & CLIPDIR

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 17:24:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000060@ux1.cso.uiuc.edu>
Source record: 241483

Gemini users... can someone who has successfully redirected TRASHDIR and CLIPDIR please tell me how? I have the setenv directives in mupfel.mup e.g. "setenv TRASHDIR 'F:\TRASH'", but it still puts trash in C:\GEMINI\TRASHDIR. hmmm.

-- Greg

3730. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 17:47:32 UTC
From: carlo@electro.UUCP
Message-ID: <1647@electro.UUCP>
Source record: 241476

In article <3113@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>As the saying goes: "Don't fix something that works"

In my opinion, the Atari newsgroup does NOT work. There is just far too much diverse and dissimilar information. As a result, I can't even set up a KILL file that gets rid of even 10% of what I don't want to read.

>Of course it seems nice to have a seperate
>technical group, but anyone who has been using Usenet for a while knows that
>a good percentage of the articles will probably be posted to all of the ST
>groups, so we'll have twice the messages to wade through.
Not if your newsreader either handles read crossposted articles correctly or if you have a KILL file in which you can put "/comp.sys.atari.st.tech/h:j" The only other solution would be for people to put keywords in the subject line, similar to what is done in rec.arts.tv.soaps.

>People that just
>subscribe to one or the other group might be missing out on something.
I doubt that I would. If an article is posted to the technical newsgroup, I probably wouldn't care. Even if there is the occasional article that I would miss, I would much prefer to have the built-in separation so that I don't have to worry about wading through all of the articles that I know that I don't have interest in.

>I also think that everyone has an interest in some technical issues as well
>as more general topics.
Nope. I don't care about technical articles as I don't do any ST-specific programming. I would welcome a technical newsgroup as a way of restricting the articles that I have to see.

>Most people would subscribe to all ST groups, so would be
>reading cross-posted articles multiple times.
See above remark.

I would wholly support the division of the Atari ST newsgroup into many more specific newsgroups. How about comp.sys.atari.st.emulator for PC-Ditto, Supercharger, Spectre, etc. discussions?
--

Carlo Sgro Not a card-carrying member of the
watmath!watcgl!electro!carlo Laurie Bower Singers Fan Club.

3731. JRI Board

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 19:33:12 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <22971@uflorida.cis.ufl.EDU>
Source record: 241466

Due to a LARGE number of replies from all over the world about the JRI board, i thought I'd post a reply here about it, as promised.

(Sorry this took so long, the Gould went down for a few days , and I lost access to NEWS, how awful!)

Before I get into it, this is just my opinion of the board, I do not work for JRI or its competition.

The JRI Ram board uses SIMMS to upgrade your atari st to up to 4 megs. You have to use at least 120 ns 1 meg x 8 low profile SIMMS. These simms can be mail ordered for 69 to 100 dollars, I got 80 ns simms for 85 dollars. If you want to go to 1 meg, you can use 256k x 8 simms, but that is only good for you 520 people. Otherwise, the next jump is to 2.5 megs, then to 4 megs. Yes, it bypasses half a meg of onboard memory if you are using a 1040 ST. This means you get 2 1 meg simms and bypass half a meg of on board memory, going to 2.5. If you expand to 4 megs, you bypass the entire onboard memory, so you need 4 1 meg simms. You do NOT have to fill in the entire simm board (JRI board) with simms...I mention this because someone asked this specifically.

For those of you contemplating an upgrade, I had a problem with my mmu. It seems that MMU's with part number c100109 MAY have a problem with addressing more then 1 meg of memory. It is suggested that you replace it with part number c025912-38. My local atari store had a problem getting one. What I did was open up a STart magazine and look in the back where it lists Atari dealers. Call down the list until you find someone with an MMU available. Didn't take more then 2 tries. They sent me a Mega MMU and it works just fine in my ST. (1040 ST...did I say that?).

I did not do this mod myself. It is my opinion that the documentation provided could have been much better. It involves placing in some jumpers and removing some resistors. There was, in fact, an error in the documentation provided to me, luckily the guy working on it caught the error. This was probably a typo. Unless you are good with electronics and have worked on an ST before, I don't suggest you do it yourself, but then I am not very confident with that sort of thing.

I went to 2.5 megs with my 1040 ST. The memory works just fine, I have no errors or problems. The best thing is the board is small...it fits right under my keyboard, and I can even put the case on! This is a plus for those of you with things already in your st like a tweety board, pc ditto ii, etc.

If you buy the memory board, for a small amount of extra cash you can get the color mod. The color mod is a very small board with another video shifter on it attached to the memory board by a ribbon cable. You have to remove your video shifter (SOME ST's have the video shifter soldered in...mine did. They have LOTS of pins...not easy to remove...) and put the shifter into another slot in the board, right next to the provided shifter. then, put the board into the old space your shifter was originally in. I had to install a couple of sockets to raise it high enough to avoid hitting the other components, but that was no big deal. Let me tell you, the colors work great! I have tried Space Ace using it, and it does indeed use the extra pallete. No extra software is needed to use the extra colors with the game...just put the game in and boot up normally. I also tried Full Metal Planete by Infogram , wich also uses the STe colors, and it did indeed see the extra colors! This leads me to believe that any STe / ST game that uses the STe colors , the color board will take advantage of, but dont quote me on it.

For those of you interested in getting info from John Russel Innovatios, here is the address:

John Russell Innovations
PO Box 5277
Pittsburg, CA 94565

Or call (414)458-9577

Like I said, the only complaint I have about it is the docs could be better. 2.5 megs is SO nice...

Oh, price! The board cost me 125 dollars, that is without simms, and it was 25 extra dollars for the color mod. The color mod will cost you more if you do not buy the memory board with it. You can get SIMMS from JRI, I believe.

--
=-=-=-

3732. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 19:33:59 UTC
From: apratt@atari.UUCP
Message-ID: <2167@atari.UUCP>
Source record: 241480

ski2@milton.acs.washington.edu (Chris Kacoroski) writes:
>In article <1401@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera)
>writes:
>>My RAM TOS 1.0 (GEMDOS V0.21) also clobbers files with Dcreate () !
>>Also the ROM TOS 1.0 in all machines at FU Berlin's physics department.
>I tried the posted program on a 1040st with TOS 1.0 in ROM and it did
>clobber files with the same name as the directory I was trying to
>create while returning successfully.

What is your (collective) point? I didn't say this didn't happen in
original TOS (1.0), just that it's not in GEMDOS 0.23! And it's not.

This is even documented: Rainbow TOS Release Notes, August 7, 1989,
page 37:

"Attempting to Dcreate a directory with the name of an
existing file will return EACCDN. Previously, it would
delete the file, then create the directory."

What threw me was the original subject line, saying this bug was in
GEMDOS 0.23 (Which is Rainbow TOS's GEMDOS). It's not there, and it's
documented as a change, and the previous, undesired behavior is also
documented.

If your subsidiary doesn't make the Rainbow TOS Release Notes document
available with TOS 1.4, you should take it up with them. It's part of
the developer's package in the USA.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3733. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 19:45:28 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9004250214.AA23940@ucbvax.Berkeley.EDU>
Source record: 241463

Hi folks, just a couple of comments/queries.

1) I have tried Gemini, I love it but I love G+plus more, has anyone yet found a way of using G+plus with different assign.sys files (as per usual) under Gemini, other than that Gemini is great. O.K. as someone has said you could have a general assign.sys but some fonts are unsuitable for other uses e.g. the music fonts for Take Control's Music DTP program. So please Gemini people teach it not to hog GDOS (In fact you could drop it alll together, the system font is not so bad). Thanks for the consideration.

2)Please can we hear more of Overscan, what does it work with, is it well behaved, what resolution can you get. Where can I get the instructions and most importantly how easy is the mod.

Thanks... Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1 University of Birmingham Vax1, ENGLAND
*****VOTE LABOUR ON MAY 3rd*****
P.S. No flames on the above, I know its irrelevent and U.K. orientated, but there is little point in the huge extracts from books/songs/films either.

Tons of hugs.....Phil

3734. Re: EMACS/shell capabilities

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 19:48:04 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8944@pogo.WV.TEK.COM>
Source record: 241477

In article <1990Apr23.134611.9702@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>In article <9004192056.AA03608@crash.cs.umass.edu> BROLIO@cs.umass.EDU writes:
>>Two questions:
>>1. ...
>>
>>2. Are there any posted emacs (say gnu) that interact with
>>the gulam shell well? I am interested in the "suspend and
>>go to shell" type functions. I am still using emacs 3.7
>>because it does that well, even though that release ...
>
>Am I missing something? Why not use the "me" that comes with Gulam?
>It supports the "^Z" to suspend an editing session.
>

Because with the new versions of Gulam and TOS 1.2 1.4, the bind keyboard command does not work anymore(unless I'm missing something). For me, the ability to rebind keys is an absolute requirement for an editor. In addition there are some very useful features missing in the short but sweet resident version in Gulam. MicroEmacs 3.10 can be customized to your desire to handle shell stuff with Gulam rather than the MWC shell. I have attempted to mail the Gulam authors about the problem but it always gets bounced back.

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

3735. Re: (1) OCR experiences? (2) EMACS/shell capabilities?

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 20:15:51 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440115@hplsla.HP.COM>
Source record: 241485

```
|
| Am I missing something? Why not use the "me" that comes with Gulam?
| It supports the "^Z" to suspend an editing session.
|
| Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
```

Well, one thing I've found is that the "me" built into gulam has difficulties with large files (>100K or so). I've found microemacs to be considerably more reliable - and faster.

%%%

3736. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 21:21:28 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr23.212128.11691@wam.umd.edu>
Source record: 241478

In article <1647@electro.UUCP> carlo@electro.UUCP (Carlo Sgro) writes:
>
>I would wholly support the division of the Atari ST newsgroup into many more
>specific newsgroups. How about comp.sys.atari.st.emulator for PC-Ditto,
>Supercharger, Spectre, etc. discussions?
>--
>
>Carlo Sgro Not a card-carrying member of the
>watmath!watcgl!electro!carlo Laurie Bower Singers Fan Club.

Folks, a few things to keep in mind:

1) Please put news.groups in the Newsgroups: and Followup-To: lines of your
messages so they will get cross-posted to to where they really belong.
(Newsgroup creation guidelines dictate.)

2) The proposal is just for creation of one new group: comp.sys.atari.st.tech.
To "officially" discuss other new groups, you'll have to do another call
for discussion, which must be posted to news.announce.newgroups. For now,
let's stick to the discussion of c.s.a.s.tech and worry about creating
other groups later.

(and now, back to our regularly scheduled news thread...)

Dave Baggett
dmb@cscwam.umd.edu

3737. Request: Head Parking Software

Newsgroup: comp.sys.atari.st
Date: 1990-04-23 23:49:16 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1883@cod.NOSC.MIL>
Source record: 241482

Does anyone out there have software to park the heads of a floppy disk?
I need it for a 5.25" add-on disk drive. Because of the faster step rate
in effect at boot time, if the heads aren't at track 0 the heads don't move,
the computer doesn't sense the track 0 signal, and comes to the conclusion
there is no drive there. Then, even when the step rate is changed to the
correct value, it's too late.

I don't have any documentation on how to write a program to do this or to
tell the computer that the drive is really present. Any help is appreciated.

Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

3738. Fax for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 02:18:36 UTC
From: FCTY7284@RYERSON.BITNET
Message-ID: <90Apr23.212539edt.57516@ugw.utcs.utoronto.ca>
Source record: 241469

Anyone in Netland have any experience with Fax for the ST? One of my
students asked if he could submit an assignment by Fax, so I guess
I have to start taking this seriously.

Rather than buy a stand-alone fax machine, it seems to make sense, for the
limited occasions I'll be using it, to use a computer based fax card and
external scanner. That way, the scanner could be used for desktop
publishing as well.

The one lead I have for fax machines that work with the ST
is a firm named Telefax, (thanx to Mark at Atari Canada for that lead)
but I'm a bit leery of using something that doesn't have local support,
and this machine is not (to my knowledge) available in Canada. Also, the
dealer was busy vacuuming when Mark phoned, and asked him to phone back
later. Doesn't exactly sound like a major corporation....

So the alternative (he said, putting on his asbestos suit) is to put
a fax card in my new MS-DOS clone, currently used as the world's largest
EPROM burner. This is attractive because there is a 9600 baud fax card
for the MS-DOS world, for $275 Cdn. (Frecom FAX96 card, recently reviewed
in 'The Computer Paper', out of Vancouver). One could then sneakernet
files between the Atari and the MS-DOS machine. I assume this would
work for outgoing ASCII files, but it requires that there be some way
to convert the fax bitmap on receive to something the Atari can show. The image
card can work with are .TIFF, .PCX or .FAX format.

The Questions (finally):
Has anyone out there got FAX to work on the Atari (Mega2 in my case)?
Are there programs to convert from some Atari image format (Degas would
be convenient) to something a fax can send?

3739. Re: (1) OCR experiences? (2) EMACS/shell capabilities?

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 05:38:58 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11799@stag.math.lsa.umich.edu>
Source record: 241491

In article <5440115@hplsla.HP.COM> andyc@hplsla.HP.COM (Andy Cassino) writes:
>] (why not use ue in gulam?)

>Well, one thing I've found is that the "me" built into gulam has difficulties
>with large files (>100K or so). I've found microemacs to be considerably more
>reliable - and faster.

I've used Gulam on files over 2 meg in size. The only other microemacs program
I have only works up to 64K. Gulam's is faster, and a little slicker to use.
(The other is the me that comes with MWC. Nice in it's time, but I stopped
using me+msh when I got gulam...)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3740. How can I "Rename()" a folder under TOS 1.4?

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 07:40:36 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2119@laura.UUCP>
Source record: 241493
Cross-posted to: comp.sys.atari.st,dnet.atari,unido.atari,sub.sys.st

As we all know it is possible to rename a folder under TOS 1.4 using the
GEM desktop. Now I am interested in renaming a folder from my C program.
I tried the old Frename() system call but without success. I YOU know
how folder renaming can be achieved please be so kind and tell me.

Thanks in advance!

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3741. 1ST Word lockup

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 11:08:48 UTC
From: stefan@spcc386.UUCP
Message-ID: <594@spcc386.UUCP>
Source record: 241479

My favourite wordprocessor, 1ST Word (yes, 1ST Word!), has this little thing
that makes me want to grind my ST to a lot of little pieces sometimes.
I know it has something to do with the famous 'Phantom Typist'.
Sometimes, it falls into a complete coma and only the reset button will help.

I tried solving this by writing a little program that saves the current
WordPlus document after pressing ALT-HELP-SHIFT or something. It searches
memory for a document and saves it. But this was a nice try since I couldn't
figure out the format of a WP document in memory.

I wonder, is there a program or accessory that does timed 1ST Word backups?
Since 1ST Word is the only thing that locks up, I think I just have to wait
until the next backup and reset.

Now I am looking for a program like this or the format of 1ST Word documents
in memory so I can write it myself. If there is a program, where can I get it?
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer
Junkies!!" +-----------------------------------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

3742. Tech: changing resolutions without using desktop

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 13:30:33 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <18914@eagle.wesleyan.edu>
Source record: 241481

Hi...I have a technical question regarding switching resolutions on the ST. I'm trying to write a program to launch an application in low resolution from Gulam when I was in medium resoultion. I am using Setscreen, which seems to do half of what I need. But when I launch the application (or exit to the desktop) Gem still thinks I'm in medium rez so the windows are all in the wrong places and the mouse wraps off the right-hand side of the screen. How can I get around this? I assume there must be some way of notifying Gem that the resolution has changed and I suspect it has to do with changing the clipping boundaries.

Also, is there any way to locate the current palates for low and medium resolution in memory, or do I have to read them from Desktop.inf? If so, how do I find out where desktop.inf should be?

I'd look it up but I can't afford the developer's docs. Any information or code examples would be appreciated.

nick

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3743. ST Serial Comms

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 15:00:53 UTC
From: dsteele@tcom.stc.co.uk
Message-ID: <1639@jura.tcom.stc.co.uk>
Source record: 241484

After reading the Atari ST Internals Book it states that the main serial port (which is tied to the MFP68901) can handle synchronouse serial communications however it does not expand on this. Can anyone tell me if the ST can therefore support both bit synchronous (eg HDLC) or just byte synchronous transmission or just the latter?

Thanks in advance.

David Steele

****
* David Steele ...!mcvax!ukc!stc!dsteele *
* dsteele@tcom.stc.co.uk *
****

3744. PC-DITTO II pcdsettd.com sets the time, not date

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 17:10:09 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1663@lzsc.ATT.COM>
Source record: 241486

I have just noticed that when running PCD II, that the date isn't
being set by pcdsettd.com; only the time.

Has anyone else experienced this?

p.s. My 68000 connector is soldered on. So reseating it is not approapriate.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3745. Source Code Control (SCCS)

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 17:12:35 UTC
From: george@electro.UUCP
Message-ID: <1649@electro.UUCP>
Source record: 241487

Does anyone know of the existence of SCCS type software,
PD or otherwise, that runs on the ST?

I have a large number of source files that make up numerous
programs that I would like to keep organized. I've tried
using zoo but it doesn't keep a differential list. I can upload
to our Sun (which I do anyway for backup purposes) and use
our SCCS resident there, but this involves several time consuming
steps. I also maintain copies on floppy.

Any suggestions? What do the rest of you do?

--

"I almost think that in certain cases yes, and in others, no....."
George egroeG
Reimer remieR

3746. Re: RSC-editor?

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 17:19:16 UTC
From: rjd@cs.brown.edu
Message-ID: <37556@brunix.UUCP>
Source record: 241355

In article <1641@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>
>My copy of K-Resource only runs on Color monitors. It just dies on Mono.
>
>Howard C. Johnson

This problem was fixed quite a while ago.

I bought Laser C, and I have been using their resource construction
program, otherwise I would still be using K Resource.

The only thing that bothered me about K Resource was the
manual...while reading it, you got the feeling it was written
by some smug high school kid. It was not only unprofessional,
but a little nausiating as the author bent over backwards to
pat himself on the back...

It *is* a good program, though....

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

3747. extended commandline arguments

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 17:57:09 UTC
From: ignac@electro.UUCP
Message-ID: <1650@electro.UUCP>
Source record: 241358

what is the most prevelant (sp?) extended commandline protocol used
in the Atari world. what i'm trying to get at is if it would be worth
bothering to implement the Atari Extended GEMDOS Commandline Argument
Spec posted by Ken B. many months ago, or implement something more
along the lines of the Mark Williams spec, since i am assuming that
MUCH more software can understand the latter, although the former is now
the de-facto Atari supported standard. So which would be better to
implement??

if the Mark Williams spec is the better one to implement, then what exactly
is their spec. I know it's similar, but i need details ...

questions ... questions ... nothing but questions ...

(arrggghhh: canadiens are down 3-0 to the bruins!)

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3748. attribute bits and bytes

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 18:03:26 UTC
From: ignac@electro.UUCP
Message-ID: <1652@electro.UUCP>
Source record: 241359

Does the Fattrib() system call OFFICIALLY support setting the system bit, write protect and hidden bits for subdirectories?? The GEM Desktop does not allow you to write protect subdirectories, so i am assuming that the system call will not allow you to change any of the attribute bits (if used unwisely, the subdirectory could concevablly be turned into a file! not a good situation!) by using a sector editor, i can manually set the hidden bit within the attribute byte of a subdirectory, and everything is hunkydory. the desktop correctly does not display the subdirectory, but using a commandline interpreter, i can still access the hidden directory.

does MS-DOS support this feature, perchance??

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

3749. Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 19:15:45 UTC
From: wkk@cbnewsl.ATT.COM
Message-ID: <5342@cbnewsl.ATT.COM>
Source record: 241499

Well,
Atari may deny it but I too have seen the Phantom Typist.
This time I was running WordPerfect (Aug. 1989). Sure enough
after some hours usage the typing
rate slowed down. Gee!, and after I would type a character on the keyboard and
shake the mouse I could actually see the character on the screen.
Although the mouse pointer tracked the mouse correctly, I had to press
the mouse button several times to make a selection. This happened twice
each on two different days.

What is really scarry is that I have also seen this while using Spectre-128.
I was running PowerPoint and after a couple of rapid deletes (I generally
type too quickly and make a lot of errrors) the machine
responded in the characteristic Phantom Typist manner. I am going to
try and duplicate this when I get a change.

By-the-way the Phantom Typist caused me to loose about an hours work.
I now use the autobackup facility in WordPerfect.

I have had my 1040ST for about 3 years and I beleive I have seen this
"non" problem several times. Since I do not generally use the machine for
serious work, I took it in stride. However, I really can't trust is
for serious work, and I am sure that the other OWNERS want to see someone
explain this problem.

Aside from all the other ATARI'isms about future availablility of products
I like my machine, however now that the time is approaching to buy a
business oriented computer, I really don't think I will buy another ATARI.
I may buy a TT when it comes out, but with the current track-record,
it will be my fun machine for programming and the like, but not a machine
for serious applications.

I really don't care whose problem this is. If it's ATARI's fault then
fix it. If it is an application fault, please lets find out what people
are doing wrong. (What we really need is a small example program that
can be shown to exhibit the problem).

Wesley Kaplow
AT&T Bell Labs.

3750. Help, where can I get LINT

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 19:30:52 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004270944.AA03533@ucbvax.Berkeley.EDU>
Source record: 241488

Netters,

Does anyone know where I can get a copy of LINT that I can use with
Sozobon 1.01 (I'd use it with 1.2 if I could get working binaries!)

I need it in sort of a hurry as I keep shooting myself in the feet and it
would be very useful to use it before starting another long error doomed
compile!

Also, does anyone have any short comments on how to use MAKE? I have split
my main program up so that it covers a number of smaller .c files, but at
the moment I am doing the following:

#include "filename.c"

I realise that this is possibly not the best thing to do as I am constantly
recompiling code that is tested and debugged, so I need help!

All replys welcome, either by Email or through this digest (I think that
enough other people may find this information of interest.)

Regards,

Simon.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send Email via the uk.ac.ukc gateway, as my college
| hasn't paid their fees, so we don't get any Email through there */

3751. uuencode

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 20:21:20 UTC
From: frech@MWRAAA.ARMY.MIL
Message-ID: <9004250707.AA10987@ucbvax.Berkeley.EDU>
Source record: 241489

Greetings,

I am looking for the author, source, etc of the version of uuencode, uudecode that runs on an ST. I mainly interested in seeing if this version can be ported or has already been ported to System V. The version I currently have does not have all the neat features of the ST version and I am very interested in a port to System V. If none such exits, I am willing to try a port myself if I can get the source.

Please post to me directly as I do not receive this digest.

Thanks,

Norman Frech <frech@mwraaa.army.mil>

3752. Clearing the screen

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 20:45:00 UTC
From: CPIAZZA@UMES.UMD.EDU
Message-ID: <9004270923.AA02427@ucbvax.Berkeley.EDU>
Source record: 241490

I have a question that probably has been aswered before, but since I
didn't see it before I'll ask anyway. My problem is this: I'm trying to
write a GEM application using the AES and VDI routines. The AES manual
states that after a dialog or alert box has been interacted with and closed,
the appliction must respond to a WM_REDRAW message from the event handler.
The AES manual goes on to say that this may be done by "...a series of
VDI calls."

Well, I can get the WM_REDRAW message from the event handler ok, but how
in the world do you redraw the screen. From playing around I gather it
has something to do with the rectangle list and some raster operations.
I think I understand how to get the rectangle list...but what about the
raster ops?? Anyone know?? I'd prefer if you sent mail (with examples
if possible) directly to me at CPIAZZA@UMES.BITNET

Thanks much!

3753. summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 21:52:13 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <18997@eagle.wesleyan.edu>
Source record: 241492

Many thanks to all who responded to my question about resolution switching, and to Dave Baggett for the information on finding the palette. The people who wrote me all said some combination of the following things:

1) You can't do it. This is not a supported operation in Gemdos.
2) A soft-boot is the only supported way to get Gem to recognize the new rez.
3) If you do manage to do it, it will be based on undocumented locations which are subject to change in future OS versions.
4) Its probably a bad idea anyway
5) Programs which do change rez on the fly change back to the original rez before calling dialog boxes or other GEM stuff.
6) Several of the respondents asked me to let them know if I got anywhere with it.

Well, I spent a few hours today hacking around and looking through memory maps and aline.h and such, and found no clues. It seems to me that the only 2 things that get screwed up are the color palette (at least in gulam, the text turns yellow when you go med -> low) and the positioning of the dialogs. Assuming Gem uses some memory location somewhere to determine the current maximum X pixel value, it seems to me that a kludge would be easy. I'm not looking for super-portable code, just something that _WORKS_ on Tos 1.0...If the right locations were known for various configurations, a very simple program that works with the undocumented locations on different OS versions would be feasible. If anyone has ANY idea where I should start looking, please let me know. Although I realize Atari is really into sticking to documented ways of doing things, I'd really appreciate any help Allan Pratt or anyone else could give me. The main reason I'm dying to get my hands on a way to do this is it's really hard to develop low-rez software because I have to edit in med, switch to low to test, switch back, etc. which means exiting gulam each and every time. Also, the few programs I use which are low-rez only require me to go back to the desktop for the same reason.

Yours for useful kludges,
nick

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3754. Re: NTSC composite video / audio

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 23:14:55 UTC
From: billm@gaudi.CSUFresno.EDU
Message-ID: <1990Apr24.231455.25469@gaudi.CSUFresno.EDU>
Source record: 241500

A few people have requested this, and it has bounced back at me from a
couple of addresses in mail, so I am posting it here. It is an article
describing how to add audio ports to an ST.

enjoy,

=-=-=-

discharge that can be felt is at least 6000 (or is that 3000, I don't remember for sure, still, it's quite high) volts. A discharge of as little as
60 volts can blow modern electronic circuits. Simply raising your arm while wearing a jacket can develop a charge of 2,000+ volts. (these figures are from 'The Dangers of ESD' Apple service training video)
Fortunately, there is a low cost alternative that should do nearly as good of a job. (I've used it with no damage to several machines that I have worked on at home) Take a cover your work surface with a damp towel (not *soaking*, just damp). Take some light, flexible wire, strip it's insulation, and loop it around your wrist, so that it connects your wrist to the towel, thus balancing the charge between the towel and yourself. Run another similar wire from the towel to the screw that holds the panel on an electric socket. This will drain excess charges to the ground (do *not* not put the wire into the socket, I don't want to get sued because someone read this and plugged themself into 120volts! Also, *never* repair a monitor while grounded, it makes it that much easier for the CRT to discharge and *KILL* you!)

The first step is to decide where to put the plugs on the case. I installed mine to the left of the monitor cable, above the RF modulator. I have on older 520 ST (w/1meg ram). On newer STs which lack the RF modulator, there should be plenty of room to the left of the monitor plug (assumming the modulator space was left vacant, as it was on 1987 1040 STs)
Next, it's time to disassemble the machine. Start by wearing your wrist strap, and making sure the mat is grounded. Set the ST (with nothing plugged into it) face down on the mat. Next remove all of the screws from the bottom of the case. Now, while holding it all together, flip the ST over, and remove the top cover. The keyboard can now be easilly lifted away. You will find that it is connected to the motherboard by about 20 wires that lead to a connector. Carefully slide the connector off of the motherboard (don't bend the pins). Thenext step is to remove the radio shield. Take out the screws which hold it to the motherboard, and then use the needle nose pliers to sraighten the tabs that hold the shield down. The shield will then lift away.
Now is the time to cut the case. drill or cut the appropriate sized holes,and mount the RCA jack(s). Make sure that they are not in a position where theywill touch other components, and that they will still allow the cover to fit.
Now comes the soldering, if you hav ANY electrical soldering experience, this will be a snap. If not, find somemone who does to give you some pointers. I won't go basic soldering and wire stipping instuctions here, because I'm
assuming that anyone who is willing to do a hardware hack on their ST, probably can hold their own with a soldering iron. If you are putting two jacks into your ST, you must solder a short wire between the outside leads of each jack. Another short wire should connect the inside leads of the jacks. Since connecting the jacks to the motherboard will mean that it is (somewhat) permanently wired to the case, you may want these wires about a foot long each.
Solder one long wire from the outside lead of one of the RCA jacks to a ground on the motherboard. Since the signal ground on the monitor plug is hard to reach from the top of the board, I simply soldered mine to the metal case on theserial port. This seems to be abouth the easiest plece to put it, and I highly recommend it. The another wire must be soldered onto the inside lead of one of the jacks. The other end of this wire needs to go to the audio line on the monitor plug (pin 1). Pin one

is on the top left (when facing the plug from theback), and it's lead (at least on my ST, they may have changed brands of plugs since 1986) is on the top right when facing from the front of the machine, and has plento of room for the wire to be soldered onto it.
That's all there is to it, just put the ST back together opposite the way you took it apart, (make sure the keyboard cable is facing the right direction,and don't force it) and you'll be set. The entire mod can probably be done in less time than it takes to read this article. Just slap a 2 line stereo patch cord on the ST, and hook it to the external input jacks on a stereo, and you're all set.
I have recently been told that pin 2 on the monitor plug (the next one overfrom pin 1) carries an NTSC composite video signal. I haven't had time to checkthis out yet, but if it is true, the above procedure will yeild a video port which can be connected to a VCR (to record, or display on a TV) or a composite monitor (I don't know why you would want to).
BTW, Atari lists pin 2 as 'reserved'.
Well, I hope this is of help to someone, I didn't expect it to be so long winded when I started.

Be seeing you... (too bad alt.tv.prisoner got canned)
-Bill Mills
bill@csufres.csufresno.edu billm@gaudi.csufresno.edu

Snail Mail:
299 W. Birch Ave, Hanford, CA 93230

BTW, if you are a paintball player, drop me some e-mail. I am captain of 'BOB's Biz Boys. Check out our keen logo in the Spring 1990 team listing issue of PAINTBALL magasine.
.

3755. Reg. Exp. Parser

Newsgroup: comp.sys.atari.st
Date: 1990-04-24 23:43:05 UTC
From: djd1@csug.cs.reading.ac.uk
Message-ID: <2317@onion.reading.ac.uk>
Source record: 241494

Hi there.
Can anyone tell me where I can find a PD regular expression
parser ? I have heard rumour that something called 'regex' is floating
about somewhere, but I can't find it at any archive site.

Many thanks,

Dave.

-=-=-=

3756. Re: CALL FOR DISCUSSION: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 01:14:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr25.011443.27059@wam.umd.edu>
Source record: 241372
Cross-posted to: news.groups,comp.sys.atari.st

[This message is being forwarded from Michael Ritzert, mjr@dmzrzu71.bitnet]

All this should be the purpose of the newsgroup you sent this posting to. I think we should stick to this single one. We have lost too much by splitting off the discussion on Minix-ST from this group. And, please, also consider that Your proposal will effectively a renaming of the present group --- after a relatively short time interval info-a16 will have disappeared and all the atari bashing and whining we want to get rid of will reappear in comp.sys.atari.tech.

Another issue: how many newsgroups do You want to read? Where do You take the time to follow, say, 20 forums?

Michael Ritzert
mjr@dmzrzu71.bitnet

3757. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 01:49:33 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5040@jhunix.HCF.JHU.EDU>
Source record: 241495

In article <1647@electro.UUCP> carlo@electro.UUCP (Carlo Sgro) writes:
>In article <3113@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>>As the saying goes: "Don't fix something that works"
>
>In my opinion, the Atari newsgroup does NOT work. There is just far too much
>diverse and dissimilar information. As a result, I can't even set up a KILL
>file that gets rid of even 10% of what I don't want to read.
>
I agree completely here, if there was a comp.sys.atari.st.prog and/or
comp.sys.atari.st.wizards/tech, I would drop this current newsgroup
immeidately.. There is always too much bullsh** on this group.
Lets face it, complaining to each other is not going to achieve a damn thing.
A newsgroup even if moderated would be fine where the likes of the real posters
post(Chu, Dickey, Pratt, Ken B., Small, the list goes on, sorry if I missed some)

then again, traffic doesn't seem to warrant a group, so a moderated group
would probably be best, which would eliminate annoying posts..

thats my 5 cents worth..

-Ajay Choudhri
flame weenies can go to /dev/null

3758. Re: summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 03:05:34 UTC
From: rjung@nunki.usc.edu
Message-ID: <9379@chaph.usc.edu>
Source record: 241376

In article <18997@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>The people who wrote me all said some combination of the following things:
>
>1) You can't do it. This is not a supported operation in Gemdos.
>2) A soft-boot is the only supported way to get Gem to recognize the new rez.
>
> [Other stuff deleted]
>
>The main reason I'm dying
>to get my hands on a way to do this is it's really hard to develop
>low-rez software because I have to edit in med, switch to low to test,
>switch back, etc. which means exiting gulam each and every time.

Don't bother. There is NO (TOS-legal) way to switch resolutions _and_
have GEM recognize the switch. All the GEM-oriented variables and stuff are
set up at startup/reboot, and are not meant for mortal men.

If you want to write resolution-changing code that doesn't use GEM, no
problem. Setscreen() won't care. If you want to use GEM, however, forget it.
I've spent a similar number of time at the problem (yeah, I program on a color
monitor too B-), and I finally accepted defeat. Learn to live with
compile/link/save/exit/switch/run/*crash*/switch/load/compile...

And the reason you are having "color change" problems is that the GEM
numbering of color palettes does not correspond to TOS's numbering of
color palettes. Just because the second color palette contains dark red
in TOS doesn't mean you can you GEM color #2 and get it. I suspect that Atari
GEM remaps the TOS palettes to comparable GEM values to maintain compatability
with Digital's original GEM definitions (DRI GEM was started up on IBM PC's
without alterable color palettes, I believe).

--R.J.
B-)

(Don't have an Atari-specific .sig yet, but since Atari makes the Lynx,
this will have to do)

////////////////////////////////////|\\
Send whatevers to rjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+--------------------------Lynx me up!
"You weren't chosen because you're the best pilot in the Air Force. You were
chosen because you're the class clown and frankly, you're expendable."

3759. ARGV=

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 03:37:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <3f1bf46e0a132635377c@canremote.uucp>
Source record: 241496

I posted this message previously, but I do not think it ever arrived. Beckemeyer uses the ARGV= protocol with ARGV pointing to a status string for the various file handles, followed by av[0]...av[n], while Gemini (the newer version) has ARGV pointing to av[0], followed by av[1] ... av[n]. This is, obviously, a fatal difference. Who is right?

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

3760. comp.sys.atari.st and the UK

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 07:11:20 UTC
From: XUUM23@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGQKCXJTDDRN.at.UMPA>
Source record: 241497

Can anyone tell me how I can receive comp... from the UK?

Also this idea of a comp...tech sound like a good idea - especially if I can get it. I like reading the info-atari digests but sometimes - mainly due to time pressures I'd rather not read large technical files. If a seperate techie section was available perhaps people would use it - but what's a 'technical' item?

Steve C.

3761. Re: connecting to the outside world.

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 08:00:54 UTC
From: hase@hase_2.mbx.sub.org
Message-ID: <5266033@hase_2.mbx.sub.org>
Source record: 241498

In article <1990Apr20.083649.3302@newcastle.ac.uk> q1rse@turing.newcastle.ac.uk (D.M. Johnson) writes:
> Having moved on the the Atari from the BBC micro I am interested in
> interfacing project with the computer. What I find lacking is a simple I/O
> user port.

Take a look at the printer port. It is bi-directional (but You'd have to program it Yourself) and pretty simple. If You want to use buffers, You'd have to find a "direction"-line; the GPO-bit (availeble on the monitor connector) could be used.

> The question is this:
>
> Is it possible to set the cartridge port as a user port that allows
> reading and writing? All the diagrams I have see indicate that this is
> possible.
> If so how do you do it?

Its not that easy: writing to cartridge port adresses results in no DTACK or VPA, so the monoflop in the GLUE times out and issues a BUSERR.

Common solution is to "write by read"; the trick is a combination of a little latch and the adress register indirect with offset adressing mode of the 68k: put the data to be written in a data register (say, D0) and the base adress of the cartridge area in an adress register (A0 for example).
Now do a read of a reserved adress of the cartridge area (to put the external hardware in "attention" position) and then do a read of the adress combined of a0 and d0 (tst.w (A0,D0)).
let a latch in the external hardware catch the lower 8 bits of the adress bus and carry it to the outside world: You have "written" throu the cartridge port.

reading is much more simple :-)

> If the above is true, is possible to set it up as two seperate ports,
> one that is a read only port and a write only port. having done that can they
> be used together at the so time i.e. read from one while the other is being
> writen to?

Sure.
You have 9 adress lines to be decoded. Just use 2 seperate adresses to select either port (and design the otehr one to keep quiet).

hase
--
Hartmut Semken hase@hase_2 (home)

hase_2 in der Testphase
Hartmut Semken, Lupsteiner Weg 67 1000 Berlin 37, Germany
"Sounds aweful" (Marvin, the paranoid android)

3762. Re: summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 09:23:46 UTC
From: dac@ukc.ac.uk
Message-ID: <2941@gos.ukc.ac.uk>
Source record: 241384

In article <18997@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>The main reason I'm dying
>to get my hands on a way to do this is it's really hard to develop
>low-rez software because I have to edit in med, switch to low to test,
>switch back, etc. which means exiting gulam each and every time.
>Also, the few programs I use which are low-rez only require me to go
>back to the desktop for the same reason.
>

I've got a program called STSWITCH written by David T. Jones which can be used for med-low res development. On boot-up it splits the RAM of the ST in two and gives you, effectively, two machines. You can change resolutions independently, have two desktops, run two applications, the works! You switch machines by pressing CTRL+both shift keys. What it then does, I think, is a massive block switch to swap the machine in high memory with the one in low memory.

Your development process would then be:
1. Boot up.
2. Run the switcher to activate the magic keys
3. Load your shell, etc into your medium res machine
4. Switch to the other machine and use "SET PREFERENCES" to get into low res.
5. Do your work in the medium res machine and after compilation to disk, switch to the low res machine to test.

This then cuts out the need to switch off the machine or quit you development environment. I'm not sure if it will work with disk cache programs - I don't think so.

I just tried to get it working with gulam, but gulam seems to use its own keyboard handler and the mouse dies when you switch machines.

Anyway, if you can tear yourself away from gulam and use a lesser shell then things *may* work out fine.

Warning:
If GEMDOS gets its FATs mixed between machines then the next time you save your source code will be your last. Get up a directory before you safe (and make sure it's a NEW directory; not a cached one).

A word from the author of STSWITCH (taken from the docs):
"Firstly, please don't take it too seriously. STSWITCH is not the most reliable and user-friendly program in the world, it isn't too happy with colour systems and doesn't like many graphics programs! If you push it too hard IT WILL BREAK! But, hey, it's free, who

cares?!"

Who cares indeed. If you want to save time then it's worth a try and even if it doesn't work you have an auto-booting program which asks you if you want to halve your memory. Something I do all the time :-)

>Yours for useful kludges,
> nick
>

Kludge? Naaah... It's a feature.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3763. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 09:59:04 UTC
From: grunwald@Tokyo.ira.uka.de
Message-ID: <90.115.09
Source record: 241382

May be your mouse cable is broken. This makes the mouse response awful, until the mouse breaks down and there is no more response. Because the cable moves the error is not stable. Try what happens, if you stretch the cable. But do it careful. I had that problem for several months until I had to recognise, that the mouse keys did not work and the pointer moves only in one direction.

Knut Grunwald

3764. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 10:09:42 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90Apr25120942@orion.laas.fr>
Source record: 241351

In article <1588@male.EBay.Sun.COM> koreth@panarthea.ebay.sun.com (Steven Grimm) writes:
| Someone has suggested that since software to automatically save news articles
| using the filename in the "Archive-name" pseudo-header line, I should stop
| calling the articles program/part01, program/part02, etc. and start calling
| them program/program.uaa, program/program.uab, and so on. This would enable
| Dumas uud to pick up the parts effortlessly.

In article <11706@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
| No changes to the Dumas uud program are necessary. The program is pretty
| smart, it does a two-part search for the continuation files already. First
| it looks for the named file, e.g. program.uab, but if that file doesn't
| exist it merely continues to read its current input file. So, to decode a
| multipart posting, merely
| cat part* | uud
| and you get the output file, no muss & no fuss.

Rather than stop calling the articles program/part01 as Howard has
suggested above and in <1599@lzsc.ATT.COM>, making references to the
breaking of software, I suggest an alternate Article or Archive header
in some form similar to:

Filename: foobar.uaa

If an optional header is acceptable, a) current software would not be
broken, and b) software could be written, by those who want this
feature, to automatically save the file under the given name.

Wishlist: for all those news hackers!!

What I would like, under either rn or gnus, is to be able to specify
the articles which make up some piece of software, and then have the
news software pipe the parts in the proper order to uud or unshar,
since it can accept the parts on stdin. That way, no more messy
intermediate files to fiddle around with.

Oh well,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

3765. Re: summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 10:28:54 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <19103@eagle.wesleyan.edu>
Source record: 241352

In article <9379@chaph.usc.edu>, rjung@nunki.usc.edu (Robert allen Jung) writes:
> Don't bother. There is NO (TOS-legal) way to switch resolutions _and_
> have GEM recognize the switch. All the GEM-oriented variables and stuff are
> set up at startup/reboot, and are not meant for mortal men.
>

I know there is no TOS-legal way to do it; as I said, many users wrote
to tell me that. I am, plain and simply, looking for a TOS-illegal
way to do it. If all the variables are set at boot-up, they must be
set SOMEWHERE so finding them would hopefully allow some sort of
kludge. Gods insist on doing everything by the book; mortal men
settle for something that works.

An idea for anyone else who is working on this who hasn't yet been
discouraged... perhaps the routines which do all this setting of these
hidden Gem variables after bootup could be found and called from a
program? That is, instead of changing resolutions and soft-booting to
get the routines to do their stuff, if you could locate the routines,
change resolutions and then call the routines, it may do the trick.
This assumes a) that one can find the routines [yes, I know this would
be non-portable] and b) that this wouldn't confuse the hell out of
Gem, which it probably would to some degree.

> If you want to write resolution-changing code that doesn't use GEM, no
> problem. Setscreen() won't care. If you want to use GEM, however, forget it.
> I've spent a similar number of time at the problem (yeah, I program on a
> color monitor too B-), and I finally accepted defeat. Learn to live with
> compile/link/save/exit/switch/run/*crash*/switch/load/compile...
>

Saying 'learn to live with it' doesn't help me at all. Thanks but no
thanks.

> And the reason you are having "color change" problems is that the GEM
> numbering of color palettes does not correspond to TOS's numbering of
> color palettes. Just because the second color palette contains dark red
> in TOS doesn't mean you can you GEM color #2 and get it. I suspect that Atari
> GEM remaps the TOS palettes to comparable GEM values to maintain compatability
> with Digital's original GEM definitions (DRI GEM was started up on IBM PC's
> without alterable color palettes, I believe).
>

Well, running DESKSET after the resolution change fixes the color, so
I assume a workaround for this will be easy. I have noticed that
TOS/GEM numbering schemes are different, but is this really the reason
why the colors get scrambled after resolution change using Setscreen?

> --R.J.
> B-)
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3766. TERMINATOR BLURBS - Second Call

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 10:53:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000061@ux1.cso.uiuc.edu>
Source record: 241353

Second call for blurbs on terminator software... I have ok'd this
with the people at terminator. If you do not know the author,
leave it out and I will find out for you. So far only three
responses have been sent my way. Please, if you've used any
of the files located at terminator, send a short blurb with
at least:
Title
Your Impression

This will make it much easier for people to find out what the
800K file named xxxzzas.arc does.

Thanks.

-- Greg

P.S. I am graduating in three weeks, so I lose net access (at
least for a while), therefore I have to finish this by
that time.

3767. DEC LK201 keyboard driver & TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 11:35:05 UTC
From: knop@duteca
Message-ID: <769@duteca.UUCP>
Source record: 241386

Some time ago Mark Boyd (mark@ncsuvx.ncsu.edu) posted the mods necessary to connect a DEC LK201 keyboard to an Atari ST computer. I have applied them and they worked fine, except for some simple errors in the character scan-code table, which I fixed.
By the way, if you connect the 'wrong' end of the LK201 keyboard cable to the keyboard, the colors of the wires are different! Do it wrong and you can fry the keyboard (I did it right.) The long uncurled end should be connected to the LK201 keyboard.

Since I upgraded from TOS 1.0 to TOS 1.4 I can no longer use the driver for the DEC LK201 keyboard. (TOS 1.2 does not work either.)
The driver program hooks itself into the interrupt vector of the MIDI ACIA. This vector is apparently the same as the vector for the keyboard and the mouse. (I remember lock-ups using minix with a MIDI instrument connected to MIDI in.)

After the keyboard driver has been loaded, any mouse movement causes a reboot. Pressing a mouse button or any key on the Atari keyboard, or the LK201 keyboard has the same effect. Sometimes I can see 4 bombs that are erased immediately as the system reboots. (It is my feeling that this is a design fault in all TOS versions. A fatal error should be reported to the user in a _reliable_ way.)

It seems that the keyboard driver installs successfully (it initializes the MIDI ACTA, reserves some memory space to live in and TSRs) as the computer does not crash until the first interrupt when the driver has to do some real work. At that time it should call both the midi handler and the keyboard handler repeatedly until there is no more work to do.

If I read the assembler code of the driver correctly it assumes that address $de8 contains the address of the MIDI handler and that address $dec contains the address of the Atari keyboard (with mouse) handler.

To stuff the characters from the LK201 keyboard in the TOS keypress buffer the LK201 driver calls a routine at $fc2aa6. This probably only works under ROM TOS 1.0. However, this routine is not called for Atari keyboard and mouse interrupts (I think). Therefore it does not explain why the system crashes when the Atari keyboard ACIA interrupts.

The LK201 keyboard driver sets and clears some bits at address $e1b when a shift or control key is pressed or released. It seems that the system crashes regardless of the state of shift, control and alt keys (although pressing any of those keys will crash the system).

Obviously I want to use the LK201 keyboard with TOS 1.4. You can help me if you can answer any of the following questions, or can provide any

other relevant information.

Question 1:
Can the addresses of the MIDI handler and the keyboard handler still be
found at addresses $de8 and $dec ? If not, how/where can I find these
addresses in the different TOS versions ?

Question 2:
How/where do I find the address of the function that stuffs one charac-
ter in the keypress buffer in the different TOS versions ?

Question 3:
Does address $e1b contain the state of the shift, control and alt keys
in all TOS versions ?

Thanks for your attention
--

_____ __ __ __ __ ____ _____ _____ ______ _____ _____
| _ \ | |/ || \| | / \ | _ \ | _ \ | ___|| _ \ / ___|
| __/ _ | < | || || || __/ | __/ | >__ | < __ \
|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
P. Knoppers, Delft Univ. of Technology, The Netherlands, knop@duteca.tudelft.nl

3768. Sources of Shell ??

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 12:18:30 UTC
From: rath@tuvie
Message-ID: <1550@tuvie>
Source record: 241387

Has somebody sources of a public domain command language (SH, CSH, ...) ?
It would be nice if you could send it to me.

Thank's, Martin Rathmayer.

USENET: rath@tuvie
BITNET: rathmayer@egh780.una.at

3769. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 12:18:35 UTC
From: silvert@cs.dal.ca
Message-ID: <1990Apr25.121835.12942@cs.dal.ca>
Source record: 241391

In article <5342@cbnewsl.ATT.COM> wkk@cbnewsl.ATT.COM (wesley.k.kaplow) writes:
>By-the-way the Phantom Typist caused me to loose about an hours work.

I've often encountered the Phantom Typist using WordPerfect under TOS 1.0.
I've never lost work though -- all key strokes get processed eventually,
so when the PT strikes I enter a save command and go get a cup of coffee.
Then I reboot and continue with my document.

So the secret is -- be patient.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3770. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 13:59:25 UTC
From: J.Derrick@newcastle.ac.uk
Message-ID: <1990Apr25.135925.22367@newcastle.ac.uk>
Source record: 241354

[This is my first venture onto the global usenet stage, so please bear with me if I completely screwup! {Ah, the merry sound of flameguns being cocked...}]

In article <20.Apr.90.15:37:24.A100D0@UK.AC.SALF.D> D.Wade@sysd.salford.ac.UK writes:

> Several folks have posted extra info R.E. TOS 1.4 / 1.6 . Does any one have
> have any info r.e. the extra BIOS/XBIOS calls which are provided in these
> versions of the ST ROMS.

Well, I have exactly the same questions, and in a recent vacation, decided to take the ROMS apart. Armed with a trusty copy of INTERNALS, I jumped in and have taken a look at the new STE code, extensively to look for how to operate the new joystick ports.

The result of this is a big text file, containing what I managed to discover. It includes details of how the ROMS were dumped [not as easy as it sounds!], the changes to TOS, GEM, etc I noticed [not much, but its a start] and my goal, where the new 'enhanced' joysticks reside, and some of how they work. Without the Official Atari docs I can't check this, but there's a lot of info that I'd like to pass on.

Here's a quick summary off the top of my head before I get round to posting the detail:

- The ROM has moved down from $FC0000 to $E00000, and is now about 198K [was 192K]. This could have some implications for the more adventurous memory upgrader.

- From what I can see the only changes in the code for the new hardware is additions in the startup code [eg to silence the DMA sound].

- I could find only one change to the calls [XBIOS, BIOS, GEM...]. This is an extra XBIOS call which I can't figure out. It does some strange things like redirecting the bus error vector, which made little sense. [I reached these conclusions after looking at the jump tables and searching for references to the hardware locations]

- The new joysticks provide 2 analogue inputs [using 555 timers as V-F converters!], and lines for 4 extra sticks. These not only give 20 inputs, but 8 lines are bidirectional. I've already got the STE understanding my VCR's remote and Tx'ing to the VCR without a hack to the cartridge port in sight! The analogue lines disappear into a custom chip so my hopes of _PROPER_ joysticks [not switched] and ADC ports will have to wait for Atari to publish. That is unless someone out there knows...

The only problem I have with posting the full details to the net is its size- much larger than the average one page message. What's the best way to do this? Being a newcomer to the scene I'd hate to jamm someone's modem out there or be barbecued alive for posting jibberish. Is the intrest out there to warrant the net bandwidth? I'll finish the file, and wait a couple of days for any opinions.

If anyone's interested I could also mail them the stuff I did for the infra red remote control using the STE. Its at the protatype stage [68k code- forget menus and text boxes!], but the hardware's there and working.

Share and Enjoy!

[Oh no, quick the asbestos clothing...]

| James Derrick |
| Pt III Microelectronics & Software Engineering 'Don't Panic: |
| University Of Newcastle Upon Tyne Computers can |
| smell panic!' |
| 'Bringing you the future as soon as we understand today' |
| JANET: J.Derrick@uk.ac.ncl.turing |
| SNAIL: Ethel Williams Hall, Eastfield Road, Benton. NE12 9TY. ENGLAND |

| James Derrick |
| Pt III Microelectronics & Software Engineering 'Don't Panic: |
| University Of Newcastle Upon Tyne Computers can |
| smell panic!' |

3771. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 14:44:32 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr25.144432.14065@chinet.chi.il.us>
Source record: 241396

I've observed some behavior that may help someone track this problem down. When you simultaneously press 2 keys on the numeric keypad, the next few characters returned by a Cconis; Crawcin scan loop get mangled (at least sometimes). Anyone get turned on by this?
Steve J.

3772. Re: summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 14:48:53 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <43059@iuvax.cs.indiana.edu>
Source record: 241390

Due to the problem that GEM has with switching resolutions, I have been writing code that works in both low resolution and medium resolution. This way I can do most of my debugging without switching to low resolution.

3773. Re: PC-DITTO II pcdsettd.com sets the time, not date

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 15:03:47 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <2829@isc-br.ISC-BR.COM>
Source record: 241397

In article <1663@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>I have just noticed that when running PCD II, that the date isn't
>being set by pcdsettd.com; only the time.
>
>Has anyone else experienced this?
>
>p.s. My 68000 connector is soldered on. So reseating it is not approapriate.
>
AG has acknowledged a bug with the date and time util. It still works
okay, but PCD II software trashes the date after it gets it.

BTW, I have noticed that if I use Control-Alt-Delete to restart DOS, that
the time loaded into DOS is not correct. It loads the time that I first
started PCD II from TOS. Another bug, I would assume.

shalom, lar

Opinions expressed here are my own, certainly not my employers.

3774. Official bug fixes #3 and #4 for Sozobon C 1.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 15:11:34 UTC
From: mj@myrias.com
Message-ID: <641056295.5414@myrias.com>
Source record: 241388

```
Please find included another patch from Johann Ruegg. Please better
apply.
Michal Jaegermann
mj@myrias.com
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Two more bugs have been found in Sozobon C 1.2. Here are the fixes.
(I have previously reported 2 other bugs, so these bugs are numbers
3 and 4)

::::::: bug fix #3 ::::::::::::

The first bug is in 'hcc'. It involves passing arguments of type
char or unsigned char. This may fail if the arg is an expression
(and is inefficient for register variables).

First, add the following line near the top of file 'g2.c':

#define isdreg(np) ((np)->g_token == REGVAR && (np)->g_rno < AREG)

Second, in the function 'onearg()' in g2.c, change the following case:

case 1:
addcode(np, (np->g_ty == ET_U) ?
"\tclr.w\td0\n\tmove.b\tA,d0\n\tmove.w\td0,-(sp)\n" :
"\tmove.b\tA,d0\n\text.w\td0\n\tmove.w\td0,-(sp)\n" );
return 2;

to this:

case 1:
if (isdreg(np))
addcode(np, (np->g_ty == ET_U) ?
"\tand.w\t#255,A\n\tmove.w\tA,-(sp)\n" :
"\text.w\tA\n\tmove.w\tA,-(sp)\n" );
else
addcode(np, (np->g_ty == ET_U) ?
"\tclr.w\td0\n\tmove.b\tA,d0\n\tmove.w\td0,-(sp)\n" :
"\tmove.b\tA,d0\n\text.w\td0\n\tmove.w\td0,-(sp)\n" );
return 2;

:::::::: bug fix #4 ::::::::::::::

The second bug is in 'top'. It happens infrequently, but it does occur
in 'jas' source. Look for the following lines in 'peep2.c':

/*
* move.x X, Y => move.x X, Rn
```

```
* move.x Y, Rn move.x Rn, Y
*
* where Y isn't INC or DEC, and isn't register direct
*/
if ((op1 == MOVE) && (op2 == MOVE) && (i2->dst.amode == REG) &&
opeq(&i1->dst, &i2->src) && ((i1->dst.amode & (INC|DEC)) == 0) &&
(i1->flags == i2->flags) && (i1->dst.amode != REG)) {
```

Change this to the following:

```
/*
* move.x X, Y => move.x X, Rn
* move.x Y, Rn move.x Rn, Y
*
* where Y isn't INC or DEC, and isn't register direct
*/
if ((op1 == MOVE) && (op2 == MOVE) && (i2->dst.amode == REG) &&
opeq(&i1->dst, &i2->src) && ((i1->dst.amode & (INC|DEC)) == 0) &&
(i1->flags == i2->flags) && (i1->dst.amode != REG) &&
!uses(i1, i2->dst.areg)) {
```

```
::::::::::::::::::::::::::::::::
```

After making these changes, recompile as usual.

Johann Ruegg
Sozobon Ltd.
uunet!dunike!onecom!wldrdg!hans

3775. An old fix for a previous version of jas

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 15:14:06 UTC
From: mj@myrias.com
Message-ID: <641056448.5555@myrias.com>
Source record: 241389

After I mentioned in my other posting an existence of an old fix for
jas requeststst are still coming. Therefore here is a relevant fragment
of a message which was posted nearly a year ago. Please note

*** this is a fix for jas in a PREVIOUS version of Sozobon C ***

I have to admit thet I did not check if this was corrected in
a 1.2 release, but I presume that yes.
~~~~~~

'btst' instruction with an immediate operand has problems in a Sozobon
jas assembler. The assembler inserts into produced machine code an
extra word creating slight indigestion.

I turns out that exactly the same problem affects not only
'btst', but also 'bchg', 'bclr' and 'bset'. A reason for it seems
to be a simple typo in a file opcodes.h. To fix it replace the
following lines from that file (they are NOT consecutive)

```
{"bchg$s", O_IMM, O_DN, S_L, "x0o41%1e", F_L },
{"bclr$s", O_IMM, O_DN, S_L, "x0o42%1e", F_L },
{"bset$s", O_IMM, O_DN, S_L, "x0o43%1e", F_L },
{"btst$s", O_IMM, O_DN, S_L, "x0o40%1e", F_L },
```

respectively with

```
{"bchg$s", O_IMM, O_DN, S_W, "x0o41%1e", F_W },
{"bclr$s", O_IMM, O_DN, S_W, "x0o42%1e", F_W },
{"bset$s", O_IMM, O_DN, S_W, "x0o43%1e", F_W },
{"btst$s", O_IMM, O_DN, S_W, "x0o40%1e", F_W },
```

==========
Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet, alberta}!myrias!mj
==========
~~~~~~

3776. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 15:43:07 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1667@lzsc.ATT.COM>
Source record: 241356

In article <5342@cbnewsl.ATT.COM>, wkk@cbnewsl.ATT.COM (wesley.k.kaplow) writes:
> Well,
> Atari may deny it but I too have seen the Phantom Typist.
> This time I was running WordPerfect (Aug. 1989). Sure enough
>
> What is really scarry is that I have also seen this while using Spectre-128.
> I was running PowerPoint and after a couple of rapid deletes (I generally

Now we are getting somewhere.
Previously, everyone is looking at TOS for the problem.
If it truely moved to Spectre, then it is in the intelligent keyboard.
Not supprising, as it handles the mouse also, and mouse moves wake it up.

OK German hot-shots (hope that translates gracefully) what do you think?
Is it a program problem in the Keyboard computer.

AN Afterthought.
If the problem is in the keyboard, then if the machine state is saved
(Switch-Back can do this, probably other switchers as well) and the
CPU rebooted, and the program reloaded, then it should RUN well.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3777. TOS 1.4 -- A Problem/Feature

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:06:08 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1668@lzsc.ATT.COM>
Source record: 241357

I wish to describe a feature of TOS 1.4 that I have been forced to acknowledge.
(You know, a feature is a bug that won't be fixed).

TOS 1.4 desktop attempted to get the "current directory" straight to help
finding RSC files. This is what is left.

To show the problem:
1.
At the desktop, open 2 windows on C:.
In each window, open a different folder.
2.
Call the windows A and B.
The current window (foreground) is A. the other one is B
3.
Click on window B.
Many programs in this window will not be able to run because
they attempt to find a file in "the current directory", and
a Dgetpath() will show that that is for window A.
EX. MSH cannot find profile; Spectre cannot find driver; etc.
4.
After this attempt to run has failed, usually a benign bomb, the
desktop is refreshed, and the path is now corrected.
Now the program will run if clicked on.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3778. Re: SPECTRE GCR & 128 and hard drive backups

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:20:16 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8960@pogo.WV.TEK.COM>
Source record: 241399

In <900421.11313905.038380@SFA.CP6> Larry Rymal: of
|East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET> writes:

> For a good while, I've been asking about suitable backup software
>for Spectre GCR. Most of the Mac backup software just won't work on the
>Spectre since they are referrencing hardware that the ST just doesn't have.

Diamond Back II with Diamond Cache will make it's public debut at the
Pittsburg Atari Show this weekend. Among many other things, it will backup
and restore to Spectre partitions in native ST mode.

Bob Luneski
Diamond Back II Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the
opinions of Tektronix, Inc.

3779. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:27:18 UTC
From: hf@marvin.e17.Physik.TU-Muenchen.DE
Message-ID: <1982@tuminfo1.lan.informatik.tu-muenchen.dbp.de>
Source record: 241360

jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:

>IMHO:

>I think the amount of traffic in c.s.a.s. is not large enough for splitting
>into any other groups at all. Of course it seems nice to have a seperate
>
>...stuff deleted...
>
>As the saying goes: "Don't fix something that works"

>---jb

This is exactly what I think. -> No group comp.sys.atari.st.tech

Hannes

Hannes Faestermann Internet: H.Faestermann@physik.tu-muenchen.de
Physik-Department E17 or: hf@marvin[.e17.physik.tu-muenchen.de]
TU Muenchen, 8046 Garching
West Germany BitNET : hf@dgablg5p

3780. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:30:10 UTC
From: brunner@marvin.e17.Physik.TU-Muenchen.DE
Message-ID: <1983@tuminfo1.lan.informatik.tu-muenchen.dbp.de>
Source record: 241361

jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:

>IMHO:

>I think the amount of traffic in c.s.a.s. is not large enough for splitting
>into any other groups at all.
>.... , but anyone who has been using Usenet for a while knows that
>a good percentage of the articles will probably be posted to all of the ST
>groups, so we'll have twice the messages to wade through.

>As the saying goes: "Don't fix something that works"

There's nothing to add. It's nonsense to have several atari groups with
1 or 2 messages per day. As long as c.s.a.s have a hundert news per day
don't create a new atari group!

Bye,
Thomas

3781. VIDI-ST and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:32:39 UTC
From: mcj@phobos.cis.ksu.edu
Message-ID: <2635D129.1F86@deimos.cis.ksu.edu>
Source record: 241392

I am currently trying to write a program that retreives a image from
the VIDI-ST interface. I am using Mark Williams C and would like to
know if anyone out there has been succesful and if so would they please
send me info on how they went about it.

Thanks

--
| "The number of UNIX installations has grown to 10, with more expected." |
| -- The UNIX Programmer's Manual, 2nd Edition, June, 1972. |
| Martin Johnston |
| mcj@phobos.cis.ksu.edu |

3782. SmoothTalker ?

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 16:38:07 UTC
From: patrick@hpmcaa.mcm.hp.com
Message-ID: <760017@hpmcaa.mcm.hp.com>
Source record: 241362

I purchased SmoothTalker from E.Arthur Brown.

I like the program, It is what I was looking for in a Text -> Speech Program.

QUESTION:

I've been unable to read in a standard Text File. It appears that
the file format for smooth talker has no line-feeds.

Does anyone know the format, and/or have a Conversion Program?

Thank You,
-Patrick
(patrick@hpmcaa.mcm.hp.com)

3783. Re: STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:12:33 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990Apr25.171233.25926@ccu.umanitoba.ca>
Source record: 241363

In article <2168@bdt.UUCP>, david@bdt.UUCP (David Beckemeyer) writes:
> In article <5813@jarthur.Claremont.EDU> dcrevier@jarthur.Claremont.EDU (Dan Crevier) writes:
>>Is anyone using the new terminal program STalker? It sounds like a nice
>>program, but I was wondering if it had good VT-100 emulation, and if it
>>could keep up with 19200 baud.
>>
>>Dan Crevier
>>dcrevier@jarthur.claremont.edu
>
> I like Stalker because it works with VSH and lets me have several MT
> C-Shell command windows and my analog clock and my load monitor graph
> accessories all running at the same time while I'm logged in someplace.
>
> Stalker has minimal ANSI support and the latest version has a little
> bit more VT-100 attribute stuff. I tell my Unix system that Stalker is
> a VT-100 and it works, but not all the "pretty" stuff works.
>
> It has a big buffer so 19.2 would probably work, but no GEM based
> terminal is going to really "keep up" at 19.2 because there is no
> way to draw characters into a GEM window legally as a well-behaved
> desk accessory at 19.2 K baud.

I missed the original post (we lost our news feed for about 3 weeks --
curses (and not the graphical kind)), so I don't know how much of this
has been covered. Sorry if I'm being repetitious.

STalker is not exactly new; I've been using it for about two years
(the version I currently have is 2.03). I love it. It's so damned
convenient to be able to download comp.sys.binaries.st in the
background while I'm working in WordPerfect that I haven't dusted off
Uniterm for months.

As far as I know, STalker is fully VT100 compatible with the exception
of inverse chars, which have been omitted to save on internal buffer
space. (STalker's text buffer is configurable from a minimum of 80
cols X 24 lines to as big as available memory; it's fully scrollable,
and portions of the buffer can be marked with the mouse and printed,
saved to disk, or passed to the companion text editor accessory STeno.
Leaving out the inverse char attributes results in a substantial
saving in buffer size, and I don't really miss them.)

Stalker's RS232 parameters menu includes settings for 19200 and 38400
baud, but I can't confirm that they work, since I can't currently
afford anything faster than the 1200 baud modem I'm using. :-(I

think that STalker itself _doesn't_ rebuffer the serial port, but an \AUTO\ program is included which does expand the RS232 buffer (recommended for use with ymodem of xmodem-1K downloads in the background).

I suspect that background downloads would work fine at 19200, but David's likely right that the GEM text window wouldn't be able to keep up at that speed -- without flow control you'd run into problems sooner or later. As long as your host supports XON/XOFF flow control (or RTS/CTS if you have TOS 1.4), everything should work fine. Given that STalker only costs $35 or so, it's certainly worth a try.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

3784. yet another feature of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:28:04 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1669@lzsc.ATT.COM>
Source record: 241364

Yet another "feature" of TOS 1.4.

I use wildcards in desktop.inf to display only part of a folder.
I find that two such, as in P*D*.prg does not work. OK, so I'm limited
to one *.
Now I find that 2*.prg works, listing only programs starting with 2.
BUT, *2.prg, which should find programs inding in 2, like pcditto2.prg,
list none of these; but does list pc_d.2 !

Now that is a feature!

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3785. Re: Fax for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:29:11 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11823@stag.math.lsa.umich.edu>
Source record: 241398

Michtron markets an ST fax package. Dunno what it's got, I think the
name is TurboFAX but I'm not sure.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3786. Re: ARGV=

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:34:51 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11824@stag.math.lsa.umich.edu>
Source record: 241400

In article <3f1bf46e0a132635377c@canremote.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>I posted this message previously, but I do not think it ever arrived.
>Beckemeyer uses the ARGV= protocol with ARGV pointing to a status string
>for the various file handles, followed by av[0]...av[n], while Gemini
>(the newer version) has ARGV pointing to av[0], followed by av[1] ...
>av[n]. This is, obviously, a fatal difference. Who is right?
>
The scheme you described Beckemeyer using is that used by the Mark Williams runtime code. I believe the only difference between this and the Atari endorsed standard is the absence of the IO vector. So, Gemini would appear to be using the Atari supported scheme.

The IO vector was only needed by the MWC isatty() function. Several other functions have been posted that perform this operation more efficiently, so you can probably scrap it.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3787. Re: extended commandline arguments

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:45:21 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <4054@sbsvax.cs.uni-sb.de>
Source record: 241394

In article <1650@electro.UUCP>, ignac@electro.UUCP (Ignac Kolenko) writes:
>
> what is the most prevelant (sp?) extended commandline protocol used
> in the Atari world. what i'm trying to get at is if it would be worth
> bothering to implement the Atari Extended GEMDOS Commandline Argument
> Spec posted by Ken B. many months ago, or implement something more
> along the lines of the Mark Williams spec, since i am assuming that
> MUCH more software can understand the latter, although the former is now
> the de-facto Atari supported standard. So which would be better to
> implement??
>

The Atari standard has inherent problems with any old software expecting the length byte in the basepage to be valid. Programming languages like Pascal or Modula might use it since their string format is exactly what Atari once documented as the format of the arguments in the basepage (one length byte plus the text of the string). You will get strange effects when a program gets the wrong value here.

You can observe the effect for example if you use the ff3 (file-finder) program posted some month ago in comp.binaries.atari.st with the Atari-standard (in the recently posted Master-demo for instance you can try out the Atari standard with "xargs 10" {== 8 + 2 for length byte 127 + MWC arguments and handle 2 is console}). The display is at least very strange and almost unreadable (The file finder was compiled with Pascal!).

> if the Mark Williams spec is the better one to implement, then what exactly
> is their spec. I know it's similar, but i need details ...
>

The MWC standard uses a valid length byte and the value of the ARGV environment variable has a special meaning. It is interpreted as "i/o-vector". For any handle (from 0 to 20) the corresponding position in the i/o-vector is
A if the handle points to AUX:,
C if the handle is for CON:,
F if the handle points to an open file,
P if the handle refers to PRN: and
? if the type is unknown or no file is opened with this handle.
The rest of the environment after ARGV=i/o-vector is a NUL-seperated list of the arguments passed to the program. I think the MWC-tools also pass 127 as length of the commandline (like the Atari specs say). So the only differences between MWC and Atari is the meaning of the value of ARGV (i/o-vector vs. no meaning) and possibly the passing of an invalid length byte (127) to validate the arguments.

Because of the problems mentioned above, you should at least give the user the
opportunity to switch off the extended argument passing when using old progs
expecting a valid length byte (and not checking wether it's reasonable).

> --
> =====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
> co-author of QuickST, and the entire line of Quick Software!!!!
> Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
> ==

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

3788. LaserWriter and UltraScript

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 17:50:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000062@ux1.cso.uiuc.edu>
Source record: 241365

Is there a version of LaserWriter that will work with UltraScript?

Thanks in advance.

-- Greg

3789. Stereo Sound on a regular ST?????

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:13:15 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1314.2635a26b@miavx1.acs.muohio.edu>
Source record: 241366

Seeing how the JRI memory upgrade can give me 4096 colors cheaply, is there anyway to get the stereo sound cheaply?

(I want an STe, but can't really afford it!!)

Ryan

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3790. Phantom Typist captured in Analyzer

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:16:07 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <10625@shlump.nac.dec.com>
Source record: 241410

The notorious Phantom Typist has been especially mean to us lately, so I set out to get some more info on it. I am posting this with the hope that somebody in Atari, and/or some other knowledgeable person, can make use of it.

It struck last night right after bringing up Word Perfect (latest version, I think Aug. 89). This was unusually early; the previous night it wiped out quite a bit of work, but this time my wife was typing the first line at the end of the file which she had just read in. The last three letters typed began to repeat across the screen:
Deprecrecrecrecrecrecreccrecrecrec

then three bombs!

BTW, I'm using TOS 1.0, and I think the problem has gotten worse since I _stopped_ using QuickST V1.2! (I think I'll go back to QuickST, now that I know it's not to blame.) I reset and put in the Compute's Atari ST disk, Vol 1 No. 1 from 1986 (STart's competitor, now defunct) which has a tiny program called ANALYZER on it. That prints on screen the crash dump registers. Here's what I got:

Last Sys Vector: 02 Bus Error [Note: I got 3 bombs, not 2]

d0 00017DEE A0 00FECF32
D1 000001FE A1 00FEFE0C
D2 FFFE7EA8 A2 00000004
D3 0 A3 0
D4 0 A4 0
D5 0 A5 00019814
D6 0 A6 7ADA
D7 00006EEE A7 00007AB6

Flags: -0 Xs Vc Cc

Stacks: User 26000001 Supervisor 00007AB6

00007AB6 983E2300
00007ABA 00FECF46
00007ABE 0
00007AC2 0
00007AC6 0000A6F4
00007ACA 0000FFFF
00007ACE FFFF0000
00007AD2 0000FFFF

I'm not a programmer, so I can't interpret these myself! I am posting them in the hope that somebody on the net, and possibly somebody in a

position to fix the problem, can make use of them. BTW, the mouse is
fine; this is very obviously a software problem. Thanks.
fred

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388

3791. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:17:01 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <3581@castle.ed.ac.uk>
Source record: 241367

In article <20.Apr.90.15:37:24.A100D0@UK.AC.SALF.D> D.Wade@sysd.salford.ac.UK writes:
>
> Several folks have posted extra info R.E. TOS 1.4 / 1.6 . Does any one have
> have any info r.e. the extra BIOS/XBIOS calls which are provided in these
> versions of the ST ROMS. E.G. I don't suppose ATARI intend that I address
> the Audio DAC in my STE directly but given the info which has escaped on to
> the NET thats all I can do at present. I would really like to 'stick to the
> rules' but as I don't know what they are what chance.

I think maybe it does want you to access the new chips directly. At
least the info published in ST World (the UK one) just included a list
of registers, their addresses and what they do.

If Matthew Lodge still reads this newsgroup perhaps he could post it
here.

BTW, this may be a really stupid question but does the output from the
sample-player hardware and volume thingy get shoved down the
monitor/telly lead too or does it just come out the stereo jacks??

--Mark.

PS. I think there is an extra Xbios call in 1.4 and 1.6 (could be wrong
though)

3792. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:30:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9004271001.AA04499@ucbvax.Berkeley.EDU>
Source record: 241368

I really hate to beg, but since the net is my only good source of info on Atari related subjects, (there is no dealer within 100 miles, and the local bookstores don't even carry the ST magazines) could some of you PLEASE! provide answers (even if the answers are that there is none/its impossible/I'm crazy for even thinking about it) to any of my questions? This is my third posting of this, with only one response so far, and I'm really getting desperate! Email to me OR to the net, as I have discovered from the 'if you find it, let me know too' responses I have gotten that there is some general interest in answers to the following questions.

1) Is there any software for the ST that can convert DEGAS, NEO, CAD-3d, or ANY of the ST picture formats into HPGL and/or DXF files OR HPGL and DXF to an ST format?

2) Can someone recommend a good X-Y type plotter for the ST? Preferably capable of color and able to handle HPGL files? Addresses and/or telephone numbers in North America would be appreciated.

3) Has anyone been able to successfully install the Hewlett-Packard version of MS-DOS on a hard disk so that you can boot from it with the software version of PC-DITTO? Does anyone know a phone number for Avant-Garde that is not always busy or a recording? Does anyone have a GT-1000 5.25" drive that WORKS with their ST?

BITNET: RJOHNSON@CEBAFVAX
INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
DECNET: 44507::RJOHNSON
Reality: Rick R. Johnson
==========

P.S. Can anyone tell me what the Atari Developer's Defense Group (or something like that) is? I saw it mentioned in a recent START letters column and wondered what it is, how one might join, etc...???

3793. ICD users

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:33:06 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr25.183306.7474@water.waterloo.edu>
Source record: 241407

Are you an ICD user?

I have an FA.ST with a 49 meg drive in it, and have recently discovered that my ARCed copy of icd software has become corrupted. I don't know how it happened, whether it was the hard disk itself or whether it was on the floppy where it was backed up. Anyway, now I have a problem, cause both are a mess. Can you help? Please don't send anything (yet), just (please) write if you can help.

I need the recent ICDFMT.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3794. Wanted: Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:36:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr25.183638.7723@water.waterloo.edu>
Source record: 241408

Do you know of a dealer, any dealer, that has a Stacy 4 in stock now?

A friend of mine wants one badly, and is willing to travel to get it.

Please do not think think this does not apply to you because you
are in a different country. Any information on availability will
be a help.

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3795. Booting from the Hard Disk with PC-Speed.

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 18:40:33 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990Apr25.184033.7935@water.waterloo.edu>
Source record: 241411

Are you able to boot PC-Speed from your hard disk?
If so, how do you do it? Do you have to dedicate a partition
of the disk to the PC-Speed software?

--
Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.
ljdickey@water.waterloo.edu
ljdickey@water.UWaterloo.ca ljdickey@water.bitnet
ljdickey@water.UUCP ..!uunet!watmath!ljdickey

3796. Re: MT C-Shell and Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 19:05:59 UTC
From: david@bdt.UUCP
Message-ID: <2313@bdt.UUCP>
Source record: 241369

I spent a lot of time trying to get my copy of Laser C all by
itself and I was never successful. It just kept complaining
about one thing after another, until I finally just gave up.

So I was never able to try to get it to work with MT C-Shell
because I was never able to get it to work by itself.

If anyone does know what is involved in getting Laser C working
with MT C-Shell, please send that info to me so I can put it
on our BBS. Thanks.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3797. FTP location of _ENGLISH_ Overscan?

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 19:28:04 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3173@rodan.acs.syr.edu>
Source record: 241414

Is there someplace where I can get an english language overscan mod file?
The file overscan3 at terminator appears to have everything, but it's all
in german.

---jb

3798. Re: attribute bits and bytes

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 20:07:55 UTC
From: apratt@atari.UUCP
Message-ID: <2174@atari.UUCP>
Source record: 241370

ignac@electro.UUCP (Ignac Kolenko) writes:

>[Does Fattrib() OFFICIALLY support attribute bits for subdirectories?]

No.

They may work, but it's an accident, and not to be relied on. In future,
maybe, but not now.

In general, GEMDOS doesn't stop you from doing strange and illegal
things. I added the check for Fattrib on a directory. Previously, as
I recall, you could change directories into files, but not back. GEMDOS
does NOT keep you from shooting yourself in the foot. That's what
complex user interfaces are for.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3799. POOLFIX4: my reactions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 20:24:52 UTC
From: apratt@atari.UUCP
Message-ID: <2176@atari.UUCP>
Source record: 241371

Chris Evelo of the University of Limburg in The Netherlands wrote me to ask if I objected to Claus Brod's naming of his patched POOLFIX program. I would like to take this opportunity to make my feelings on the subject known publicly:

Yes, I object to Mr. Brod's naming of the patch. There is a world of difference between something released by Atari and something patched by a hacker and loosed on the world. The confusion caused by his choice of names is inexcusable. Not only did he add a little functionality (the XBRA fix), he also claims to have "improved" the code. That is unconscionable. Certainly there could be room for improvement: the code is the output of the Alcyon C compiler, after all. I put greater value on getting it right than on getting it small. But would YOU trust his "improvements"? I wouldn't. In general, it's possible to make semantically equivalent transformations on assembly code, but "hand-optimizing" the code can also introduce bugs.

My moral (and corporate and legal!) position on this is not reduced by the fact that I released two non-working versions of this patch before I got it right. POOLFIX4 is a derivative work from an Atari program, and that program was NOT placed in the public domain. In the future, I will be more diligent in putting copyright messages on programs like this.

To have hacked POOLFIX is not especially irresponsible; to have added XBRA so it would work with his code might even be useful; to have named it as he did, however, is unpardonable.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3800. Re: UUCP Impelmations

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 21:38:12 UTC
From: rodney@merkur.UUCP
Message-ID: <5343328@merkur.UUCP>
Source record: 241373

Hiya. This time - and never again on this item.

In article <4068@uafhp.uark.edu> bbs00021@uafcseg.uucp (John Bunch) writes:
> I am looking for a reliable implementation of uucp for the Atari ST
> line. I understand that there are some bbs programs that have uucp
> ability, but I would rather something that is usable from the gem
> desktop. I know of mailtruk, but I also need to be able to unbatch and
> read news.

Some weeks ago there already was a question like this, and I
decided to let out a posting to c.s.a.st. I said some
gibberish about the uucp/news-implementation for TOS I wrote, and thw
stuff written by an aquaintence.

For it seems, that not only my postings but *all* postings from
the area of Stuttgart get lost, I'd appreciacte if ya could
send me some replys via mail. I am not going to write
kilobytes of text not knowing, if they arrive or not.

If anyone should be interested in the news/uucp-packege
for the ST, he may send me a mail, or, for the above mentioned
reasons, tell it here.

-Rod
--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
_____________ May your children and mine live in peace _____________/

3801. Re: summary of responses: changing resolutions

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 22:01:27 UTC
From: kjetilho@ifi.uio.no
Message-ID: <2930@ifi.uio.no>
Source record: 241374

A very simple solution:
Use an editor that's not based on GEM... This should allow
you to switch resoultion.

GEM only slows editors down anyway!!!

Only my humble opinion,

Kjetil T.

3802. File Servers

Newsgroup: comp.sys.atari.st
Date: 1990-04-25 23:12:16 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8965@pogo.WV.TEK.COM>
Source record: 241375

Does anyone know the address of an archive site with Atari ST files that has a file server for us poor folks without Internet ftp access??

Thanks a bunch,

Bob Luneski
Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
Genie: B.LUNESKI1

The opinions expressed herein are my own and in no way reflect the opinions of Tektronix, Inc.

3803. Re: STalker

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 00:26:31 UTC
From: david@bdt.UUCP
Message-ID: <2319@bdt.UUCP>
Source record: 241377

In article <9228.262fb0d0@qut.edu.au> eezprandolin@qut.edu.au writes:
>It is quite possible to receive at 19200 baud from an accessory and confine
>its output to a window (I have done it) true you may need to do low level
>textblits yourself perhaps and while you are rxing at full scate the
>application may not get much time but is is possible providing the rx buffer
>is big enough to bridge the time that you are away in some other application
>at 2400 baud my program (which is a background eprom downloader) never has
>to wait more than 3 char spans with its companion program (APP) which makes
>regular aes calls. (doing your own blits is entirely legal providing you
>listen to the AES's messages about where to put things)

Are you saying that you are doing the actual blit in your code, or just
using Line A to do it? I am sure that Atari's blit code cannot even blit
the characters to the screen at 19.2 Kbaud; I don't even think they
keep up at 9600 baud, with scrolling. I am talking about sustained
receiving at the full baud rate. I think if your accessory must spend
any time in some other app. (at 19.2 K baud) then by definition you
cannot keep up, unless you "skip" scrolls once in a while or something
because you cannot even draw the characters and scroll the screen that
fast on the ST.

Would you be willing to show me this code? Does it do any terminal
emulation within the window (moving the cursor around), or just raw
text output? Would it run an any monitor, including the Moniterm?

> BOB
> EEZPRANDOLIN@qut.edu.au
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3804. Re: Proposed change to names of sources/binaries postings

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 02:00:52 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11830@stag.math.lsa.umich.edu>
Source record: 241378

In article <RALPH.90Apr25120942@orion.laas.fr> ralph@laas.fr writes:
>| exist it merely continues to read its current input file. So, to decode a
>| multipart posting, merely
>| cat part* | uud -
>| and you get the output file, no muss & no fuss.
>
>Rather than stop calling the articles program/part01 as Howard has
>suggested above and in <1599@lzsc.ATT.COM>, making references to the

Actually, my posting stated that no name change is necessary. But anyway...

>breaking of software, I suggest an alternate Article or Archive header
>in some form similar to:
>
> Filename: foobar.uaa
>
>If an optional header is acceptable, a) current software would not be
>broken, and b) software could be written, by those who want this
>feature, to automatically save the file under the given name.

>Wishlist: for all those news hackers!!

>What I would like, under either rn or gnus, is to be able to specify
>the articles which make up some piece of software, and then have the
>news software pipe the parts in the proper order to uud or unshar,
>since it can accept the parts on stdin. That way, no more messy
>intermediate files to fiddle around with.

I have a short (40 lines, with comments?) script called rnget that
was posted a couple years ago. It's designed to automate the unpacking of
shar files. It's very nice, leaving everything up to the "cut" line
in a file named "READ_ME" and some other slick features. (Reads from,
stdin, accepts an optional argument for the pathname to store the
extracted files.

I currently have a 20 line script that we run on terminator to archive
the comp.sources & binaries postings. RIght now I'm using the C-shell,
but I will probably rewrite it in awk sometime in the near future. For the
moment all it does is put the pieces in the proper subdirectory and update
the index; the next step is to scan the Keywords field and decode/repack
collections. It's all pretty simple.

Meanwhile, it's fairly simple to select a string of articles with the same
subject using rn, and invoke a command for each article...
--
-- Howard Chu @ University of Michigan

... the glass is always greener on the side ...

3805. Backup program

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 03:52:11 UTC
From: austin@cs.odu.edu
Message-ID: <12330@xanth.cs.odu.edu>
Source record: 241379

I'm looking for an ST program that will allow me to make backup copies of some commercial, copy-protected disk that I have. I don't like using the originals and have had one go bad on me already, making me have to wait six weeks for the company to mail a replacement. I've checked the atari archives and can't seem to find one; I have a feeling they've been kind of shunned around here due to the possibility of pirating. If anyone knows any commercial titles or can send me a public domain program, it would be much appreciated.

--
Jason C. Austin
austin@cs.odu.edu

3806. Re: yet another feature of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 05:34:55 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <43155@iuvax.cs.indiana.edu>
Source record: 241380

In article <1669@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>Yet another "feature" of TOS 1.4.
>
>I use wildcards in desktop.inf to display only part of a folder.
>I find that two such, as in P*D*.prg does not work. OK, so I'm limited
>to one *.
>Now I find that 2*.prg works, listing only programs starting with 2.
>BUT, *2.prg, which should find programs inding in 2, like pcditto2.prg,
>list none of these; but does list pc_d.2 !
>
>Now that is a feature!
>
I don't know for sure, but I would assume that the wildcards in
TOS 1.4 were designed to work like those in MSDOS. If that's the
case, then everything you mentioned is a feature. When using the
'*' as a wildcard, it means fill the rest of this portion of the
file name with '?'. The file name consists of two portions,
the name, and the extension. So:
P*.PRG really means P???????.PRG
*2.PRG really means ????????.2

You can only use one '*' in each portion of the file name
because it means fill the rest of this portion with '?'.
A '?' means to accept any character as a match. So:
?2*.PRG would match A2.PRG and A2A1.PRG, but not A1A2.PRG
BA?IC.* would match BASIC.PRG and BA1IC.TXT, but not VASIC.PRG.

Your example of *2.PRG sits on the dividing line. On the one
hand you have the '*' which says to fill this portion of the
file name with '?', but you also have the '2' on the left
side of the period, which is meaningless, since the '*' has
already filled out this portion of the file name. So, either
the '2' should be ignored, or it should be used as the match
for the extension portion of the file name. TOS 1.4 chose the
latter method.

---
kclenden@silver.bacs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST, President
"I want someone like you, only nicer."

3807. Looking for graphics/animation software

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 05:37:35 UTC
From: macross@portia.Stanford.EDU
Message-ID: <11682@portia.Stanford.EDU>
Source record: 241381

Has anyone out there seen any software product that could be used
in producing animation on the ST (with somewhat more flexibility than, say,
"Degas Elite" with the minimal color-switching stuff)? I'm looking for
something along the lines of "Aegis Animator" (which I saw for lesser 68000
machines).
I'm not trying to make a desktop equivalent of "The Little Mermaid",
just would like to sling some colorful moving characters around the screen
for possible video use.
Thanks in advance for e-mailed replies.

--Chris Adamson (macross@portia.stanford.edu)
[other nets/addresses? Ha!]

3808. Drop-down menus in a window, and other stuff.

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 07:06:47 UTC
From: mrose@libserv1.ic.sunysb.edu
Message-ID: <8246@sbcs.sunysb.edu>
Source record: 241383

Does anyone have any ideas as to how to make drop-down menus in
a window, like in the clipboard.acc that comes with Gemini?
Is it legal? Also, how did they manage to make movable Dialog Boxes?

Also, I was thinking of purchasing STalker and STeno. Does the current
version of STalker fully support VT100 emulation and keep up with
19.2Kb? Will it work with the Overscan mod? Does anyone know
if Revolver will switch between partitions with overscan activated,
or between Mono and Color on a Multisync? Thanks alot!

-Michael Rose

~~~~~~
(-: When is Dungeon Master coming out for the Lynx? :-)
~~~~~~

3809. yet another little bug in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 08:36:27 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <837@nikhefh.nikhef.nl>
Source record: 241385

The GEMDOS cache does not seem to know whether a drive is mounted or not:

```
# create a 100 K ramdisk on g:
$ ramdisk -c g 100
$ touch g:/aap
$ ls -altFv g:/
g:/
a----w 0 Apr-26-1990 10:32:06 aap
Total 0 bytes in 1 files
# destroy the ramdisk.
$ ramdisk -d g
$ df g
g: drive not mounted
# but .....
$ ls -altFv g:/
g:/
a----w 0 Apr-26-1990 10:32:06 aap
Total 0 bytes in 1 files
```

(though there is nothing much one can do with this file...)

3810. Need ASSIGN.SYS for Opus 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 12:22:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000063@ux1.cso.uiuc.edu>
Source record: 241393

I know this has been asked a million times, but I can't get
OPUS to use my GDOS- I keep getting the 'Screen & Printer fonts
do not match' alert. I have run assigner and fontwid. Is there
something I need to know about 01 02 and 03 fields in assign.sys?

I tried 01 with 04's fonts and with none and it still won't work.
If someone could e-mail their opus.sys or assign.sys I would
really appreciate it.

Thanks.

-- Greg

3811. Missed gemini1.1...

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 13:55:59 UTC
From: andre@maestro.htsa.aha.nl
Message-ID: <1776@maestro.htsa.aha.nl>
Source record: 241395

I've misses version 1.1 of gemini. Is somebody willing to mail it to or tell me where I can get it ?

Thanx,
--
Andre v.d. Vlies
Algemene Hogeschool Amsterdam, The Netherlands
Technische en Maritieme Faculteit
andre@maestro.htsa.aha.nl or ...{backbones}!htsa!andre
Voice: (+31) 20 423827 Fax: (+31) 20 443215

3812. Digitalk on Atari 800 family

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 15:03:16 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1673@lzsc.ATT.COM>
Source record: 241428
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've taken the liberty to cross-post to atari.st, as that is where
old time 800 users may be.

I had a speach unit that plugged into the Atari BUS called, I think,
Digi-talk. It expanded spelled words into speech. It also had a
phoneme list, sounds that particular codes make. I gave all this away
many years ago.

I recently bought a similar unit (probably the same chip) for a PC.
No documentation.

Is there someone out there that has this beast still that would consider
sending me a copy of the manual dealing with the sound and phonemes?

Thanks

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

30 Roosevelt Ave
Morganville, NJ 07751

3813. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 15:20:35 UTC
From: me@dude.pcs.com
Message-ID: <1990Apr26.152035.25872@pcsbst.pcs.com>
Source record: 241401

brunner@marvin.e17.Physik.TU-Muenchen.DE (Thomas Brunner) writes:

->jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:

->>I think the amount of traffic in c.s.a.s. is not large enough for splitting
->>into any other groups at all.
->>.... , but anyone who has been using Usenet for a while knows that
->>a good percentage of the articles will probably be posted to all of the ST
->>groups, so we'll have twice the messages to wade through.

->There's nothing to add. It's nonsense to have several atari groups with
->1 or 2 messages per day. As long as c.s.a.s have a hundert news per day
->don't create a new atari group!

I second that. No splitting of comp.sys.atari.st

Michael
Michael (X) Elbel | No, I haven't lost my mind, I just
me@dude.PCS.COM | forgot it in the rush this morning

3814. Re: Backup program

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 15:40:49 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <43182@iuvax.cs.indiana.edu>
Source record: 241402

In article <12330@xanth.cs.odu.edu> austin@cs.odu.edu (Jason C Austin) writes:

>If anyone knows any commercial titles or
>can send me a public domain program, it would be much appreciated.
>

If you only have one drive, I'd go with ProCopy. It's a good
program, and ProCo Products is very good about releasing updates to
deal with changing protection techniques. I don't have their
latest version, 1.8, so I can't comment on it. 1.61 copies a lot
of stuff (unfortunately it wouldn't do DM, though I understand the new version
will...my CSB master has crashed and I don't have a backup 'cause 1.61
wouldn't handle it!)

If you have two floppies and you can handle easy hardware products, you
might want to try the Blitz copier...it involves building a special
cable, and then running some software. It's s'posed to be fast as
hell and it'll backup just about everything (or so I've heard).
Coincidentally, the doc files are available from the anonymous FTP site
at xanth.cs.odu.edu!

Jeff

Jeffrey C. Burka	"On the outskirts of nowhere
jburka@silver.ucs.indiana.edu	on the ringroad to somewhere,
jburka@amber.ucs.indiana.edu	on the verge of indecision..." --Fish

3815. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 16:12:00 UTC
From: <>
Message-ID: <1705@estevax.UUCP>
Source record: 241403

In article <1371@opal.tubopal.UUCP> alderaan@tubopal.UUCP (Thomas Cervera)
writes:
> there seems to be a severe bug in GEMDOS 0.23's Dcreate() Call (TOS 1.{4,6}).
>If you have a file with a given name somewhere on your disk and you create a
>directory with the same name at the same path location, this Dcreate call
>completes SUCCESSFUL !

This error does not occur on my TOS 1.4 (official german) when using the
GEMDOS calls.
Dcreate returns the correct error number in this case.
Do you use the GEMDOS calls directly or through an cli? In the latter case
the cli may cause the errorneous behaviour.

> I'm going to patch this bug by telling GEMDOS to do the check itself. To
>realize this, I have to write some reentrant GEMDOS code.

GEMDOS has not to be reentrant for such a patch (if the patch is really
necessary for you). If you catch Trap 1 and wait there for Dcreate, you
can directly call GEMDOS for Fsfirst and then for Dcreate since your trap
handler is called before GEMDOS is entered.
Either you use the normal Trap 1 for Fsfirst and lock your trap handler
against recursiv invocation, or you simulate a trap (push SR and return
address onto the stack).

*Reiner Plaum reiner@estevax@unido

3816. Btrieve clone

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 16:22:30 UTC
From: mlake@irscscm
Message-ID: <1990Apr26.162230.7932@irscscm>
Source record: 241404

What is the closest thing on the Atari ST to Btrieve (an engine to access indexed sequential files) on the IBM?

Marshall Lake
mlake@irscscm.UUCP

3817. cachexxx.prg in auto folder.

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 16:40:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9004261545.AA06928@Sunburn.Stanford.EDU>
Source record: 241405

I did the following:

Boot a mega 2 with TOS 1.4 (UK version) with AHDI 3.01 as autoboot driver.
Place cache90.prg in the auto folder. No other auto program. Cache90
says: no cache buffers added. Is this normal?

==========
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==========

3818. Has anyone generated Stevie 3.69?

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 17:13:15 UTC
From: jensen@cod.NOSC.MIL
Message-ID: <1888@cod.NOSC.MIL>
Source record: 241406

Last month (March) a new version of Stevie (a "vi" editor clone) was posted to comp.sources.misc. It was version 3.69. Does anyone have the executable (binary) version already generated? Would you be willing to post it or mail it?

Thanks,
--
Layne Jensen jensen@nosc.MIL
Naval Ocean Systems Center ...!sdcsvax!noscvax!jensen
San Diego, CA

3819. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 17:48:44 UTC
From: dac@ukc.ac.uk
Message-ID: <2946@gos.ukc.ac.uk>
Source record: 241409

My view (and why not?):

I'd like to see a comp.sys.atari.st.tech, but not yet. I don't think there
are enough postings at this time for this newsgroup to be classed as cluttered.
I'd like to think, though, that such a newsgroup may somehow give rise to more
.tech postings. That would be nice. Maybe next year.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3820. Re: Where's the Hotz box?

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 18:29:00 UTC
From: wayne@inmet.inmet.com
Message-ID: <30200040@inmet>
Source record: 241412

I have read reviews of the Winter Namm show which mention the Hotz box being on display. Apparently it will be sold bundled with a Stacy 2 or 4 and if I remember correctly was incredibly expensive $7000.00 to $10000.00.

Not Wayne

3821. Re: ARGV=

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 18:55:02 UTC
From: apratt@atari.UUCP
Message-ID: <2177@atari.UUCP>
Source record: 241420

hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <3f1bf46e0a132635377c@canremote.uucp> david.megginson@canremote.uucp (DAVID MEGGINSON) writes:
>>Gemini
>>(the newer version) has ARGV pointing to av[0], followed by av[1] ...
>>av[n]. This is, obviously, a fatal difference. Who is right?

>The scheme you described Beckemeyer using is that used by the Mark Williams
>runtime code. I believe the only difference between this and the Atari
>endorsed standard is the absence of the IO vector. So, Gemini would appear
>to be using the Atari supported scheme.

Not quite: is the byte following "ARGV=" a null, or the first byte of argv[0]? If it's a null, they're right (and have no iovector). If it's the first byte of argv[0] it's wrong. By our specification, the information between ARGV= and the next null byte is ignored (MWC uses it as the iovector), and what comes after that first null byte is argv[0].

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3822. Hitchhikers Guide

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 19:03:23 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <7632@ists.ists.ca>
Source record: 241413

I have been trying to locate a copy of The Hitchhikers Guide to the Bios for some time without success. Would anyone who knows where I might obtain a copy please email details to me? Thanks in advance.

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

3823. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 19:14:35 UTC
From: apratt@atari.UUCP
Message-ID: <2178@atari.UUCP>
Source record: 241415

J.Derrick@newcastle.ac.uk says he disassembled the ROMs and found some things out. Here's my reply:

I don't think it's wise to publish what you learned from the ROMs. Atari *has* "published" far more information than you could learn from TOS (since TOS doesn't use the joysticks, for instance), and you might have "learned" some things that aren't so, or aren't guaranteed to remain so. People who relied on your findings wouldn't be happy when something changed. Furthermore, as you mentioned, there are things you couldn't figure out. That just shows the inherent weakness of this kind of analysis.

If you want to know all about developing software for the STe, you can become an Atari developer and get the real information from Atari. There's a whole STe Developer's Addendum, and a TOS 1.6 Release Notes document, and more. There's example code for using the hardware screen scrolling, the light gun, and paddles (analog joysticks), and detailed explanations of all the new hardware, registers, etc.

Since we're not in this for our health, we do charge for the documentation and support you get as a developer, but we think that it's worth it: we have a new commitment to supporting developers at a higher level than in the past. (The February newsletter included a re-issue of almost the entire developer's kit, just so everybody would be up-to-date.)

If it sounds like I'm trying to sell something, well, I am. Better that people should get straight information from the source, rather than trying to reverse-engineer the guts of the machine from outside. That kind of practice results in incompatible code and upgrade headaches.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3824. STE controller info.

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 19:50:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9004280051.AA27887@ucbvax.Berkeley.EDU>
Source record: 241416

Dear STErs,

Apologies for the wait for this information, but here (at last) is the info. on the new controllers attached to the STE.

--------------------------------- cut here ------------------------------

STE CONTROLLER PORTS

Address Usage Description
==
FF9200 xxxx xxxx xxxx 3210 Fire buttons
FF9202 UDLR UDLR UDLR UDLR Joystick directions
Joy3 Joy2 Joy1 Joy0

FF9210 xxxx xxxx NNNN NNNN Paddle 0 X
FF9212 xxxx xxxx NNNN NNNN Paddle 0 Y
FF9214 xxxx xxxx NNNN NNNN Paddle 1 X
FF9216 xxxx xxxx NNNN NNNN Paddle 1 Y

FF9220 xxxx xxNN NNNN NNNN Light pen/gun X
FF9222 xxxx xxNN NNNN NNNN Light pen/gun Y

Four new joystick ports were added, directly interfaced to the 68000 bus, rather than using another IKBD controller. The table above gives the locations of the hardware registers for the joysticks, paddles and light gun/pen inputs. Note that the joystick registers are bidirectional, and can therefore be written as well as read. If the registers are written, then the outputs are driven until the registers are read again.

Two paddle controllers can be connected with eight bit resolution on each axis, and the current position of each of the four paddles are reported in the registers shown in the table. No information is given in the data sheets as to the voltage range that the A/D converters function in, but I would guess that it is 0-5V. The triggers on the paddles are bits zero and one of $FF9202 (Joystick 0 left and right.)

The light gun/pen position is reported in $FF9220 and $FF9222. The x-axis accuracy is four pixels in low resolution, eight pixels in medium res., and sixteen pixels in high resolution. The y-axis position is accurate to within one pixel in all modes. The x position only ranges from 0 to 319, and therefore must be left shifted for other screen modes. Again, no electrical information is provided on how to implement a light gun/pen.
Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

3825. ST Penpals list (Sixth posting! :-)

Newsgroup: comp.sys.atari.st
Date: 1990-04-26 22:55:48 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004271418.AA17817@ucbvax.Berkeley.EDU>
Source record: 241417

To *ALL* Atari ST owners worldwide!

Are you interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not got network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime).

So far this list has generated a very reasonable level of interest from many countries around the world (both in the USA and Europe!). This is encouraging and so I have merged the two lists into one and now the list that many of you will be receiving will be totally global.

Remember: it is not too late, join now and beat the christmas rush! :-) Joining the list does not commit you to anything, you do not have to communicate with anyone if you do not want to! There is no pressure, I will not sell the list to any organisations!

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

```
| /* Please do not send via the uk.ac.ukc gateway, as my college has
| not paid its fees and hence do not get Email from them! :-( */
```

3826. rexexp

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 02:17:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <944fd8f9fff02637654c@canremote.uucp>
Source record: 241418

In a July issue of Dr Dobbs (1988? 1989?) there was an awk-like library for C which included full regular expression parsing. Trust me, you do not want regexp(S) from Unix -- it is UGLY! If you don't want to type in the code from Dr. Dobbs, you may order a disk from them.

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

3827. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 02:27:48 UTC
From: danw@tekfdi.FDI.TEK.COM
Message-ID: <4213@tekfdi.FDI.TEK.COM>
Source record: 241423

In article <2178@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:

> If you want to know all about developing software for the STe, you can
> become an Atari developer and get the real information from Atari.
> There's a whole STe Developer's Addendum, and a TOS 1.6 Release Notes
> document, and more. There's example code for using the hardware screen
> scrolling, the light gun, and paddles (analog joysticks), and detailed
> explanations of all the new hardware, registers, etc.
>

I do have the developers documentation and it has errors on top of
errors. The MWC manual is a much better source of information since
it seems to have fewer errors. This alone is reason enough for me to
never buy another Atari computer.

Dan Wilson <tekfdi.FDI.COM>

3828. Re: TOS 1.4 -- A Problem/Feature

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 02:44:38 UTC
From: cg108fcv@icogsci1.ucsd.edu
Message-ID: <10028@sdcc6.ucsd.edu>
Source record: 241424

In article <1668@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>I wish to describe a feature of TOS 1.4 that I have been forced to acknowledge.
>(You know, a feature is a bug that won't be fixed).
>
>TOS 1.4 desktop attempted to get the "current directory" straight to help
>finding RSC files. This is what is left.
>
[Description deleted]

I went through your procedure as described, and everything worked as
it was supposed to--Flash found its several info files and RSC file,
and dcformat found its RSC file.

Unless you mean double-click on a program in the non-selected window
with the right button down, in which case of COURSE won't work,
because you're TELLING the ST to leave the other window as the
current directory.

Click on the window w/o the right button to select it, then run the
program--it should work, unless Flash and dcformat find their
resources in a different manner than usual. Actually, Flash is
QUITE picky about such things as being opened in its own directory.

Tim Mensch

3829. Re: yet another feature of TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 03:11:02 UTC
From: cg108fcv@icogsci1.ucsd.edu
Message-ID: <10029@sdcc6.ucsd.edu>
Source record: 241419

In article <1669@lzsc.ATT.COM> hcj@lzsc.ATT.COM (HC Johnson) writes:
>Yet another "feature" of TOS 1.4.
>
>I use wildcards in desktop.inf to display only part of a folder.
>I find that two such, as in P*D*.prg does not work. OK, so I'm limited
>to one *.
>Now I find that 2*.prg works, listing only programs starting with 2.
>BUT, *2.prg, which should find programs inding in 2, like pcditto2.prg,
>list none of these; but does list pc_d.2 !

I believe that the asterisk wild card character is defined as
follows: It will match zero or more characters from the current
point in the file name to the dot or the end of the name.

Under this definition, *2.prg is not a legal use of the wildcard.

Nor is p*d*.prg. Nor would be *.*p .

Not that I think this is a GOOD thing, mind you; I just object to
it being called a "bug". If anything, it's an unfriendly design,
and it isn't explained in enough detail. But, then again, a lot of
MSDOS things, and for that matter, ST things, fit that
description...

Tim Mensch
tmensch@ucsd.edu

3830. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 03:52:43 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11845@stag.math.lsa.umich.edu>
Source record: 241427

In article <2178@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>Since we're not in this for our health, we do charge for the
>documentation and support you get as a developer, but we think that
>it's worth it: we have a new commitment to supporting developers
>at a higher level than in the past. (The February newsletter
>included a re-issue of almost the entire developer's kit, just
>so everybody would be up-to-date.)
>
No arguments with that paragraph. I feel that things have been going
very well along these lines, for the past 4-5 months. Support looks
real, and it looks like lots of new activity is going on. It's been
worthwhile to me, just to keep informed if nothing else.

>If it sounds like I'm trying to sell something, well, I am. Better
>that people should get straight information from the source, rather
>than trying to reverse-engineer the guts of the machine from outside.
>That kind of practice results in incompatible code and upgrade
>headaches.

Still, all is not as wonderful as it might be. It still seems to me that
the best way to get more people writing code for the ST is to provide more
internals info, without the non-disclosure. Things like the Pexec cookbook,
or the Hitchhikers Guide to the BIOS, for example. These seem to be pretty
basic docs necessary to anyone trying to write applications for the machine.
They seem to be the sort of thing that should be available to the general
public. (And are, sort of, via various 3rd party docs...) When I went
and registered, I was expecting to be made privy to the real deep innards
of TOS - source code to GEMDOS, etc. For me being a code hacker doesn't just
mean writing my own code, but poring thru existing code to see how someone
else does something clever. ("Steal from the best" ...) I was aiming at
getting enough info to gain a deep understanding of how the OS works, not
an overview of how to use the OS.

This may become a moot point if the TT takes over and Atari phases in Unix
in favor of TOS. But if TOS is really gonna stick around for a while, it
would seem that it can only benefit from having *more* people know how it
works. And for Atari to actively support the enlightenment of interested
parties in this regard. Look at Unix, f'r'instance. Distributed with full
source code, and the Berkeley version even has a "sendbug" command that
automatically mails a bug report to the CSRG at Berkeley. 4 people put
together the 4.3 release. Surely a similar scheme for TOS development would
be manageable?
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3831. Re: yet another little bug in TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 06:36:11 UTC
From: rob@kaa.eng.ohio-state.edu
Message-ID: <4850@quanta.eng.ohio-state.edu>
Source record: 241317

In article <837@nikhefh.nikhef.nl> t19@nikhefh.nikhef.nl (Geert J v Oldenborgh)
writes:
>The GEMDOS cache does not seem to know whether a drive is mounted or not:
[...]
>g:/
>a----w 0 Apr-26-1990 10:32:06 aap
>Total 0 bytes in 1 files

Well, that's what you get for monkeying around... :-) :-)
SR

3832. BUG in Turbo C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 07:11:34 UTC
From: joep@tnosoes.UUCP
Message-ID: <1099@tnosoes.UUCP>
Source record: 241422

While trying to 'port' the sunclock from John Walker to the ST (you know the map of the Earth, showing the portion illuminated by the Sun) I came across a very irritating bug in Turbo C V1.0. Maybe somebody can check if the bug is fixed in V2.0.

```
void wrong()
{
double e, delta;

e = 10;
delta = e - cos(e);
e -= delta / (1 - cos(e)); <----------
printf("wrong e: %lf\n", e);
}

void good()
{
double e, delta, cs;

e = 10;
delta = e - cos(e);
cs = 1 - cos(e); <----------
e -= delta / cs; <----------
printf("good e: %lf\n", e);
}

void main()
{
printf("cos: %lf\n", cos(10));
wrong();
good();
}
```

```
RESULT
cos: -0.839072
wrong e: 9.000000
good e: 4.106226
```

The bug is 'solved' by using an extra variable. Maybe I go read some 68000, but the clock works and I am satisfied. I'll post the clock within some days.

Joep,

```
================================================================================
Joep Mathijssen
TNO Institute for Perception
```

P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==========

3833. Anonymous FTP help needed

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 10:01:15 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004251814.AA01018@Sunburn.Stanford.EDU>
Source record: 241318

Dear netters,
1) could anybody mail me please inexes of the following archives?
a) tolson.oulu.fi b) ummts.cc.umich.edu c) umn-cs.cs.umn.edu
d) wuarchive.wustl.edu e) dsrgsun.ces.cwru.edu f)jyu.fi
g) rusmv1.rus.uni-stuttgart.de h) sol.cs.ruu.nl
i) terminator.cc.umich.edu
2) Does anybody know other places with ST-Software?
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>

3834. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 10:17:54 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2512@syma.sussex.ac.uk>
Source record: 241421

From article <2178@atari.UUCP>, by apratt@atari.UUCP (Allan Pratt):
> J.Derrick@newcastle.ac.uk says he disassembled the ROMs and found some
> things out. Here's my reply:

(one para on the dangers of unofficial publishing omitted)

>
> If you want to know all about developing software for the STe, you can
> become an Atari developer and get the real information from Atari.
> There's a whole STe Developer's Addendum, and a TOS 1.6 Release Notes
> document, and more. There's example code for using the hardware screen
> scrolling, the light gun, and paddles (analog joysticks), and detailed
> explanations of all the new hardware, registers, etc.
>
> Since we're not in this for our health, we do charge for the
> documentation and support you get as a developer, but we think that
> it's worth it: we have a new commitment to supporting developers
> at a higher level than in the past. (The February newsletter
> included a re-issue of almost the entire developer's kit, just
> so everybody would be up-to-date.)

(rest of message omitted)

A month ago I would have been up in arms about this. I would have said something along the lines of, "Allan, you forgot to check where the original message came from. Atari UK doesn't treat developers nearly as well as Atari USA now does, etc. They certainly haven't reissued the entire developers' kit."

However, there seems to have been a new start on developer support here recently. A co-ordinator (Alistair Bodin) has been appointed, and he's certainly willing to be helpful.

The only troubles are a) developers who want to reregister under the new ProSupport scheme have to sign a badly-worded nondisclosure agreement, and b) becoming a UK developer is a lot more expensive than it is in the USA. The last I heard, it cost over 300 pounds, which is getting on for $500. If ProSupport lives up to its promise, it may be worth it, but on past performance it's a bad investment for an individual or even a small company. No wonder UK users want to get information another way.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk

UUCP: grahamt@syma.uucp Phone: +44 273 686758 Fax: +44 273 685865

3835. An Apology to Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 11:14:02 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <879@ncs.dnd.ca>
Source record: 241320

A short time ago I posted a message part of which was critical of Word Perfect, describing it as exceptionally buggy. That opinion was based on demo-ing it from a software rental outlet about a year ago. I took it back after my two days of frustration and haven't tried it or any version since. I do use WP both on MSDOS machines and on a VAX with satisfaction.

At any rate, several people have 'advised :-)' me that the bugs are out and Word Perfect is now a solid and capable performer on the Atari. I have no reason to doubt that so this is to apologize both to WP and to any readers that I misinformed.

Now if only the price were to come down a little...

Bob

3836. Reg. Exp. Parser

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 11:26:24 UTC
From: vj@cxa.daresbury.ac.UK
Message-ID: <11415.9004271126@cxa.daresbury.ac.uk>
Source record: 241425

David Dawkins asks:

> Can anyone tell me where I can find a PD regular expression
> parser ? I have heard rumour that something called 'regex' is floating
> about somewhere, but I can't find it at any archive site.

I suspect that the regex code you have heard of is the regular expression matching code from GNU EMACS. This has been written as a general subroutine, and is useful for including in anything. It's not PD, but is freely available for non-profit making use. I can send you a copy if you don't have access to the GNU EMACS code there.

Dave Hines.

JANET: D.Hines@uk.ac.daresbury
EARN/BITNET: D.Hines%daresbury.ac.uk@UKACRL
UUCP: D.Hines%daresbury.ac.uk@ukc.uucp
Ean: D.Hines%daresbury.ac.uk@ean-relay.ac.uk
Internet: D.Hines%daresbury.ac.uk or D.Hines%daresbury@nsfnet-relay.ac.uk

3837. Re: Atari USA and TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 11:41:54 UTC
From: vj@cxa.daresbury.ac.UK
Message-ID: <15314.9004271141@cxa.daresbury.ac.uk>
Source record: 241426

Steve,
I have no idea why Atari UK are so slow to make the TOS 1.4 ROMS
available, especially as they are in production... A friend who works in a
computer shop says that new STFMs are being supplied with TOS 1.4 installed.

As for using US ROMS, there are a few problems:

1) They set the colour screen parameters for 60Hz monitors, not 50Hz

2) The keyboard mapping is different - pound/hash etc.

3) The date format is different - mm/dd/yy, not dd/mm/yy

I have a set of US ROMS (from Canada actually), and have blown new ROMS to fix
(1) and (2) - I can tell you what I changed if you wish. What other problems
may be lurking I have yet to discover.

Dave Hines.

JANET: D.Hines@uk.ac.daresbury
EARN/BITNET: D.Hines%daresbury.ac.uk@UKACRL
UUCP: D.Hines%daresbury.ac.uk@ukc.uucp
Ean: D.Hines%daresbury.ac.uk@ean-relay.ac.uk
Internet: D.Hines%daresbury.ac.uk or D.Hines%daresbury@nsfnet-relay.ac.uk

3838. Mac Emulators on ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 12:10:09 UTC
From: v128ll9e@ubvmsd.cc.buffalo.edu
Message-ID: <23266@eerie.acsu.Buffalo.EDU>
Source record: 241324

I own an Amiga with Amax, but Amax is usally run in interlace (flicker mode) and this is unviable. I know very little about ST's, no flames on my ignorace please!

I have a friend who needs a Mac, or at least an emulator. He needs a full screen (does the ST have hires?), no flicker (does ST have interlace?), and almost 100% compatibility. Colors are not a concern but memory is. How many megs can you go up to?

In short, what emulator is the best? Spectre? I have also heard rumors(?) that there is a Mac emulator avalible for the ST that is able to read Mac disks directly from the ST's internal drive.

Your help is greatly appreciated. Please respond via Email

-Rich

P.S. Let me update that, just Please respond.

3839. Wanted: TRANSLATOR (Mac Disk Reader

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 12:25:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000064@ux1.cso.uiuc.edu>
Source record: 241429

Anybody have a Translator that that are not using and would like
to sell?

-- Greg

3840. Phantom Typist and Atari's Responsibility

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 12:59:52 UTC
From: wkk@cbnewsl.ATT.COM
Message-ID: <5400@cbnewsl.ATT.COM>
Source record: 241336

Well,
People say "What's the big deal, this ain't Atari Corps. fault!",
but that is not really the point. This problem has been seen by many people
around the World. If the problem is Atari's fault, for example in the
keyboard processor or associated software then it is clearly in Atari's
interest to determine what the problem is and either fix it or provide
a work-around. Also, if the problem is with application code, for example
WordPerfect, First Word+, etc., then it is STILL in Atari's interest to
determine why THEIR machine is being used incorrectly and to identify
the correct procedure for these companies to fix the problem.

Sice I have seen the problem occur in radically different software I find
it hard to believe that all of the application writters have inadvertantly
used the exact incorrect technique to handle the keyboard. Also, it is hard
to beleive that all of the programs fail to return vectors back to TOS.

Why does tapping the mouse help speed characters to the screen? If I tap
the mouse, moving it only by a few pixels and not moving it out of a
region, characters that were typed and not displayed start showing up!
Come on now, somebody must take action. Also, if the problem is in the
keyboard processor, then breakpointing in the application program or test
program may not work, since the interaction with the debugger will probably
be affected as well.

Wesley Kaplow
AT&T Bell Labs.

3841. STSWITCH... How to get it...

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 13:06:21 UTC
From: dac@ukc.ac.uk
Message-ID: <2953@gos.ukc.ac.uk>
Source record: 241327

A few people have asked me how to get STSWITCH. I tried to reply by mail but your addresses got bounced back. Sorry.

Anyway, you can get STSWITCH from the Lancaster PD Archive in England.

Send mail to:

archive-server@pdsoft.lancs.ac.uk

With the line:

send micros/atari/m235/m235switch.uue

in the message body.

Lancaster do IBM, Amiga, ST and Mac software (at least). You can get indexes by doing:

send index

or

send micros/index

or

send micros/index/atari (or mac, amiga, ibm).

Things get more specific as you go along.

Enjoy...

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3842. Re: An Apology to Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 13:33:49 UTC
From: 35002_3025@uwovax.uwo.ca
Message-ID: <5873.263811fd@uwovax.uwo.ca>
Source record: 241328

In article <879@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:

> Now if only the price were to come down a little...
> ---
> Bob

There should be a student price on Word Perfect at about $200...

--
Kevin-john Conway
...a librarian from hell...

School of Library and Information Science
University of Western Ontario
London Canada
"...deviants from the norm..."

"My ideas may be silly, but I'm not. I'm positively skewed!"

35002_3025@uwovax.uwo.ca
conway@uwovax.bitnet
kjc@uwovax.bitnet

3843. Re: BUG in Turbo C V1.0

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 13:55:39 UTC
From: joep@tnosoes.UUCP
Message-ID: <1100@tnosoes.UUCP>
Source record: 241337

I found the bug in the disassembled file. I won't list it here, but
this is what happens.

```
> void wrong()
> {
> double e, delta;

> e = 10;
> delta = e - cos(e);
> e -= delta / (1 - cos(e)); <----------
> printf("wrong e: %lf\n", e);
> }
```

The result of the calculation (1 - cos(e)) is placed in memory on
lets say address ADDR. After that calculation 'delta' is copied
to the same location, so not

```
e -= delta / (1 - cos(e));
```

but

```
e -= delta / delta;
```

is calculated, which gives '9.0000' as result.

I don't understand why delta is copied before this calculation!

Joep,


```
==============================================================================
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==============================================================================
```

3844. Re: Possible to Have BACKGROUND IMAGE on Desktop like in Macs?

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:02:13 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr27.140213.3117@wam.umd.edu>
Source record: 241329

```
In article <352@van-bc.UUCP> jhenders@van-bc.UUCP (John Henders) writes:
>
>Anyway I'd like to add my support to the comp.sys.atari.st.tech group as
>if nothing else , it would allow redirecting flames to comp.sys.atari.st
>which I wouldn't have to read.

Sorry to be picky, but remember folks, these sorts of messages should
be posted to news.groups, and optionally to comp.sys.atari.st. If you
don't have the ability to post to news.groups (i.e., if you're reading
this newsgroup in digest form), mail comments to me and I will
forward them to news.groups.

(End of sermon)

Dave Baggett
dmb@cscwasm.umd.edu
```

3845. uudecode

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:21:21 UTC
From: frech@MWRAAA.ARMY.MIL
Message-ID: <9004280705.AA19882@ucbvax.Berkeley.EDU>
Source record: 241430

Greetings,

Thanks to Bill Slivert, Andie Ness, Rainer Klute, and Bertrand Decouty
for the help with uud/uue. The most recent version of uud/uue which
compilied under system V came from Bertrand Decounty.

Thanks again for the support.

Norman Frech < frech@mwraaa.army.mil >

3846. Cold Hard Cache

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:35:54 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270343.AA23927@fsucs.cs.fsu.edu>
Source record: 241330

In a recent issue of Current Notes, J.A. Wrotniak (sp?) reviewed a PD or shareware product named Cold Hard Cache. He reported that it is rock solid, and has nice options. I would like to get this program. Could someone please send me a copy, or direct me to an ftp site that has it (or post it to comp.binaries!!). I would be most appreciative.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3847. Re: SmoothTalker ?

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:37:39 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270333.AA23794@fsucs.cs.fsu.edu>
Source record: 241331

In article <760017@hpmcaa.mcm.hp.com>, patrick@hpmcaa.mcm.hp.com (Patrick Hawke) writes:
>I purchased SmoothTalker from E.Arthur Brown.
>
>I like the program, It is what I was looking for in a Text -> Speech Program.
>
>QUESTION:
>
> I've been unable to read in a standard Text File. It appears that
> the file format for smooth talker has no line-feeds.
>
> Does anyone know the format, and/or have a Conversion Program?
>
>Thank You,
>-Patrick
>(patrick@hpmcaa.mcm.hp.com)

I have a PD text file reader, called Bigmouth. I got it from Panarthea
(I think). It uses good ol' STSPEECH.TOS (very old software voice synth).
I could probably mail you a copy if you cannot find it via ftp.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3848. Re: File Servers

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:38:13 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270347.AA24004@fsucs.cs.fsu.edu>
Source record: 241332

In article <8965@pogo.WV.TEK.COM>, bluneski@pogo.WV.TEK.COM (Bob Luneski) writes:
>Does anyone know the address of an archive site with Atari ST files that
>has a file server for us poor folks without Internet ftp access??
>
>Thanks a bunch,
>____
> Bob Luneski
> Diamond Back Support Hotline: bluneski@pogo.WV.TEK.COM
> Genie: B.LUNESKI1
>
> The opinions expressed herein are my own and in no way reflect the
> opinions of Tektronix, Inc.

You can try this mail server. Send to archive-server%panarthea@sun.com
a subjectless message with the lines "help", "send index binaries", "send
index sources" in it. You may want to send three separate messages. Do
NOT include the quotes.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3849. Re: Backup program

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:38:17 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270403.AA24218@fsucs.cs.fsu.edu>
Source record: 241334

In article <12330@xanth.cs.odu.edu>, austin@cs.odu.edu (Jason C Austin) writes:
>
> I'm looking for an ST program that will allow me to make
>backup copies of some commercial, copy-protected disk that I have. I
>don't like using the originals and have had one go bad on me already,
>making me have to wait six weeks for the company to mail a
>replacement. I've checked the atari archives and can't seem to find
>one; I have a feeling they've been kind of shunned around here due to
>the possibility of pirating. If anyone knows any commercial titles or
>can send me a public domain program, it would be much appreciated.
>
>
>
>--
>Jason C. Austin
>austin@cs.odu.edu

Get Procopy v 1.7. Just came out this year. You might want to call and
check to make sure it can back up everything you have. Address is:

Proco Producs
P.O. Box 665
Chepachet, RI 02814

(401) 568-8459

No single ST copy program can back up everything. Some of the newer ones
that can copy the newer software fails on things that a PREVIOUS version
of the SAME program did work on. This was true in the recent past, perhaps
it has changed. I have three different versions of Procopy that can
collectively copy all of my stuff (strange, very strange).
--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3850. Re: Need ASSIGN.SYS for Opus 2.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:38:50 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270412.AA24363@fsucs.cs.fsu.edu>
Source record: 241335

Does anyone know if the Blitzcopy cable software allows one to read from
a double sided drive TO a single sided one (to backup single sided disks
only)? I have seen SS drives on sale used for $20, could be worth it
just for the convenience (most of my disks are single sided anyway, to
provide compatablity with the early 520's).
--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3851. Re: Looking for graphics/animation software

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 14:39:21 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004270406.AA24279@fsucs.cs.fsu.edu>
Source record: 241333

In article <11682@portia.Stanford.EDU>, macross@portia.Stanford.EDU (Chris Adamson) writes:
>
> Has anyone out there seen any software product that could be used
>in producing animation on the ST (with somewhat more flexibility than, say,
>"Degas Elite" with the minimal color-switching stuff)? I'm looking for
>something along the lines of "Aegis Animator" (which I saw for lesser 68000
>machines).
> I'm not trying to make a desktop equivalent of "The Little Mermaid",
>just would like to sling some colorful moving characters around the screen
>for possible video use.
> Thanks in advance for e-mailed replies.
>
> --Chris Adamson (macross@portia.stanford.edu)
> [other nets/addresses? Ha!]

I have seen something called Art and Film Director that is pretty neat (has so demos with the disk, very humorous ones). I think the company may have gone out of business, you might find this one really cheap (I could be wrong about this, but I think I saw it in a bargin section).

--

```
-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

3852. Re: Mouse Problems

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 15:07:38 UTC
From: bwb00@hplisa.HP.COM
Message-ID: <2130001@hplisa.HP.COM>
Source record: 241431

>I've got an old ST with one of the good mice (IMHO, I've seen the new
>one's and I think they're cheap). Anyway, the left button on my mouse
>is slowly going dead and I was wondering if anyone knows if it is
>possible just to get the button mechanism. I don't feel like spending
>an arm and a leg on a whole new mouse...

>Thanks in advance...

>BAM
>----------

I had the same type of problem with my ST mouse. I fixed mine by opening up the dude and glueing a doubled-over piece of paper on the end of the post for the mouse button. In closer view, the post actually caused an indentation in the switch thereby causing a loss of sensitivity. Anyway, the piece of paper caused the ol' mouse to work good as new.

Hope this helps!!!

BBBBBBBB
B B Mr. Brian Brakke
B B
BBBBBBBB
B B But you can call me B.
B B
B B
BBBBBBBBB

3853. Fading SM124 inverse video

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 15:25:49 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <9004271625.a015851@nabla.electrical-engineering.umist.ac.uk>
Source record: 241432

When I use my SM124 monitor with inverse video (white on black)
I find that the characters become increasingly dim, eventually
becoming illegible; most especially when the screen is almost
entirely black already. Has anyone else found this/got a
solution ?.
(Apart from avoiding inverse video !)

3854. OS9/68K

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 15:35:20 UTC
From: D.Wade@sysd.salford.ac.UK
Message-ID: <27.Apr.90.16
Source record: 241433

I too would like to try OS9/68K but in the U.K. the cost of it is slightly more than I paid for my STE512 and Phillips PM8833 monitor ..... Whilst this is fine for commercial use there are many other things higher on my personall shopping list. I guess those who use it either work for the authors and don't pay, or use it for commercial use.

Sorry no signature file but replies outside the UK may be sent to:- D.WADE@D.SALF.AC.UK - Most Places, MS2@UKACRL - Bitnet.

3855. Re: extended commandline arguments

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 15:59:36 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9004260823.AA03307@freya.dmswwu-ether>
Source record: 241434

```
In article <1650@electro.UUCP> Ignac Kolenko writes:
> what is the most prevelant (sp?) extended commandline protocol used
> in the Atari world. what i'm trying to get at is if it would be worth
> bothering to implement the Atari Extended GEMDOS Commandline Argument
> Spec posted by Ken B. many months ago, or implement something more
> along the lines of the Mark Williams spec, since i am assuming that
> MUCH more software can understand the latter, although the former is now
> the de-facto Atari supported standard. So which would be better to
> implement??
That's easy. Ataris specification ist THE standard, so PLEASE use it.
Other shells (Gemini 1.1, Master) do it, too!

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________
```

3856. Help with ST4038 and Omti MFM controller

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 16:00:20 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1180@wsu-cs>
Source record: 241435

I have just purchased a Seagate ST4038 30M hard drive and I'm trying
to get it formatted with my ICD software. I enter two DOS partitions
(12, 4) and two Minix partitions (1, 13). I get past the screen
for entering bad sectors, tell it to "go", and it spins the diskette
and tells me it can't find the file omti.fmt - which I can find on
the original disk and the backup I made. Anybody have any suggestions?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

3857. Re: Mac Emulators on ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 16:30:11 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11848@stag.math.lsa.umich.edu>
Source record: 241436

In article <23266@eerie.acsu.Buffalo.EDU> v128ll9e@ubvmsd.cc.buffalo.edu writes:
>I have a friend who needs a Mac, or at least an emulator. He needs a full
>screen (does the ST have hires?), no flicker (does ST have interlace?), and
>almost 100% compatibility. Colors are not a concern but memory is. How many
>megs can you go up to?

The standard Mac screen is 500x350 monochrome. The ST monochrome is 640x400.
The ST monochrome screen is rock steady, no flickers, with a 70hz video
refresh rate. The Spectre GCR is almost 100% compatible. It eats about 130K
of your available RAM in support code. You can have up to 4M of RAM installed.

>In short, what emulator is the best? Spectre? I have also heard rumors(?) that
>there is a Mac emulator avalible for the ST that is able to read Mac disks
>directly from the ST's internal drive.

Spectre GCR lets you use Mac floppies directly. Spectre (no GCR) is the older
version, that requires a hardware translator to use Mac disks.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3858. Re: An Apology to Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 16:40:39 UTC
From: rick@jhunix.HCF.JHU.EDU
Message-ID: <5078@jhunix.HCF.JHU.EDU>
Source record: 241437

```
In article <5873.263811fd@uwovax.uwo.ca> 35002_3025@uwovax.uwo.ca writes:
>In article <879@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
>
>> Now if only the price were to come down a little...
>> ---
>> Bob
>
> There should be a student price on Word Perfect at about $200...
>
>--
>Kevin-john Conway

I thought that the student price on WP is either $89 or $99. Better to call
the company.
```

3859. Re: Phantom Typist and Atari's Responsibility

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 17:06:00 UTC
From: patmc@apollo.HP.COM
Message-ID: <4a0e6acf.20b6d@apollo.HP.COM>
Source record: 241438

wkk@cbnewsl.ATT.COM (wesley.k.kaplow) writes:

>Why does tapping the mouse help speed characters to the screen? If I tap

The mouse, joysticks and keyboard are all connected to the intelligent keyboard processor (IKBD), which talks to the 68000 via a serial port, sending packets which represent keypresses, mouse movements and joystick switch state changes. There is a chunk of code in the atari ROMs which reads and interprets these packets. When the character slowdown occurs, the interaction between the IKBD and the keyboard handler code is broken. Tapping the mouse somehow forces a packet to get through, or breaks the deadlock in some other way. You would probably have to look at both the IKBD code and the keyboard handler code to see how that protocol works.

>Sice I have seen the problem occur in radically different software I find
>it hard to believe that all of the application writters have inadvertantly
>used the exact incorrect technique to handle the keyboard. Also, it is hard
>to beleive that all of the programs fail to return vectors back to TOS.

I don't think that ANY of the applications fail to return borrowed vectors. Whenever I forget to return a vector to TOS the result is a pretty prompt crash after exiting my program. What I suspect is happening is that the applications do one of the following:

1. Use their own keyboard handler vector which 'breaks' the IKBD/68000 protocol
OR
2. The application is spending too much time in a non-interruptable state which cause the IKBD/68000 protocol to break down

>Come on now, somebody must take action. Also, if the problem is in the
>keyboard processor, then breakpointing in the application program or test
>program may not work, since the interaction with the debugger will probably
>be affected as well.

This is very true - this type of beastie is almost impossible to trap on its own turf - by the time you know something is wrong, the event causing the problem is ancient history - which is why I recommend:

1. Find a way to tweak the application to make the problem occur more frequently

2. Isolate the factors which control the frequency of problem occurence as much as possible and build a test porgram which has just these features

3. Use the test program to isolate even more what is causing the problem
You will often find that there is a single causative factor, without

which the problem would never occur, and other factors that
to the problem

Example: (This is not a prediction!)
Causative factor:
Cursor handling (graphics) is all being done inside a
non-interruptible routine (restore pixels under old cursor
position, save pixels under new cursor position, draw cursor)
Contributing factors:
A) Keyboard handler/IKBD protocol assumes keyboard handler will keep
up with characters coming from the IKBD (no RTS/CTS flow control)
B) Keyboard handler/IKBD protocol does not have an error detection
or protocol recovery mechanism
C) Application does redundant cursor operations

4. Modify the original application code based on what you learned in the
previous steps, eliminating any causative factors and improving
contributing factors where possible

5. Prove that your fix eliminates the problem, or at least makes the problem
irreproducible under the worst conditions you can create.

The application suppliers have the responsibility to their customers to at
least do the analysis of the problem, and if they find that the problem can't
be fixed on their end, they should work with Atari to eliminate the problem.
That is part of what Atari developer support is about. The application
supplier took your money and they should provide you with some service other
than a ticking bomb application.

>Wesley Kaplow
>AT&T Bell Labs.

Happy bughunting!

Pat McElhatton

3860. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 17:40:35 UTC
From: jg@hpldola.HP.COM
Message-ID: <11830077@hpldola.HP.COM>
Source record: 241439

```
My vote is NOT to start comp.sys.atari.tech as I don't see any advantage
to the split
```

3861. Minix and ICD hard drives

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 18:08:46 UTC
From: richard@jetson.uh.edu
Message-ID: <6115.2638445f@jetson.uh.edu>
Source record: 241440

Hello out there in net land

I need any info and or tips that any one may have on setting up minix to run off of my ICD hard disk drive set up. I just purchased minix and if I am not mistaken I have seen some posts in the past about some twiddeling that must be done with the drive in order to use minix. any help would be greatly appreciated.

Richard L. Coggins
University of Houston

3862. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 18:34:18 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1990Apr27.183418.23566@gumby.cc.wmich.edu>
Source record: 241441

In article <11272@portia.Stanford.EDU> zimm@portia.Stanford.EDU (Dylan Yolles) writes:
> The Spectre GCR manual never makes it clear whether or not one can get
> away with using the "Shutdown" menu option in Mac mode (versus just ejecting
> the disks).
> My advice: DON'T DO IT! I tried it *once* and now my hard drive
> is garbled. (Yes, I'm using the new release of the Spectre software. Perhaps
> the older software works better.)
>
> You have been warned!

Evidently you have a different version of the Spectre manual than I do.
On page 66, under the bold heading "Things You Definitely Should Not
Ever Do", it states (3rd item in list) "You should never use Shutdown
or Restart from the Finder." It goes on to explain exactly why.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3863. X Windows

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 18:53:00 UTC
From: RJOHNSON@CEBAFVAX.BITNET
Message-ID: <9004280710.AA20100@ucbvax.Berkeley.EDU>
Source record: 241442

Can anyone tell me if there is a version of X Windows for the ST, and a source for it if it does exist?

Thanks,

"Certain it is and sure, BITNET: RJOHNSON@CEBAFVAX
love burns, ale burns, INTERNET: RJOHNSON%CEBAF2.DNET@SURAGATE.CEBAF.GOV
fire burns, politics burns. DECNET: 44507::RJOHNSON
But cold is life without Reality: Rick R. Johnson
them". - S'Task of ch'Rihan ==========

3864. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 18:57:02 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Apr27.185702.10436@cunixf.cc.columbia.edu>
Source record: 241443

The basenote said something about how Atari wasn't in the developer support (HA!) area for their health and that anyone wanting detailed (HA!) information should become a registered developer. Doesn't it stand to reason that Atari could benefit far more by providing copious amounts of information about TOS at a reasonable price to a larger audience rather than releasing an expensive box of outdated photocopies? It seems to me that the ultimate success of a machine has a lot more to do with the number of people and quality of people writing software for it. What sense does it make to rape a few thousand people for developer docs when you could sell them more cheaply and get more people to write programs for your machine. Without software, the machine will die and the $10-20,000 you earned on selling those photocopies will not mean much anymore.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3865. ST Magazines anyone???

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 19:00:53 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.641242861.cmm1@cunixa.cc.columbia.edu>
Source record: 241444

I gave my ST to my little sis a while back and now she wants to
buy some magazines related to the ST so she can learn more about
her new paperweight. Well, after a long search of EVERY magazine shop
in Grand Central Station and The World Trade Center (these shops have
every conceivable magazine!), I came up empty-handed. There is not one
ST magazine for sale at any of these shops. I guess that says it all.
Meanwhile, I noticed quite a number of Amiga and even Apple II rags.
(Do I hear violins playing?)

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3866. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 19:30:51 UTC
From: rjd@cs.brown.edu
Message-ID: <37990@brunix.UUCP>
Source record: 241445

In article <2178@atari.UUCP| apratt@atari.UUCP (Allan Pratt) writes:
|J.Derrick@newcastle.ac.uk says he disassembled the ROMs and found some
|things out. Here's my reply:
|
|I don't think it's wise to publish what you learned from the ROMs.
|Atari *has* "published" far more information than you could learn from
|TOS (since TOS doesn't use the joysticks, for instance), and you might
|have "learned" some things that aren't so, or aren't guaranteed to
|remain so. People who relied on your findings wouldn't be happy when
|something changed. Furthermore, as you mentioned, there are things you
|couldn't figure out. That just shows the inherent weakness of this
|kind of analysis.
|

This is ridiculous. There may be inherent *legalities* about
publishing a dismantled ROM, but there is no "inherent weakness"
in this kind of analysis. It is merely very difficult.

How do you think all of the IBM clone manufactures came up with
their ROM BIOS and XBIOS stuff? Do you think they went up to
Big Blue and said "excuse me, could you please give me a copy
of your ROM code? I'd like to rewrite it for cloning."

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

3867. Re: Clearing the screen

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 19:41:36 UTC
From: austin@cs.odu.edu
Message-ID: <12348@xanth.cs.odu.edu>
Source record: 241446

In article <9004270923.AA02427@ucbvax.Berkeley.EDU> CPIAZZA@UMES.UMD.EDU writes:
>I have a question that probably has been aswered before, but since I
>didn't see it before I'll ask anyway. My problem is this: I'm trying to
>write a GEM application using the AES and VDI routines. The AES manual
>states that after a dialog or alert box has been interacted with and closed,
>the appliction must respond to a WM_REDRAW message from the event handler.
>The AES manual goes on to say that this may be done by "...a series of
>VDI calls."
>
>Well, I can get the WM_REDRAW message from the event handler ok, but how
>in the world do you redraw the screen. From playing around I gather it
>has something to do with the rectangle list and some raster operations.
>I think I understand how to get the rectangle list...but what about the
>raster ops?? Anyone know?? I'd prefer if you sent mail (with examples
>if possible) directly to me at CPIAZZA@UMES.BITNET
>
> Thanks much!

The way you update each window is completely up to your
application. You need to somehow store the data that is in each
window and be able to redraw the entirety of each window at any time.
Basically, GEM sends back a list of rectangles that need to be
redrawn, and you need to find which of your windows those rectangles
overlap and redraw the overlaped section. One easy way to do this is
to find the overlap section for a window, set the clipping rectangle
to this area, and then redraw the entire window. Do this for each
rectangle GEM sends you for each window you have open. The window
bars and the background are redrawn automatically.
--
Jason C. Austin
austin@cs.odu.edu

3868. Re: Disassembling TOS and documentation issues

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 19:44:58 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <19425@eagle.wesleyan.edu>
Source record: 241447

In article <2179@atari.UUCP>, apratt@atari.UUCP (Allan Pratt) writes:
> I wrote that you had to become a developer to get technical information
> on the STe. While that may or may not be true, some people have asked
> why they have to shell out more money just to write programs that
> take advantage of the new hardware.
>
> What you get when you pay for the STe is the machine and the customer-
> level support that Atari gives. That's what the person who buys a car
> gets. He doesn't get the maintenance manual, the engineering drawings,
> the designer's notes, or the tools for repairing or improving it. That
> price point is for users, not necessarily programmers.
>

I can't help but disagree with this. A car and a computer are very
different types of things. One buys a car (in general) for the
purpose of driving it. While one may buy a computer simply to "drive
it" by using existing software, many of us (especially ST users!) buy
the machines to program them. That _is_ part of the machine's use, as
evidenced by the wide variety of compilers and interpreters which are
available.

> What you get when you pay for the developer's kit is the MUCH HIGHER
> level of support that Atari gives to people who are going to write
> programs that (presumably) will help sell ST's -- this is known as
> "enlightened self-interest." I see what you want: an intermediate
> step, at a lower cost, which would give you some technical information
> about the machine. In return for the lower cost you would give up the
> support we offer (which is to say, the right to ask people like me hard
> questions). I don't know, but some subsidiaries might offer that:
> documentation without support, at a lower cost.
>

This is _exactly_ what many of us want. I don't want Atari Corp. to
hold my hand; I just want enough information to be able to write a few
public domain programs. And I don't have $250 to shell out for this
information. If money wasn't a concern I might have got an IBM; there
is no end of free information about PC internals.

> Personally, I think that is dangerous, because it gives people
> "a little knowledge, and a little knowledge is a dangerous thing."
> You end up with people who ONLY know technical things, and the result
> is programs which are impolite to the system and make upgrades and
> compatibility the nightmare it is.
>

Please, you can't really expect me to take this seriously. With no knowledge of the "right" ways to do things, programmers have no choice but to do everything the "wrong" way. The only way to prevent this is to make information available. If you don't tell us how to make our programs "polite," then they are going to chew their food with their mouths open, if not spit it in your lap. To this day I still do not have documentation on the Bios and Xbios calls; all of my ST programming has been done by guessing what these calls do based on the names given to them in the OSBIND.H I got with Sozobon C. How can a program based entirely on guesswork be at all "polite" to the operating system? What would be the harm in Atari publishing a small free reference on Bios, Xbios, and GEM? This information alone would be extremely valuable.

> If you have a gripe about the level of support you get for your money,
> that's legitimate. You should complain to the president of the
> subsidiary you're dealing with, or to Charles Cherry, who is the
> Developer Coordinator for Atari headquarters. You can even write Sam
> Tramiel. If you do, try to be brief and specific, but not technical,
> about your problems, and name names. If you just write and whine
> you're wasting your time and his.
>

Fine, what's their email addresses? :-)

> I don't make decisions, so those are just my personal beliefs. Nobody
> comes to my office, taking notes, asking, "What levels of support
> should we offer, and how much should we charge?" They don't do that
> here in the US, much less in other countries, where we have
> independent, wholly-owned subsidiaries. We throw machines and
> documentation at them, and they do what they like with them. (There is
> feedback the other way, of course, but that's the basic picture.)
>

Just because nobody comes to you and asks you these things doesn't mean you can't make suggestions. If you went to Mr. Tramiel and said "at least 50 people on comp.sys.atari.st have complained about the level of support offered by Atari" don't you think he would be interested?

I'd like to add that for all the griping I do here about documentation (or lack of it) I'm very pleased that Atari even bothers to have someone on the Net to discuss their equipment with us. I've found most of your postings dealing with technical issues to be extremely enlightening. I hope you'll continue to contribute in the future.

Thank you for your time,
nick

> ==
> Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
> reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3869. Lharc 113 problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 20:26:59 UTC
From: olorin@tardis.computer-science.edinburgh.ac.uk
Message-ID: <sent.Fri.Apr.27.20
Source record: 241448

Is there a version of lharc later than 113 for the ST ? 113 has one
or two problems. Basically it will not read unix lharc files. This is rather
a nuisance as it appears that the source code was archived with unix lharc
and it thus wont extract its own source !

Analysis of the source code reveals that there are two reasons for
this. Firstly the checksum header routines assume an ST/msdos format header
(the function mksum). The msdos version of mksum is correct in this
respect however. There is a simple fix for this . Second problem is that
no / to \ translation takes place which results in some rather odd
looking filenames !

3870. Re: Hitchhikers Guide

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 20:32:48 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <3432@moondance.cs.uq.oz.au>
Source record: 241449

In article <7632@ists.ists.ca> os9paul@gkcl.UUCP (Paul Good) writes:
>
>I have been trying to locate a copy of The Hitchhikers Guide to the Bios for
>some time without success. Would anyone who knows where I might obtain a
>copy please email details to me? Thanks in advance.
>
>Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul
Maybe someone could post where to get it. Also, where can Pexec Cookbook be
obtained? Thanks.

Internet/CSnet: marshall@uqcspe.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%uqcspe.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@uqcspe.cs.uq.oz.au || St Lucia, Queensland 4067
Bitnet:marshall%uqcspe.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!uqcspe.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@uqcspe.cs.uq.oz.au || fax:+61 7 371 0783

3871. Re: An Apology to Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 20:35:03 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004272032.AA02814@fsucs.cs.fsu.edu>
Source record: 241450

```
In article <5873.263811fd@uwovax.uwo.ca>, 35002_3025@uwovax.uwo.ca writes:
>In article <879@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
>
>> Now if only the price were to come down a little...
>> ---
>> Bob
>
> There should be a student price on Word Perfect at about $200...
>
>--
>Kevin-john Conway
>...a librarian from hell...
>
I seem to remember it being more like $80, with a xerox of one's student
ID. Offer could be over though.

--

-------------------------------------------------------------------------
---------------------------------+---------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+---------------------------------------
-------------------------------------------------------------------------
```

3872. GULAM help wanted

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 20:51:46 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004280705.AA19863@ucbvax.Berkeley.EDU>
Source record: 241301

I need some advice here,

I recently (about 2 weeks ago) saw on here a mention of the current Email address of the author of the Gulam shell, a Prof. P.Mateti, I cannot remember who posted it, but I would like them to confirm the address as the one that I copied from their message (carefully!) managed to reach the site named, but was returned with an unknown user error!

The address that I used (from the UK JANET network) was:
p.mateti%cs.wright.edu@uk.ac.nsfnet-relay

Everything to the right of the percent sign seems to work, because I got through to Wright State University, but the username seems to be non-existant. Now this is a real shame because the Gulam shell would be very very good value for money if I had paid for it, but I was wondering if there was a more recent version released than the beta test version that I seem to have, dated about 1987 if I remember the documentation correctly.

I am after either, or both, any more recent versions of the binaries or a copy of the source code. Any help with any of the above will be gratefully received.

Simon.

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk
| /* Please do not send Email via the uk.ac.ukc gateway, as my college
| hasn't paid their fees, so we don't get any Email through there */

3873. ST Penpals list (7th posting)

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 20:52:48 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9004280706.AA19930@ucbvax.Berkeley.EDU>
Source record: 241302

To *ALL* Atari ST owners worldwide!

Are you interested in becoming involved in a snail mail list of ST users? I know that most of you will be like me and quite happy using the Email facilities at your site, but spare a thought for us final year students who will soon be losing all access to such facilities if the company we join has not got network links!! (Arrgghh, too horrid to consider!). So to get around this I was wondering if any of you would like to help me get a list together of interested parties who could then keep in touch and prevent themselves losing touch with the ST community at large (this would be especially easy if someone who still had net access could summarise current topics or forward news and advice!)

I'm not thinking of anything major league for the entries on the list, just sort of name, address, interests and optionally a few lines about yourself.

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

This would be roughly what my record would read, so if you are interested compose something for yourself along the above lines (you can have 5 lines of text about your self if you want! :-) and send it to me either by Email (until June) or at the above address (anytime).

So far this list has generated a very reasonable level of interest from many countries around the world (both in the USA and Europe!). This is encouraging and so I have merged the two lists into one and now the list that many of you will be receiving will be totally global.

Remember: it is not too late, join now and beat the christmas rush! :-) Joining the list does not commit you to anything, you do not have to communicate with anyone if you do not want to! There is no pressure, I will not sell the list to any organisations!

Regards,

Simon

| Simon Chappell
| BSc(Hons) Computing and Informatics (final year)
| Polytechnic South West (Plymouth)
|
| JANET S61304@uk.ac.psw.pa BITNET S61304@pa.psw.ac.uk
| INTERNET S61304%uk.ac.psw.pa@nsfnet-relay.ac.uk

```
| /* Please do not send via the uk.ac.ukc gateway, as my college has
| not paid its fees and hence do not get Email from them! :-( */
```

3874. Disassembling TOS and documentation issues

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 21:14:50 UTC
From: apratt@atari.UUCP
Message-ID: <2179@atari.UUCP>
Source record: 241303

I wrote that you had to become a developer to get technical information on the STe. While that may or may not be true, some people have asked why they have to shell out more money just to write programs that take advantage of the new hardware.

What you get when you pay for the STe is the machine and the customer-level support that Atari gives. That's what the person who buys a car gets. He doesn't get the maintenance manual, the engineering drawings, the designer's notes, or the tools for repairing or improving it. That price point is for users, not necessarily programmers.

What you get when you pay for the developer's kit is the MUCH HIGHER level of support that Atari gives to people who are going to write programs that (presumably) will help sell ST's -- this is known as "enlightened self-interest." I see what you want: an intermediate step, at a lower cost, which would give you some technical information about the machine. In return for the lower cost you would give up the support we offer (which is to say, the right to ask people like me hard questions). I don't know, but some subsidiaries might offer that: documentation without support, at a lower cost.

Personally, I think that is dangerous, because it gives people "a little knowledge, and a little knowledge is a dangerous thing." You end up with people who ONLY know technical things, and the result is programs which are impolite to the system and make upgrades and compatibility the nightmare it is.

If you have a gripe about the level of support you get for your money, that's legitimate. You should complain to the president of the subsidiary you're dealing with, or to Charles Cherry, who is the Developer Coordinator for Atari headquarters. You can even write Sam Tramiel. If you do, try to be brief and specific, but not technical, about your problems, and name names. If you just write and whine you're wasting your time and his.

I don't make decisions, so those are just my personal beliefs. Nobody comes to my office, taking notes, asking, "What levels of support should we offer, and how much should we charge?" They don't do that here in the US, much less in other countries, where we have independent, wholly-owned subsidiaries. We throw machines and documentation at them, and they do what they like with them. (There is feedback the other way, of course, but that's the basic picture.)

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3875. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 21:21:27 UTC
From: austin@cs.odu.edu
Message-ID: <12351@xanth.cs.odu.edu>
Source record: 241304

I was looking through the atari archives at panarthea and
found what looks to be a very interesting program called Unix Windows.
If I'm reading things right, this program will allow the opening of
several windows, each containing a different process, while logged
into a UNIX system over a modem. The only problem is the program is
only the client side of the package and didn't say were the UNIX host
program might be found. Is the host side a commercial program or is
it available from an ftp site somewhere?

3876. Re: Advice to Spectre GCR owners

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 22:27:52 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr27.222752.26441@ux1.cso.uiuc.edu>
Source record: 241305

I've used shutdown for a year and never ever had any problems with anything...
Am I just lucky? or does 6.04 do something different than the system stuff
when Dave wrote the manual?

-- Greg

3877. Re: MT C-Shell and Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 23:08:08 UTC
From: david@bdt.UUCP
Message-ID: <2349@bdt.UUCP>
Source record: 241306

Someone already had written scripts for using Laser C with MT C-Shell
and posted them to my BBS, but I forgot about it. The BBS number is
(415) 530-9682. The files are in the SCRIPTS file area. I could also
mail them to people who are interested.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3878. Re: An Apology to Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1990-04-27 23:12:43 UTC
From: jheddy@jhunix.HCF.JHU.EDU
Message-ID: <5088@jhunix.HCF.JHU.EDU>
Source record: 241307

In article <5873.263811fd@uwovax.uwo.ca> 35002_3025@uwovax.uwo.ca writes:
> There should be a student price on Word Perfect at about $200...
>Kevin-john Conway
>35002_3025@uwovax.uwo.ca

This has been discussed a couple of times. The gist of what I've read is that, for every version of WordPerfect, be it Atari, PC, Mac, or whatever, there is a student discount price of $99. Every dealer who sells WordPerfect should honor this price. They should have the forms WordPerfect Corp. supplies for student discounts. If they don't, well, call up WordPerfect and complain and then go someplace else.

--
. . . Yet another shallow and badly thought-out opinion from:
Jared Brennan <jheddy@jhunix.hcf.jhu.edu> BITNET: JHEDDY@JHUNIX,JHUVMS
ARPA: jheddy%jhunix@hopkins.ARPA UUCP: allegra!hopkins!jhunix!jheddy

3879. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 00:20:01 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <34769@shemp.CS.UCLA.EDU>
Source record: 241308

In article <1990Apr27.185702.10436@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
-The basenote said something about how Atari wasn't in the developer
-support (HA!) area for their health and that anyone wanting
-detailed (HA!) information should become a registered developer.
-Doesn't it stand to reason that Atari could benefit far more by
-providing copious amounts of information about TOS at a reasonable
-price to a larger audience rather than releasing an expensive box
-of outdated photocopies? [more follows]

(The following refers to the atari developer program in the US; things may be different elsewhere)

From what I've been told, much of the second or third generation photocopied documentation that was originally part of the developers' kit has been rewritten and updated. I also know for a fact (since I am a registered developer and have the stuff) that many new documents have been written and distributed to _all_ registered developers. Your point may be that the documentation is not in bound book form or even binder (until the TOS 1.4 notes), and if it is, you are correct, but thinkgs aren't the same as they were as couple of years ago.

As far as support from Atari goes, it has _greatly_ improved. The newsletters have been arriving monthly since December, and documentaion and disks with tools, examples, and useful information have been packed in with them.

Finally, Atari's software engineers have regularly been posting their ideas on the ATARIDEV roundtable on GEnie to give registered developers a chance to review them and give feedback.

In my opinion, the only part of Atari that _hasn't_ changed for the better (and the changes have been remarkable) is the part that [suposedly] markets Atari products. Perhaps we'll see a change there too as products become available in the US. Supposedly new FCC-passed STEs are on their way to the United States right now. Watch for 'em!

- It seems to me that the ultimate success
-of a machine has a lot more to do with the number of people and
-quality of people writing software for it. What sense does it make
-to rape a few thousand people for developer docs when you could
-sell them more cheaply and get more people to write programs
-for your machine. Without software, the machine will die and the
-$10-20,000 you earned on selling those photocopies will not mean
-much anymore.

No argument there. I don't think Atari is trying to _make_ money on the developer kits, but partly the money is a way of attempting to weed out those who are "documentation junkies" and aren't actually trying to develop the programs to which you refer.

-
-Chris
-
---------------------------------+--------------------------
-Chris Mauritz |Where there's a BEER,
-cmm1@cunixa.cc.columbia.edu |there's a plan.
-(c)All rights reserved. |
-Send flames to /dev/null |Air Warrior is king!
---------------------------------+--------------------------

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

3880. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 00:21:20 UTC
From: apratt@atari.UUCP
Message-ID: <2180@atari.UUCP>
Source record: 241309

rjd@cs.brown.edu (Rob Demillo) writes:

> In article <2178@atari.UUCP| apratt@atari.UUCP (Allan Pratt) writes:

>> I don't think it's wise to publish what you learned from the ROMs.
>> [I go on to show "the inherent weakness of this kind of analysis."]

> This is ridiculous. There may be inherent *legalities* about
> publishing a dismantled ROM, but there is no "inherent weakness"
> in this kind of analysis. It is merely very difficult.

I think you are wrong. You can learn only so much from the ROM. You can learn what the ROM code does, and how it does it. But you can't learn things that the ROM code DOESN'T do. You won't learn the right way to interact with the DMA Sound chip (the ROM doesn't use it). You won't learn about ARGV or the functional limits of the cookie jar (that accessories can't use it).

You *will* learn things which just happen to be true, but which aren't guaranteed. You will learn that calling the BIOS with an invalid function number returns different things depending on the number. You will learn the addresses and uses of variables and data structures. It's not a secret, it's just that we need to be free to change those things in the future. If your program relies on something stupid and becomes popular, we could get stuck with a feature we don't like, a feature YOU don't like and didn't realize was outside the "rules" for well-behaved programs.

THAT'S why it's dangerous to disassemble the ROMs and take lessons from what you find.

[Flame on]

This kind of analysis is not that hard, folks. Please think a little before posting stuff. I'm not stupid. When I say something, I usually have reasoned it out a little. If you think about starting a posting by calling my arguments ridiculous, maybe it's because YOU haven't thought through the implications of what was said or my response.

[Flame off]

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

3881. GDOS and WORDUP 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 01:03:22 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9004280712.AA20157@ucbvax.Berkeley.EDU>
Source record: 241310

A while back I posted a question to the net about the possible coming of a new GDOS (something I read in Current Notes). I asked if anyone knew anything about that, because I was wondering whether or not to buy G+Plus with a new GDOS on the horizon. Well, it looks like I don't have to think about this any longer. The only program I use that makes use of GDOS is WordUp. I got my 3.0 upgrade info in the mail today and guess what? -- WordUp 3.0 doesn't use GDOS! or at least that is what I understand from the flier...here is what it says:
"Word Up bypasses GDOS and automatically loads one the printer fonts needed for printing a particular document. The screen fonts will be temporarily unloaded while printing if you are short on memory. Thus, Word Up no longer suffers from the severe memory limitations that plague other GDOS programs. We have simplified the method of adding fonts, avoiding the ASSIGN.SYS file altogether, so as font sets are released it will be practical (even for a 520ST/1040ST users) to have multitudes of fonts installed with Word Up."
Well, what do you think? Does that mean no GDOS at all with Word Up? I'm going to get the upgrade in any event (there are quite a lot of improvements, it seems)...but at least I don't have to get G+Plus as well, I guess.
---Gerry

3882. Re: Help, where can I get LINT

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 02:13:10 UTC
From: steve@thelake.mn.org
Message-ID: <A2846168219@thelake.mn.org>
Source record: 241311

In <9004270944.AA03533@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes...

> Does anyone know where I can get a copy of LINT that I can use with
> Sozobon 1.01 (I'd use it with 1.2 if I could get working binaries!)

I know of no version of lint for the ST.

Working 1.2 binaries were posted to comp.binaries.atari.st.
They should be available from panarthea and terminator.

> I need it in sort of a hurry as I keep shooting myself in the feet and it
> would be very useful to use it before starting another long error doomed
> compile!

Keep your modules short, or your code perfect, whichever is easier.

> Also, does anyone have any short comments on how to use MAKE? I have split
> my main program up so that it covers a number of smaller .c files, but at
> the moment I am doing the following:
>
> #include "filename.c"
>
> I realise that this is possibly not the best thing to do as I am constantly
> recompiling code that is tested and debugged, so I need help!

Eek! Simon, that's not the way to do it. No wonder your compiles are long.

cc.ttp has a -c switch that means "just compile the file, and don't link
it." If you do this:

cc -O -c file1.c

you'll wind up with file1.o in the directory, assuming it passed the tests.
Repeat the process with the other modules. When you're done, link them:

cc -o program.tos file1.o file2.o file3.o

et cetera. You can mix .c, .o and .s filenames on the command line,
plus libraries (.a files, or files with no extension).

"make" is another animal entirely. It knows how to use cc.ttp efficiently,
but it's not a very friendly program. And Sozobon's make.doc is of little
help.

Nevertheless, here is a sample makefile. I'm not a make wizard, but it
appears to work. Yes, I did test this one. :-)

```
# Generic makefile for constructing GEM applications
# with Sozobon C and GEMFAST.
# Change CFLAGS, OBJECTS and PROGRAM as needed
# and leave everything else alone.

OBJECTS=file1.o file2.o file3.o
PROGRAM=program.prg
CFLAGS=-v -O
GEMLIBS=aesfast.a vdifast.a

$(PROGRAM): $(OBJECTS)
$(CC) $(CFLAGS) -o $(PROGRAM) $(OBJECTS) $(GEMLIBS)
# (Notice how this translates when make is run.)
# end
```

The format appears to be

```
target:<tab>dependencies
<tab><tab>command line
```

Make looks for "makefile" by default; you can run "make -f altfile" and it will look for an alternate makefile "altfile" instead.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

3883. ST to Portfolio Transfers

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 02:17:23 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <23064.2638a8d6@kuhub.cc.ukans.edu>
Source record: 241312

I've been trying to get things going between my Portfolio and 1040ST
but haven't been having much luck. Could anyone who has any of the
following programs please mail me a copy?

I guess it appears I'll need something like the XTERM2 package,
as well as BINHEX.COM and CHKSUM.COM. Is BINHEX in a form which
is capable of being copy directly to the portfolio thru the AUX port?

Also, I saw mention of a program called PFBOOT.ZIP which is availiable
on CIS which is suppose to make the process of getting transfers
started alot easier. Anyone know anything about this?

Thanks for any help you can give me.
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

3884. UUCP for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 02:20:17 UTC
From: lodzins@pilot.njin.net
Message-ID: <Apr.27.22.20.17.1990.6624@pilot.njin.net>
Source record: 241313

I recently received a UUCP archive for the Atari ST. The program is
by John Logajan and released in the Public Domain. It is version 1.1.
The MAILTRUK file has an error and I was wondering if someone could
tell me where I can get another copy. The code is in GFA Basic 2.0.
The error is a WEND without a WHILE.

I would also like to know, if I ever get the programs to work, where I
can call to test it out. Does anyone know of any UUCP sites in the
New Jersey area? I am not too familiar with this, so any information
would be appreciated.
--

Dean Lodzinski CSRA19@TURBO.Kean.edu, lodzins@pilot.njin.net
47 Mercury Circle Dean Lodzinski on FoReM FNET at node 133
South Amboy, NJ 08879
USA

3885. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 02:57:40 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr28.025740.26620@ux1.cso.uiuc.edu>
Source record: 241314

austin@cs.odu.edu (Jason C Austin) writes:

> I was looking through the atari archives at panarthea and
>found what looks to be a very interesting program called Unix Windows.
>If I'm reading things right, this program will allow the opening of
>several windows, each containing a different process, while logged
>into a UNIX system over a modem. The only problem is the program is
>only the client side of the package and didn't say were the UNIX host
>program might be found. Is the host side a commercial program or is
>it available from an ftp site somewhere?

I have seen it recently at terminator in unix/ or at
sumex.stanford.edu in unix/...

-- Greg

3886. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 03:55:50 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <43420@iuvax.cs.indiana.edu>
Source record: 241315

I believe that one can learn a lot by disassembling ROM code. I remember learning a lot form reading the TRS80 code. Of course, it does take a long time, and if you just want to write programs that work well then take Allan's advise. This is particularly important if you are going to write a program that is going to become popular. Sometimes I think Allan is a little overly concerned about the kinds of trouble we can get into by our selves, but then he often has to spend much more time dealing with some of these mistakes than we do. Cheap acturate information would be a great help.

3887. Re: Looking for graphics/animation software

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 04:46:18 UTC
From: rjung@nunki.usc.edu
Message-ID: <9465@chaph.usc.edu>
Source record: 241316

In article <9004270406.AA24279@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>In article <11682@portia.Stanford.EDU>, macross@portia.Stanford.EDU (Chris Adamson)
writes:
>> Has anyone out there seen any software product that could be used
>>in producing animation on the ST (with somewhat more flexibility than, say,
>>"Degas Elite" with the minimal color-switching stuff)? I'm looking for
>>something along the lines of "Aegis Animator" (which I saw for lesser 68000
>>machines).
>
>I have seen something called Art and Film Director that is pretty neat

The two primary (as far as I know) animation programs are CYBERPAINT by Antic software and ART & FILM DIRECTOR (it's a boxed set) by Epyx.

CYBERPAINT strong points: It animates by "delta animation". The computer animates by storing the changes between each frame. This is nice because small animation changes take up less RAM, meaning you can get more frames of animating in. It's also easy to use -- you draw each frame and the computer does all the processing. CYBERPAINT also has lots of built-in special effects that you can do in a sequence of frames (rotate a graphics block n degrees in 10 frames, etc.)

CYBERPAINT weak points: With delta animation, large changes (scene 1 to scene 2) take up LOTS of memory. Generally, quality Cyber animations take from 2 to 4 megabytes. CYBERPAINT does not support sound, and drawing each individual frame can be tedious.

ART & FILM DIRECTOR strong points: It animates by a computer equivalent of cel animation (Disney et al). Art is drawn on one of 16 screens. Rectangular blocks of the screens is then "clipped" for cels, which can be arranged in groups for easier manipulation. Less memory is used by A&F, and prepackaged sounds/musics can be used (30 sounds are provided, and you can select up to 10 for your animation. There is/was also an expansion disk with sample frames and sounds). Generally, you would use ART DIRECTOR to draw the screens, then FILM DIRECTOR to create your animation. Full scene changes do not take any extra memory, aside from that used to store the image itself.

ART & FILM DIRECTOR weak points: Animation can become repetitive easily, since your animation is limited to how many cels you create. Customized sounds and music is nonexistent. The animation process is more confusing than CYBERPAINT, though the manual has a quality tutorial to guide you through the tools. Epyx has gotten out of the computer software business, so this program is harder to find (The Atari ST magazines have mail-order ads, they can probably get you the A&F package for $20 [originally priced at $70, it's a steal!])

I would suggest you look at what you're trying to do, then pick the tool appropriate for the task. Personally, I find ART & FILM DIRECTOR to be more flexible to use than CYBERPAINT, but I like to generate animation similar to "traditional" animation.

--R.J.
B-)

"""""""

3888. Re: Help, where can I get LINT

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 06:38:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11869@stag.math.lsa.umich.edu>
Source record: 241319

```
Of course, as I'm sure you're soon to discover yourself, when you split a
huge source file into small modules and stop trying to
#include "filename.c"
you'll discover the need for duplicating variable & function declarations
throughout each source file. (Thus the ubiquitous "filename.h" ... }-)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...
```

3889. Unsubscribe

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 07:01:14 UTC
From: valdez@PIRMASENS-EMH1.ARMY.MIL
Message-ID: <9004280700.AA19506@ucbvax.Berkeley.EDU>
Source record: 241321

Please unsubscribe me from newsgroup. Thanx for previous info

3890. Re: Severe Dcreate() bug in GEMDOS 0.23

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 07:02:21 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9004270843.AA01353@freya.dmswwu-ether>
Source record: 241322

In article <2167@atari.UUCP> Allan Pratt writes:
> What threw me was the original subject line, saying this bug was in
> GEMDOS 0.23 (Which is Rainbow TOS's GEMDOS). It's not there, and it's
----
> documented as a change, and the previous, undesired behavior is also
> documented.
I thought that the return value of Sversion() is to be interpreted
as:
0x1300 -> Gemdos 0.19 (TOS 1.0 and TOS 1.2)
0x1400 -> Gemdos 0.20 (this buggy french thing called Turbodos)
0x1500 -> Gemdos 0.21 (TOS 1.4 and TOS 1.6)

So the meaning is:
high byte: minor revision number
low byte: major revision number

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

3891. English Docs

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 07:03:10 UTC
From: ONM65@DMSWWU1A.BITNET
Message-ID: <9004271016.AA06143@hugin.dmswwu-ether>
Source record: 241323

Hello!

For all people who are interested in an english Gemini
distribution: We're nearly through! We got english binairies
and a Netherland (Ton van Overbeek) is halfway through translating
the docs. So, it's only a matter of days...


```
_____________________________________________________
| Stefan Eissing <onm65@dmswwu1a.bitnet> +----+ \|#
| Dorfbauerschaft 7, D-4419 Laer-Holthausen | OK | |#
| "Author of Venus@Gemini" +----+ |#
|_____________________________________________________|#
#######################################################
```

3892. Portfolio Modem

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 07:12:03 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.641228718.larserio@kvart.uio.no>
Source record: 241325

I read a notice about a 1200 baud plug-in modem for the Atari POrtfolio somewhere, and as this is NOT available in Norway I would like to know where I can get it and at what price. I see no point in buying an rs-232 plug-in cartridge and a separate modem if I can get all in one box...

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _____
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
_____/ _____/ ____/ / Klubben, user association

3893. HAPPY COMPUTER BBS

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 07:13:12 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9004280712.AA20206@ucbvax.Berkeley.EDU>
Source record: 241326

Hello from Singapore,

I learn that the Happy Computer Inc, Maker of the Discovery Cartridge has put up the latest version of their software for the user to download on the Happy BBS. I own one of the cartridge with software version 2.7 and would like to updated mine to the latest version. However it is impossible for me to logon the US BBS from Singapore. I wrote to the Happy Computer several time but never get any reply from them.

I shall be most grateful if anyone will be kind enough to e-mail me the update file and the BETA version software which can convert the Atari 8 Bit diskette to ST format. I heard that both are in small ARC format files.

Thank in advance, Suthipuntha. School of Architecture,
National University of Singapore
AKISUJAR@NUSVM.BITNET

3894. Re: Disassembling TOS and documentation issues (longish)

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 12:36:44 UTC
From: dac@ukc.ac.uk
Message-ID: <2957@gos.ukc.ac.uk>
Source record: 241338

In article <2179@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>What you get when you pay for the STe is the machine and the customer-
>level support that Atari gives. That's what the person who buys a car
>gets. He doesn't get the maintenance manual, the engineering drawings,
>the designer's notes, or the tools for repairing or improving it. That
>price point is for users, not necessarily programmers.
>

When you buy an ST you get ST BASIC, right? Doesn't that qualify as
a programming tool? If ST users are not meant to program their machines
and therefore become interested in doing so, why is a programming language
supplied in the box?

I believe that if someone wants to buy a machine for applications only then
they'll buy an IBM compatible. If they want DTP they'll get a Mac. Think
about it. Why should someone just interested in running applications be
interested in the underlying OS, or the processor, or the hardware support?
People I know buy STs because:
1) They're cheap ("Power without the price", who said that? :-))
2) There's a good software base
3) They're a joy to program.

Number 3 is the important one there. I know people who have bought Amigas
because of the hardware and the multi-tasking and have ended up pulling their
hair out because the OS is so complicated. Then they see me on my ST and they
wish they had one too. They have the HAM screen. They have the 4096, five
plane screens with sprites, Copper effects, smooth scrolling, fullscreen, etc.
But, do they have an OS they can program without taking a three year course
in, "Understanding GURU messages"? No. And that's why they sell their Amigas
with their games and Exec/Intuition/DOS/etc books they thought they'd be
able to understand, and buy STs.

The STe has hardware this and hardware that. Very useful for games if nothing
else. I like to play with the hardware. My own circumstances mean I still have
a good old ST with old ROMs. But, my collection of Abacus books tell me how
to use the OS, GEM and hardware. They get it wrong in places and the current
ones know nothing of the new hardware (I don't think).

I would like to see official Atari documentation at a reasonable price. What's
reasonable? No more than the cost of one Abacus book. Atari could release
they're own information on TOS and the hardware and sell it for the same price
as "ST INTERNALS". They could release information on GEM and sell it for the
same price as "GEM Programmer's Reference". People WOULD buy official Atari
documentation because they could afford it and they would know that the
information was the most accurate available.

The people who would benefit would be us, Joe Public. If you think about the number of ST owners who have net access and moan about the lack of technical information available for the ST, just think about how many ST owners who DON'T have net access but still want the information. People who write PD programs can't afford to become registered developers as they get no money from their programs. However, the quality is certainly there and it does help to sell machines.

>If you have a gripe about the level of support you get for your money,
>that's legitimate. You should complain to the president of the
>subsidiary you're dealing with, or to Charles Cherry, who is the
>Developer Coordinator for Atari headquarters. You can even write Sam
>Tramiel. If you do, try to be brief and specific, but not technical,
>about your problems, and name names. If you just write and whine
>you're wasting your time and his.

Before, you or Ken B. wrote to the net telling us all that moaning got us nowhere because it's easy to sit at a keyboard and flame, and that more good would come from writing a polite letter (yes, on paper) and sending it to the person responsible.

Well, sorry.

>I don't make decisions, so those are just my personal beliefs. Nobody
>comes to my office, taking notes, asking, "What levels of support
>should we offer, and how much should we charge?"

We know that you take time out to post to the net. Alot of Atari flames are directed personally at you and I'm sorry about that. This article is not written as a personal attack. I know that you just work for Atari and so can't walk up to Mr Tramiel and say "Listen, Sam, buddy, I'm getting a load of grief from the net. These people want information and they want it NOW." But, when we in netland see your name and address, all we see is ATARI! Like it or not YOU ARE ATARI. I bet lots of people would love to mail Mr T. and flame him if they could, but they can't. So you're it. I guess we would like to think that you whisper things you read to other people in Atari, who whisper to others, etc and in the end the information *may* get to someone who can do something about it.

Please may we have some good Atari technical documentation at a price everyone can afford. Please suggest this to someone who can make decisions of this nature.

"Power [to program] without the price".

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3895. Re: ST Magazines anyone???

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 13:04:43 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990Apr28.130443.153@cunixf.cc.columbia.edu>
Source record: 241339

In article <CMM.0.88.641242861.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>I gave my ST to my little sis a while back and now she wants to
>buy some magazines related to the ST so she can learn more about
>her new paperweight. Well, after a long search of EVERY magazine shop
>in Grand Central Station and The World Trade Center (these shops have
>every conceivable magazine!), I came up empty-handed. There is not one
>ST magazine for sale at any of these shops. I guess that says it all.
>Meanwhile, I noticed quite a number of Amiga and even Apple II rags.
>(Do I hear violins playing?)

OK, I guess this note was a bit heavy on the cynicism. :-)
HOnestly, I am really interested in finding a place that sells
ST mags so that I can buy a few for my sister. Places in DC
would be great, as that is where the ST is moving to.

>
>Chris
>
>------------------------------+--------------------------
>Chris Mauritz |Where there's a BEER,
>cmm1@cunixa.cc.columbia.edu |there's a plan.
>(c)All rights reserved. |
>Send flames to /dev/null |Air Warrior is king!
>------------------------------+--------------------------

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

3896. Re: ST Magazines anyone???

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 17:21:32 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9004281719.AA10188@fsucs.cs.fsu.edu>
Source record: 241340

In article <1990Apr28.130443.153@cunixf.cc.columbia.edu>, cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>HOnestly, I am really interested in finding a place that sells
>ST mags so that I can buy a few for my sister. Places in DC
>would be great, as that is where the ST is moving to.
>
>------------------------------+--------------------------
>Chris Mauritz |Where there's a BEER,
>cmm1@cunixa.cc.columbia.edu |there's a plan.
>(c)All rights reserved. |
>Send flames to /dev/null |Air Warrior is king!
>------------------------------+--------------------------

Well, I would suggest Current Notes. It is based in the DC area, so many of the ads are local. It is my favorite Atari magazine. They can be bought in several places in the DC area (Potomac Mill Mall has a newsstand that carries them), or you could get a subscription. Address is:

Current Notes
122 N.Johnson Rd.
Sterlning, VA 22170

One year costs $24, and consists of 10 issues. The DC area has many Atari users groups, and several really nice Atari stores. I am in no way connected with Current Notes, other than as a satisfied subscriber.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

3897. Now Available: Digital Keyclick, Beep, and Digivec

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 17:24:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr28.172404.16456@wam.umd.edu>
Source record: 241341

I've posted three new shareware utilities to terminator (35.1.33.8).
They include:

Digital Keyclick - Replace keyclick with digitized sounds
Beep - Rewrite of Dan Wilga's newbell
Digivec - Trigger digitized sounds with various
system events

Digital Keyclick allows you to map digitized sounds onto the keyboard in almost any way you want. Beep is just like newbell, except that it lets you specify playback speed in Hertz. Digivec will replace any system vector(s) with a routine to play a digitized sound. (e.g., play a sound when a bus error occurs, play a sound when a GEM critical error occurs, etc.)

This is the first release of these. I've been using them for about a month without problems, but please report any odd behavior. They don't do anything risky so they should work on all vesion of TOS.

All three are in the arcfile atari/music/samples/digistuf.arc

They'll show up in comp.binaries.atari.st soon.

Have fun,

Dave Baggett
dmb@cscwam.umd.edu

3898. MIDI Sequencers, patch librarians, etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 17:58:00 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990Apr28.175800.13815@terminator.cc.umich.edu>
Source record: 241342

Does anyone out there know of any other PD/Shareware sequencers or patch librarians other than midiseq.arc?

If so, please mail me one, let me know of one's existence, or better yet, post it to terminator.

Thanks and have a swell day,
Jmw

--
%%%

3899. Sozobon C v1.2

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 18:45:20 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <19620@eagle.wesleyan.edu>
Source record: 241343

I tried to download the sources for Sozobon C 1.2 from Terminator (I think it was in the directory atari/Sources/volume02/sozobon1.2) and noticed that the last part (part07) is only 512 bytes long...it seems to contain the first 20 lines or so of a text file, which ends abruptly in the middle of a sentence. Could whoever runs terminator get a correct version of Sozobon 1.2 sources installed in there? And someone said binaries for it are up on Terminator, but I can't find them anywhere. Any pointers for the clueless?

many thanks
nick

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3900. problems with a program called Fantasia...

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 19:34:59 UTC
From: cs01bd@unccvax.UUCP
Message-ID: <1989@unccvax.UUCP>
Source record: 241344

I just got a program from tolsun.oulu.fi called Fantasia that
is supposed to produce a lightshow on your screen. The docs looked
good, but it crashes when I try to run it. (gives title screen, tries to
read disk, prints error in module bload/save). Anyone have (or know where to
get a working copy?
Thanks in advance,
Brian Daniels
(cs01bd@unccvax)

3901. Re: Disassembling TOS and documentation issues

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 19:38:24 UTC
From: dsmythe@netcom.UUCP
Message-ID: <11389@netcom.UUCP>
Source record: 241345

In article <2179@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>I see what you want: an intermediate
>step, at a lower cost, which would give you some technical information
>about the machine. In return for the lower cost you would give up the
>support we offer (which is to say, the right to ask people like me hard
>questions). [...] documentation without support, at a lower cost.
Exactly. This is what I got from the old Atari -- _De Re Atari_ (even if
it showed up as 10 articles in BYTE before I got it), the HW Tech ref, the
OS Tech ref, and the source to the whole *ing OS. That is what I expect
from the new Atari. I only trust what compiles anyway... (or assembles)

>Personally, I think that is dangerous, because it gives people
>"a little knowledge, and a little knowledge is a dangerous thing."
>You end up with people who ONLY know technical things, and the result
>is programs which are impolite to the system and make upgrades and
>compatibility the nightmare it is.
That is one of the most patronizing things I've ever heard. Make the OS
upgrades and let the fast-and-loose folks live with their results, but
please don't bother saving me from myself.

The 800 was fun because you could see how it worked and admire how it
was designed. What do you have to hide? 1/2 :-)

D

3902. Freedom of Information & Unrelated Question

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 19:48:41 UTC
From: schultzd@frith.msu.edu
Message-ID: <1990Apr28.194841.2736@msuinfo.cl.msu.edu>
Source record: 241346

1.) I keep hearing about aesfast.a and vdifast.a as GEM libraries. How
can I get them. Are they PD? (Is there a new version of Sozo C on
terminator? I have 1.1x [or some such])

2.) About techie info for Atari... Believe it or not, one of the things
I liked most about buying an Atari was not having to deal with all
the piracy I met with in the IBM realm. (strange, huh?) Availability
of information is what makes programs affordable (I have an entire library
based on PD software and TWO shareware programs (which I'm still looking at).

The ST is one hell of a machine. So, give us the know-how and I'm sure us
users can crank out some serious sh*t.

(I don't flame anyone, so DON'T flame me...)

#define DISCLAIMER "It is NOT my fault...!"

____
David W. Schultz | | |_ _/|
312 N. Case Hall | schultzd@cpsin.cps.msu.edu | | \/ |
Michigan State Univ. | schultzd@frith.egr.msu.edu | -|- -|-
E. Lansing, MI 48825 | Last Chance: 517 355-7033 | |___ | __
---| | | | | |
| -|- -|-

--

#define DISCLAIMER "It is NOT my fault...!"

____
David W. Schultz | | |_ _/|

3903. Spectre GCR and Sound Leech

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 20:37:29 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900428.14372862.045676@SFA.CP6>
Source record: 241347

Several mail messages have arrived here asking how to pull a SND
out of an application.
What started this is off is when I mentioned that STers who have
Spectre GCR might be delighted at the Grouch trashcan. When you empty
trash, Oscar the Grouch appears, waves and on a real Mac sings, "I love
it because it's trash...". On the Spectre, a lock up occurs because
Oscar the Grouch can't find the hardware chips that the Mac has since we
are on an ST.
The solution was to use ResEdit resource editor and remove the SND
files. Oscar the Grouch now waves merrily on the Spectre GCR.
With the new version of SoundMaster, the Spectre GCRer can have Grouch
sing, giggle, or grown. Ok... that sets the stage and lays the foundation
for what come up next: SoundLeech.
SoundLeech allows the user to pull a SND resource out of a file. There
is a limitation, though. The file has to be an application, stack, or
anything that is NOT a CDEV or INIT.
What the STer has to do is to convert a copy of the CDEV or INIT into
an application. Run SoundLeech, and the sound is pulled out and converted
into a SoundMaster type sound (.sound)..
To convert the CDEV or INIT into an application, one cannot merely
change the name as can be done on the "ST side". The file actually has
to have an attribute changed. SIMPLE.
Two programs allow this to be done easily: DiskTop and ResEdit. Open
either program. Via their file selector boxes, click on the file that
needs to be changed. In our case, we want to change GROUCH init into a
program that appears as an application. Using the FILE INFORMATION
option, this can be done.
Two file attributes will be seen through this option, TYPE and CREATOR.
Change TYPE attributes to "APPL". Do this either to a copy or at least
remember, that after the sounds have been converted to restore the TYPE's
original attribute.
Now that Grouch *looks* like an application, SoundLeech will see it
and will automatically pull the sound files out. A menu selector box will
first appear asking what kind of sound resource that will be worked with.
Just press the RETURN key. The sounds will be 'leeched' out and can be
used with SoundMaster.
Incidentally, STers, these sounds can be used on the ST side also.
No conversion required after leeching. Any SoundMaster file can be used
on the ST.
Summary:

1) Convert non-application file to application.
a. Change TYPE attribute to APPL via DiskTop's or ResEdit's "GET FILE INFO"
command.

2) Run SoundLeech. Use the defaults by pressing the RETURN key.
3) The non-application file may need the SND resource to be cut out via ResEdit. Grouch certainly does since the ST doesn't have Mac sound chips.

I hope that this helps and hope that I haven't muddied things up.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

3904. Re: MT C-Shell and Laser C

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 21:00:40 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1990Apr28.210040.1292@ccu.umanitoba.ca>
Source record: 241348

In article <2313@bdt.UUCP> david@bdt.UUCP (David Beckemeyer) writes:
>
>I spent a lot of time trying to get my copy of Laser C all by
>itself and I was never successful. It just kept complaining
>about one thing after another, until I finally just gave up.
>
>So I was never able to try to get it to work with MT C-Shell
>because I was never able to get it to work by itself.
>
>If anyone does know what is involved in getting Laser C working
>with MT C-Shell, please send that info to me so I can put it
>on our BBS. Thanks.
>--
>David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
>Beckemeyer Development Tools | a breath mint."
>P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
>UUCP: {uunet,ucbvax}!unisoft!bdt!david |

I use Laser C from gulam, and I'm sure the same approach would work
with your shell.

1. First set up the directories like Megamax recommends. Then
set up the environment with something like the following:
(This specific environment expects all files (incl sources) on the same
partition.)

```
set develop c
set megamax $develop:\megamax #location of megamax excecutables
setenv CCOM $megamax\ccom.ttp
setenv LINKER $megamax\ld.ttp
setenv MAKE $megamax\make.ttp
setenv CC $megamax\cc.ttp
setenv CINCLUDE $megamax\headers
setenv CINIT $megamax\init.o
setenv CLIB $megamax\
setenv LIBPATH $develop:\megamax #location of megamax libraries
```

2. Make the megamax directory an executable path:

```
setenv PATH $develop:\megamax,...
```

3. Then use the following to compile

```
ccom -I$megamax\headers file.c
```

4. ... and link to the standard C library:

```
ld $megamax\init.o file.o -Lc
```

5. Set up makefile's as described in the manual and they work directly in this environment.

Werner Ens
ens@ccu.umanitoba.ca

3905. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-04-28 23:45:44 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1327.2639e4d8@miavx1.acs.muohio.edu>
Source record: 241349

In article <1990Apr28.025740.26620@ux1.cso.uiuc.edu>, cs325ec@ux1.cso.uiuc.edu (Gregory Lemperle-Kerr) writes:
> austin@cs.odu.edu (Jason C Austin) writes:
>
>
>> I was looking through the atari archives at panarthea and
>>found what looks to be a very interesting program called Unix Windows.
>>If I'm reading things right, this program will allow the opening of
>>several windows, each containing a different process, while logged
>>into a UNIX system over a modem. The only problem is the program is
>>only the client side of the package and didn't say were the UNIX host
>>program might be found. Is the host side a commercial program or is
>>it available from an ftp site somewhere?
>
> I have seen it recently at terminator in unix/ or at
> sumex.stanford.edu in unix/...
>
> -- Greg

I downloaded uw.arc, but couldn't get the ST to run. I read that it only supported Monochrome, so I loaded in a mono emulator I had. (The one from Terminator) Well, it still didn't run, so I downloaded uwsrc.arc, which had a file called bin.arc in it, which had some font files and stuff in it. Well, it almost ran, at least it gave me two bombs before exiting to the desktop!!

Anyway, has anyone got it to run? I found the Unix sources at terminator under atari/telecomm/uwbin.tar.Z (I think, I know it had the extension .tar.Z.) It compiled just fine on the NeXTs we have here.

Ryan

p.s. Also, it had the files for a MAC in the Unix source file, for people with Spectre out there.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~ Ryan Collins ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"When you have Super Powers, rlcollins@miavx1.BITNET
hard work is easy" rc1dsanu@miamiu.BITNET
-Dufus from Ducktails
~~~~~~~~~~~~~~~~~~~~~~~~Yea, right, thats what I said.~~~~~~~~~~~~~~~~~~~~~~~~

3906. Re: Wanted: Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 00:46:46 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <2950@ultb.isc.rit.edu>
Source record: 241350

In article <1990Apr25.183638.7723@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
>Do you know of a dealer, any dealer, that has a Stacy 4 in stock now?
>
>A friend of mine wants one badly, and is willing to travel to get it.
>
>Please do not think think this does not apply to you because you
>are in a different country. Any information on availability will
>be a help.
>

This is from Bob Brodie, who happens to be sitting behind me at the moment....

Stacys are available at Manny's Music in NYC and at Nadine's Music in Los Angeles. Good luck. The demand is high and the supply is low.

Best regards,

Bob Brodie
Manager, User Group Services
Atari U.S. Corporation

(please don't send E-mail to me (Albert Yarusso), as it won't get to Bob.. :-) (he can be reached at GEnie at BOB-BRODIE)

Bob just got a Portal account and hasn't yet logged into Usenet, but will "RSN" (and I quote him directly on that). We're just getting his feet wet tonight...

> Leroy J. Dickey, Faculty of Mathematics, University of Waterloo.

____
Digitally Mastered Software 01101010010011101001110010100110100101001110101 01
===
Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!rit!ultb!ajy2208
_____________________/ / ajy2208@ultb!isc!rit.edu

3907. DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 02:01:58 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9004290701.AA28404@ucbvax.Berkeley.EDU>
Source record: 241251

Well, I just got my copy of DCDESKTOP. It looks pretty interesting, although I really haven't done much more that install it and see the interesting icons included with the program. I just have one question so far: In a readme file on the disk, it is stated that TurboST 1.8 will effectively disable DCDesktop. Once I had DCDesktop installed I added QuickST 1.8 to my auto folder, and that seems to have disable DCDesktop, too. Is there a mistake, Mike? Was the file supposed to have said QuickST 1.8 instead of TurboST 1.8? I found this quite strange, since the package includes a demo of QuickST 1.8 in addition to the DC programs. Anyone out there know? (Sorry I didn't write to you directly, Mike, but either I haven't been able to get email to you the last few times I tried, or perhaps you just weren't answering email at those times.) Darek or Ignac...do either of you know?
Thanks very much...I'll continue trying other various things with DCDesktop for now.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu (internet)

3908. Re: Spelling checkers? (PD or otherwise)

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 02:27:15 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2354@bdt.UUCP>
Source record: 241252

What about the Thunder! Desk Accessory by Electronic Arts? It's been around for about 3 years now, but EA should still be selling it...

3909. Copy Protection Kill a Drive?

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 03:59:49 UTC
From: JTT106@psuvm.psu.edu
Message-ID: <90118.235949JTT106@psuvm.psu.edu>
Source record: 241253

I recentely got a copy of the game R-type, this program has some heavy copy protection on it and makes my drive sound as though it is about to fall apart. I have been playing this game a lot and it acesses the disk constently while playing. After a week my old drive(4 years) is giving me all types of trouble,programs give me tos error #35, or the computer says data is bad. Could this program have caused all this trouble I've been having?

john Tallarico

3910. PD or shareware sample editor

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 06:15:38 UTC
From: cs01bd@unccvax.UUCP
Message-ID: <1990@unccvax.UUCP>
Source record: 241254

Does anyone know of a good (or even average :-) PD or shareware
sample editor that will work on samples such as play.ttp and newbell
use? If so, where can I find it (terminator,etc)?
Thanks in advance,
Brian Daniels
(cs01bd@unccvax)

3911. play.arc v1.1 available at terminator

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 15:47:46 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr29.154746.27715@wam.umd.edu>
Source record: 241258

Version 1.1 of play.arc is available at terminator (35.1.33.8). This
version replaces the previous version posted and fixes a few bugs.
Additionally, playback speeds up to 21kHz now work, so most samples
recored at 22kHz sound OK.

I replaced the old play.arc with the new one, so

terminator:atari/music/samples/play.arc

now contains version 1.1.

Dave Baggett
dmb@cscwam.umd.edu

3912. Sample file formats and source codes...

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 19:49:22 UTC
From: cs01bd@unccvax.UUCP
Message-ID: <1991@unccvax.UUCP>
Source record: 241256

Help! I'm looking for the location (what archive site) where I can find
the source code to one of these sample playing programs (newbell, play,etc.)
and also for the format of a sample file. Thanks!
Later,
Brian Daniels
(Cs01bd@unccvax)

3913. what is this Z doing here!

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 19:53:07 UTC
From: cs01bd@unccvax.UUCP
Message-ID: <1992@unccvax.UUCP>
Source record: 241255

Now that I can FTP sites (hurrah) I have discovered a lot of files that
are compressed (apparently) and have the extension .Z
How does one go about uncompressing them?

Thanks in advance,
Brian Daniels
(cs01bd@unccvax)

/
/
/
---------orro! :-)

3914. Re: what is this Z doing here!

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 21:17:56 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990Apr29.211756.1415@ux1.cso.uiuc.edu>
Source record: 241257

```
type 'uncompress filename.Z'

-- Greg
```

3915. Virus questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 22:10:58 UTC
From: cs01bd@unccvax.UUCP
Message-ID: <1993@unccvax.UUCP>
Source record: 241259

Does anyone out there know if viruses that attach themselves to files
exist on the st? The anti-virus programs I have seen are all concerned
with the boot sector only. Does this mean that I can safely copy the files
one-by-one off of a disk that is suspected to be infected and onto another disk
without risking cross-contamination?

Thanks in advance,
Brian Daniels
(Cs01bd@unccvax)

3916. RE: Quick ST demo problem

Newsgroup: comp.sys.atari.st
Date: 1990-04-29 22:46:25 UTC
From: clark@mshri.utoronto.ca
Message-ID: <9004292246.AA00171@lash.utcs.utoronto.ca>
Source record: 241268

```
/> I have the demo version of Quick ST 1.8 and am having problems with
/[brikabrak deleted]
/>At the recent Toronto Atrai Confederation show I spoke to someone at the
/>Branch Always booth (the people who make Quick ST) describing this problem
/>that I had had with an earlier version of their then shareware demo. He
/>assured me that the problem of dropping decoy cursors had been fixed. It
/>just makes me wonder...
/
/
/if you really listened to us at the show, you would have heard us repeatedly
/tell customers that the current demo version is 2.0, NOT 1.8. The cursor
/problem is fixed in 2.0 (or at least no one has reported a cursor bug
/problem for the last couple of months).
/
/keep wondering ...
/
/
/--
/=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
/ co-author of QuickST, and the entire line of Quick Software!!!!
/ Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
/============================================================================

I guess I was at some of the other booths when you were making your
repeated announcements, and there was nothing in the docs of v1.8 to
indicate its date of release. Nevertheless, I'm glad to hear from the
horse's mouth that the cursor problem is solved. How about uploading it to
the TAF bulletin board and sharing it with us people in Toronto? The latest
version they have is 1.6.

Steve Clark

clark@mshri.utoronto.ca (Internet)
sinai@utoroci (Netnorth/Bitnet)

"Nothing in biology makes sense except in the context of evolution."
```

3917. Re: Virus questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 00:01:04 UTC
From: larserio@gille.uio.no
Message-ID: <CMM.0.88.641433664.larserio@gille.uio.no>
Source record: 241262

Yes, there are link-viruses on the ST
Over here in Europe there are several.
The AVK or VDU virus killer checks for link-viruses too...
They can destory/conteminate ALL the files on a hard-disk in a few secs !!
Nasty things !!!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

3918. Re: Lharc 113 problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 00:11:29 UTC
From: johna@van-bc.UUCP
Message-ID: <359@van-bc.UUCP>
Source record: 241260

In article <sent.Fri.Apr.27.20:26:59.GMT.1990.via.CS.TARDIS>
olorin@tardis.computer-science.edinburgh.ac.uk writes:
>
> Is there a version of lharc later than 113 for the ST ? 113 has one
>or two problems. Basically it will not read unix lharc files. This is rather
>a nuisance as it appears that the source code was archived with unix lharc
>and it thus wont extract its own source !

At last! Someone else has noticed this. I posted something to this
effect two weeks ago and received exactly one response from someone who
claimed that unlzh1[246].prg would pull it apart. Well version 1.2 and
1.4 had exactly the same result... 4 or 5 copies of files with strange
names overwriting each other. I don't have unlzh16.prg to test against
the lharc113 lhz archive.

If anybody did get the archive unpacked, or if there is a newer version,
PLEASE send me (and olorin@tardis) email. If I can just once get my hands
on the source code, I can patch it so that it will accept \ AND / as
directory separators.
--
John Altstadt, 6135 Carson St., Burnaby, B.C., CANADA, V5J 2Z8
NET: ..!ubc-cs!van-bc!johna || ..!uunet!van-bc!johna || johna@wimsey.bc.ca
CIS: 76066,1015 || 76066.1015@compuserve.com (via INTERNET)

3919. Version 1.01 of click.prg available

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 00:32:42 UTC
From: dmb@wam.umd.edu
Message-ID: <1990Apr30.003242.2207@wam.umd.edu>
Source record: 241261

Thanks to Samuel Streeper for pointing out a bug in Digital Keyclick.
I've updated terminator:atari/music/samples/digistuf.arc to include
version 1.01 of click.prg. (terminator = 35.1.33.8)

The problem was with a conflict between Digital Keyclick and the
standard ST system beep. Digital Keyclick was not cleaning up
the sound chip properly, which resulted in an annoying high pitched
whine. Yow. Since I never have the standard ST system beep on,
I didn't notice. Oops.

If you've got 1.0, save your hearing and upgrade to 1.01.

Dave Baggett
dmb@cscwam.umd.edu

3920. Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 01:41:58 UTC
From: sale5312@fredonia.UUCP
Message-ID: <1837@fredonia.UUCP>
Source record: 241263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Yesterday (4/28) I was able to attend the talk Bob Brodie gave at the Rochester Institute of Technology. I went with 8 members of my local ST user group, The Buffalo Region Atari Group (BRAG-ST). In total, I would estimate the total number of people who attended the talk would be about 80 at the Webb Auditorium at RIT.

Mr. Brodie brought along with him a 4 MB 4160(?)STe, a 4MB Stacy, a Lynx, a Megafile 60 HD, and a 44 MB removable HD system. He spoke about each unit, which lasted about 40 minutes, then took Q&A for about 1-1/2 to 2 hours(!). Maybe longer, I lost count...:^) Mr. Brodie mentioned that all the products he was showing were *not* vaporware, and were shipping..."somewhere"... For your Lynx fans, he mentioned that he hoped that there would be over 20 games for the Lynx by X-mas. (The STe is shipping, but I believe Atari is having doubts about shipping the 4 MB version.)

Mr. Brodie showed the Lynx commercial that was test-run in NYC and other places. I see it quite often living near Canada on the CBC.

Mr. Brodie also mentioned that Atari feels that the 130XE is no longer a "power without the price" computer, and will phase-out the 8-bits. I am sad to hear this (I started out with a 400 many moons ago), but at the same time it is understandable. A 130XE + disk drive is just about the price of a 520STFM. He said that the last 130XE has been produced (a 50,000 run?) but they'll be used in house for the exchange policy. Argue if you want, but the 8-bit era is over in the 90's. :^(

After the Q&A finished, there was a raffle of the 80-col card and the word processor built for it (8 bit), 5 or 6 TOS 1.4 upgrades (both 6 and 2 chip sets) and also the Megafile 60 HD he used for the demo. (Although I didn't win anything, other members in my BRAG group won the Megafile 60 and three TOS 1.4's...hey- gotta BRAG, right? :^) Oh yes, tickets were only $1 ea. for the raffle, and I guess the show was free. Also the *new* Lynx cart, Gauntlet, was a prize in the raffle.

The show concluded with an auction of Atari products of a store that phased-out their Atari line. Several titles went under $4. VIP Professional, still in the cellophane wrapping, went for $10. I picked up Infocom's "Deadline" (ST), a Chinese cooking database (ST, for my girlfriend; I'm a vegetarian...:^), a Logo book (was bundled with the cooking program), and the 130XE and DOS 2.5 manuals (XE) all for under $6 total. After the auction the group left the Auditorium and went to a pizza party with Mr. Brodie, with tickets costing $4. BRAG did not stick around for the pizza.

After seeing the show I left disappointed. Not at all with Mr. Brodie;
I was very impressed with him. I've been to several shows along these lines
(Atari, Apple, NeXT, etc.) and Mr. Brodie is one of the best speakers
(and perhaps more importantly, *listeners*) I've seen. He is a real credit
to the Atari family, and I hope he sticks around for a while (lifetime
contract would be ok...:^) I think Atari can sleep at night knowing that
Mr. Brodie is one of the people contacting us peons who use or want to
Atari computers. If any Atari junkie has the chance to see him talk,
I recommend it.

So why was I disappointed? Maybe because I am sick of the "game machine"
image Atari has. My girlfriend who also attended teases me about how my
ST is a game machine (friendly, but others aren't that nice.) Although
I am very happy with my ST (I couldn't have survived college without
1st Word, Thunder, Uniterm, etc.), I would like a faster unit and Unix.

Faster unit and Unix. Ah ha! The TT! Let me state that if Atari
introduced the TT (Unix, 68030, runs ST software too) for under $3000
a year ago I would have been first line for one (well, maybe not
first, at least until I could have raised the money.) Now I'm not so
sure about getting one ASAP, if at all. The great majority of
questions was about the Lynx, local dealer problems, etc. There
was one or two about the TT, but nothing much was said. Of course,
this is because it is not being manufactured now which is understandable,
but there seemed to be zero interest in the machine. One of the reasons
I went to the show was to find info on it, but all I got was that the
TT passed FCC tests and software was being worked on now. Mr. Brodie did
not give a release date (i.e. "very soon", "September", etc.) which I
think is a good thing. Instead of the "very soon now" or "{1,2,3,4}
Quarter of next year", saying nothing about a release date will not make
him (or Atari) look bad should the machine fail to appear (nah...that wouldn't
happen, would it? :^)

If the TT appears late this year or early 1991, I will not buy one for
at least two years. Why? First, I bought my ST in October of 1985, and I
thought that this would be the machine that would defeat the Mac (or at least
come very close to it.) I didn't think that even Atari could mess it up.
But what happened? Instead of getting the (then) under-$1,000 512K 68000
based machine (i.e. power) into colleges and business applications, it's
sold through Toys R Us. Toys R Us? Think of Toys R Us. What do you
think of? I think of 3-to-5-year-olds running up and down the store. If I
don't want to buy a computer there, would upper-level executives? Or people
in charge of universities? And what about support?

I thought that Atari, having a reputation problem then, would give away
ST's (or at least make a *huge* discount) to universities to follow
Apple's lead. That would at least get them "in the door". And I don't
think many places would turn down a free Atari computer because at
least they would have been able to play games if nothing else. :^) Let's
hope Atari doesn't make the same mistake with the TT.

So, to get back to the meeting: with three user groups represented,
I should be able to assume that there was a deceint sample of Atari users.

And if nobody had enough interest to press about the TT (at least get a few more "no comment at this time"'s from Mr. Brodie, should I, an Atari ST user, be worried? That is one thing I haven't figured out yet.

Who is Atari going to aim the TT at? (Let me assume that the TT will be 68030-based, run some flavor of Unix, and be ST upward-compatable.) Will Atari try to sell the TT to the current ST userbase as an upgrade? I hope not, at least as a major source of sales. Sure, there are some of us who would love getting a much faster ST *and* Unix, but the majority (at least a good number) I'd guess of current ST users don't really want Unix. (This will be debated here since about >90% of you reading this via Usenet are probably using Unix right now, either rn, readnews, etc.) I got to see for the first time a bunch of ST users (ok, just 70), but they didn't seem to know what a Unix is or if you have to feed it and burp it. That's fine, but why should Atari try to sell them a TT? I think they shouldn't. You can have a zillion computers sold, but how many will push Unix to the limit? How many will even use the Unix end of the machine?

Ok, then who should Atari sell the TT to? How about schools? If they could offer a big-fat discount to high schools and colleges for a machine that runs both Unix and the pre-existing ST software line and bundle a bunch of PD and/or commercial ST software that shines on it, I think Atari would advance to the next plateau from "game company" to whatever in many eyes (important ones at that.)

I would love to hear in about a year or so, people from the educational and business world saying "Atari finally made a *real* computer this time!", and us past and present ST owners (and 8-bitters for that matter) would just smile and say welcome to the world of Atari...

Last week I attended a NeXT demo at my school, and I really liked the machine. The problem I have is that at over $10,000, I don't see myself getting one (unless I win the lottery or something, but since I don't play I don't see myself winning...:^) It's a really fine computer that's worth the >$10K, but for the low-to-medium user like me? It's just not practical for what I'd use it for at home (little word processing, and Really-Not-Professional C programs...at least not the commercial type...) I suspect that there are a few others out there who would like to have a Unix computer, but can't afford the current crop. If the TT could fill this void (be under $3000) Atari's got a hit on their hands, *if* they sell it as a Unix computer first, ST compatable second. "Runs Unix and has a library of programs that can already be run on it too!" would be a nice pitch for the TT. I just can't see Atari hoping to sell the TT *only* to the current ST user base.

To conclude (finally...), I hope no one takes the above as Atari-bashing, which has in the past been fashionable in these newsgroups. I've used an Atari computer since 1983, going through a 400,600XL,130XE, and finally a 520ST w/1 MB. I've sold everything except the 600XL (still 16K, no drive) and the ST. I am hoping I will not have to leave the Atari world. I'm really hoping Atari breaks into the "serious" market with the TT. Should they start to

sell the TT to a more serious user market (not through Toys R Us),
I'll be in line to get one. If I can play Kreskin for a moment,
in five years time, I think I'll be working on a newer computer with a
little Fuji symbol on it...:^)

--
Marty Saletta The above has been in a mayonnaise jar on
Fredonia State University Funk and Wagnalls' porch since noon today...
fredonia!sale5312@cs.buffalo.edu Yankees: 7th place, -4 games
...{rutgers,ucbvax}!sunybcs!fredonia!sale5312 Hi Lorie!

3921. Re: Word Perfect STUDENT DISCOUNT

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 02:32:26 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <6451@cuphub.cup.edu>
Source record: 241267

```
In article <5873.263811fd@uwovax.uwo.ca>, 35002_3025@uwovax.uwo.ca writes:
> In article <879@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
>
>> Now if only the price were to come down a little...
>> ---
>> Bob
>
> There should be a student price on Word Perfect at about $200...
>
> --
> Kevin-john Conway
> ...a librarian from hell...
>
> School of Library and Information Science
> University of Western Ontario
> London Canada
> "...deviants from the norm..."
>
>
> 35002_3025@uwovax.uwo.ca
> conway@uwovax.bitnet
> kjc@uwovax.bitnet
--

If you call WP corp. I believe you WILL find that a Student-Discount IS STIL
IN EFFECT......(someone correct me if I'm wrong)

I believe it was someting like $89.00!!!

+-------------------------------------+-----------------------------------+
!Dan Karbowsky kar7481@pitt!cuphub! S U P P O R T T H E S T ! ! ! !
!102 Lee Drive _________________/ Call the ATARI ELITE of PITTSBURGH'S !
!Belle Vernon, PA / BBS (Forem-ST,fnet node 19) at (412) 384-5609 at 300 !
!15012 U.S.A. / thru 19.2k baud 24 hrs./day 7-days/week!! !
! / **** WE NOW SUPPORT USRobotics 38.4k/ARQ PROTOCOL !!!! ***!
!(412)929-4023 /---Also--Now the NEW H.Q. of the Atari-Users-Association--- !
! / For more info, send email TITLED "AUA-INFO-REQUEST" !
+-------------+-------------------------------------------------------------+
```

3922. Re: My opinion of the comp.sys.atari.st.tech proposal

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 03:55:20 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <263BB728.13004@maccs.dcss.mcmaster.ca>
Source record: 241266

I would also like to see the comp.sys.atari.st newsgroup divided
into technical and non-technical groups. I think that separate technical
groups would encourage that kind of discussion.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

3923. GEMFast & MWC (possible?)

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 08:32:14 UTC
From: harryk@bucsf.bu.edu
Message-ID: <56471@bu.edu.bu.edu>
Source record: 241269

Hi folks,
has anyone managed to get GEMFAST 1.3 libraries work with MWC?

Since I don't have the source code of GEMFAST 1.3, I tried to extract all the .o files from AESFAST.A & VDIFAST.A, convert them to MWC's format and built them back to 2 libraries that MWC can understand. Unfortunately it didn't work....MWC (and its support utilities : ar, drtomw, etc) keep complaining about GEMFAST's object files.

So if someone has already done it PLEASE let me know....

(if I remeber well, the source of GEMFAST 1.2 was written in the Madmac assembler which happens to be a very "unique" assembler - i mean it uses commands that give headaches to any other assembeler -, and since i don't have madmac (you see i'm not an ST developer) i couldn't use the source-code even if i had it)

Since this is not of general intersest please answer via E-mail

Thanks in advance HARRY KARAYIANNIS
4th Year Computer Science
Boston University

E-mail: harryk@bucsf.bu.edu
or cscrzcc@buacca.bu.edu

3924. Word-Processing in European Languages

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 12:10:37 UTC
From: dartus@datlog.co.uk
Message-ID: <2846@dlvax2.datlog.co.uk>
Source record: 241289

A friend wishes to do some WP on an atari ST (or Amiga !?) and particularly needs to use accented characters etc. He is especially interested in the usability of the software when entering such characters, having to hit all manner of control/alt/escape keys to get an 'e acute' does not appeal.

Does anyone have any prefered Software for this purpose?

Replies by email please.

Thanks, Dave Artus.
--
Regards,
Dave Artus <dartus@datlog.co.uk or mcvax!datlog!dartus>

3925. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 13:10:20 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <12811@ttidca.TTI.COM>
Source record: 241285

In article <37990@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
...[edited]...
>This is ridiculous. There may be inherent *legalities* about
>publishing a dismantled ROM, but there is no "inherent weakness"
>in this kind of analysis. It is merely very difficult.

And prone to be inaccurate. I've dis-assembled hundreds of boot sectors, which are generally 300-450 bytes of code, been puzzled by some things, wrong about others, and fooled by still others. I've done larger items regularly, and it is very subject to interpretation. More so when the code is the output of a higher level language, rather than originally written in 680X0 assembler. Since I've been in this business for well over 20 years, and written several dis-assemblers, I tend to think I know what I'm doing. Dis-assembly is not a science, it is an art, even with a sophisticated, interactive dis-assembler. And not a totally reliable one, no matter how good your dis-assembler is, or how much experience you have in reading/writing code.

>How do you think all of the IBM clone manufactures came up with
>*their* ROM BIOS and XBIOS stuff? Do you think they went up to
>Big Blue and said "excuse me, could you please give me a copy
>of your ROM code? I'd like to rewrite it for cloning."

Those who did it by the means you suggest have been sued out of business. The BIOS code still available through other sources was done via the "clean room" technique. A group of programmers who demonstrated no knowledge of the code in the ROMs were assigned to write a BIOS. A second group who were familiar with the characteristics of the BIOS tested the results of the first group, and pointed out where their code acted differently. The first group then revised their code. This technique was tested in court, and found to have been legal. All other methods (that I am aware of) have been ruled illegal, and the products removed from the market, or subject to licensing fees.
--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

3926. Re: cachexxx.prg in auto folder.

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 13:34:04 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <12812@ttidca.TTI.COM>
Source record: 241286

In article <9004261545.AA06928@Sunburn.Stanford.EDU> MFAGKCHR@HMARL5.BITNET writes:
>
>I did the following:
>
>Boot a mega 2 with TOS 1.4 (UK version) with AHDI 3.01 as autoboot driver.
>Place cache90.prg in the auto folder. No other auto program. Cache90
>says: no cache buffers added. Is this normal?

No. However, it is understandable when you realize how the program
works. It (cachexxx) searches for it's own name in the directory to
determine the size of the cache it is to allocate. It does this by
searching the current directory, then /AUTO on the default drive, and
then (possibly, this was a while ago) the root directory on the boot
device. Since the autoboot sequence doesn't set the current directory
to /AUTO, the current directory is the current drive (usually C: at
boot time). Consequently, if there is any file named CACHE???.???
(that's cache ANYTHING) on drive C, even a hidden file, that is the
entry found. If the last three digits of the file name are not numeric,
CACHE does not get a properly parsed size value, and logs the error
message. Check your directory for such things as a hidden "CACHE.INF"
from another caching program (that's what did me in).

Since TOS does not oficially give a program its own name, this is (in
my opinion) a reasonable approach to the task of building in a parameter
for an automatically executed program. The only other alternative that
comes readily to mind is a separate parameter file. That makes the original
program that much more complex, adds another level of maintenance, and
opens another window for problems.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

3927. Zoo help...

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 13:40:53 UTC
From: ieeug292@Eagle.oscs.montana.edu
Message-ID: <00935F86.6D0B9B40@eagle.oscs.montana.edu>
Source record: 241276

I'm fairly new onto the ftp scene, and all the zoo'd and zoo/unzoo binaries I've downloaded in my entire life are from Terminator. The basic problem I have is in such an instance as with Nethack 3.0. A zoo file 400+ K long, extracting into the neighborhood of 750 K, unless someone bothered to install a 1.44 meg 3.5" or has 2meg+ Ram (neither of which I have with a 1040st), then it is quite literally impossible to exract all the files.

I've tried to extract files individually, but with little or no success.
Thanks ahead of time.

Greg Garber
ieeug292@mtsunix1.bitnet
ieeug292@eagle.oscs.montana.edu

3928. Re: Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 13:43:09 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990Apr30.134309.11048@chinet.chi.il.us>
Source record: 241298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In the article this is responding to, Bob Brodie is said to have stated that the TT passed FCC approval (yeah, that would mean the TTp, and class A, but still...). I hope someone from Atari will brag a bit more to us if this is true. If it's true, what configuration--memory, video hardware, etc?
Steve J.

3929. Re: X Windows

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 13:46:16 UTC
From: H_KIM@bdt.UUCP
Message-ID: <2362@bdt.UUCP>
Source record: 241278

You can get a X window to TT from X/Software in Germany. It's a commercial product though and I don't think they are willing to give a way the source code...The adress to X/Software is : Michael Gehret, Dipl-Wirtschaftsmathematiker Sonnensstrasse 2 , D-8944 Gr|nenbach, BRD. Phone: (0)8334-1411 Telefax: (0)8334-6245.
I thinkt you can can reach them by email mg%xsoft@uunet uucp (from US)
gr, H.Kim *Atari OnLine Publishing Sweden*

3930. Public domain GEM resource construction program

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 14:26:02 UTC
From: charltn@ccu.umanitoba.ca
Message-ID: <1990Apr30.142602.19589@ccu.umanitoba.ca>
Source record: 241277

Several people have been asking about a public domain GEM resource construction program. I asked the same question last fall with no responses and so decided to write one. The resulting program has just been sent to comp.binaries.atari.st and should appear in the near future. The program is called MKRSC and will create menu and dialog resources. It will not (as yet) create icon objects. It has all of the usual bells and whistles including .C output.

The program was extensively tested (resulting in many improvements) by Jwahar Bammi and Sam Streeper who put almost as much work into it as I did by testing the multiple early versions. Thanks a lot guys.

The program works in mono and should work in color... but was not extensively tested in color. Any comments re problems or bugs will be very welcome.

The sources (Laser C) will be posted to comp.sources and have also been massaged by J. Bammi to make them compatible with the gcc compiler.

If there is enough interest perhaps I will also post a short demo program illustrating how to use the basic GEM functions such as windows, menu bars and dialog boxes.
jim... charltn@ccu.umanitoba.ca

3931. IMG files

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 14:39:26 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9004301439.AA04193@nimsn41.>
Source record: 241264

It has been well documented on how .IMG files are constructed in
various magazines and listings on the net, however no one seems to explain
how they are set up in the ST whwn they are loaded.

eg. You have an IMG file 1000x1000 pixels you want to load into high res.
So you start decoding your first line and get to pixel 641, where does it go?
Presumably you set up another screen area further along in memory ie at
1000 lines hence (to allow for the 1000 vertical lines), and continue with the
remaining 320 pixels here. Is this true or am I totally up the wrong tree.
Then to scroll around the picture the same technique is used as for scrolling
long Degas pictures.

All help gratefully recieved and summerised for the list.

thanks in advance,

Nick.

3932. Re: Virus questions

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 15:07:30 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <20047@eagle.wesleyan.edu>
Source record: 241280

In article <CMM.0.88.641433664.larserio@gille.uio.no>, larserio@gille.uio.no (LarsErikOsterud) writes:
> Yes, there are link-viruses on the ST
> Over here in Europe there are several.
> The AVK or VDU virus killer checks for link-viruses too...
> They can destory/conteminate ALL the files on a hard-disk in a few secs !!
> Nasty things !!!!
>

OK, so where can we get these AVK and VDU programs? Are they
available in the US? are they PD? If so, why not post them to the
binaries group and/or the terminator archives? Personally I'd like to
get them up and running in my system BEFORE a virus hits.

nick

> Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
> Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
> __________/ _____________________/ ____/ / Klubben, user association
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

3933. RE: Atari documentation.

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 15:08:37 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9004301508.AA07935@nimsn41.>
Source record: 241265

Over here in the UK in the late 1970's early 1980's when home micro-
computing became affordable and popular, when a new machine had been on the
market for a few months it was standard practice for lots of user books to be
published which included ROM dissassemblies etc etc. Quite often circuit
diagrams
were also published.
So as to Atari, Why cant they produce a set of definative manuals for
the ST at an affordable price. This would stop mal-programming, would
encourage more and better quality programmes to be written etc etc. To take
two examples wouldn't current software be much better if everyone used .IMG
format for graphics instead of having to fight through 7 or so other specs;
also wouldn't it be great if we all used GDOS properly, again not having to
cope with several in house product fonts, the latter by now would surely
resulted in more GDOS fonts being available (a la Mac), and also more drivers.
Ok so I know there is the Abacus set of books available but they are
straight reference books (with and without mistakes), but to someone starting
out down the road of programming for example 'The Gem programmers reference'
is about as useful as a brick to someone who is drowning!
So back to Atari. You guys youve got the data, youve got the ability,
why not do it. Just think of the money.......yes money......
Do I detect ears perking up.
Money.....
Yes, as you say over there, 'Theres a quick buck to be made'.]
Money....
Put together some reasonable manuals which give us the information we need,
yes need if good programmes are to be written, put some faith behind the old
ST's, and while youre at it make a few bucks(strange currency...rabbits), or
dollars or whatevers.

great product shame about the user support,

Nick.

Disclaimer: these must be someones thoughts.

PS. If you cant do this, lets have someone on the list from Atari, whose a
real nice guy and is prepared to send in essays on topics eg 'How do virtual
workstations work'. Failing this what about Holding topic conferences where
each month a specific topic is chosen and milled over. Then summaries of the
useful info can be archived for future use thus saving lots of repetative
queries on the list being ignored etc.

3934. Anyone installed GNU Emacs on ST?

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 15:36:20 UTC
From: rcb@ditka.UUCP
Message-ID: <24302@ditka.UUCP>
Source record: 241283

I am having a problem installing the TOS port GNU Emacs 18.55 which is found on panarthea. All that's described below happens when I attempt to 'dump' the executable version by loading lisp files into it with temacs (the first step.)

The first (minor) thing was that 'loadup.el' seemed to want filenames with -'s (dashes), but the filenames in the distribution had _'s (underscores). I fixed that and a similar quirk in the site-initialization file.

Now, after the site-initialization file has been loaded, the whole process bombs with "End of file in parsing". Has anyone had this problem before and found a work-around? (or even a 'word-around'? erasing the problem in a puff of logic ...)

Thanks!

Roy Bixler
ditka!rcb

3935. Re: DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 15:43:11 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <2843@isc-br.ISC-BR.COM>
Source record: 241273

In article <9004290701.AA28404@ucbvax.Berkeley.EDU> MAXG@SUVM.BITNET ("Gerry Greenberg: 315-443-5378") writes:
>Well, I just got my copy of DCDESKTOP. It looks pretty interesting,
>

I am very curious about DCDESKTOP. There was a good review of it in ST Informer last month, but they failed to mention one critical point. How much RAM does it consume? Can that RAM be reclaimed when you launch a program? Does DCDESKTOP reload automatically when you quit a program?

Any light you can shed on these questions will be greatly appreciated. BTW I noticed the first of several demo files for this program in the binaries. Maybe they will have the answers.

Shalom, lawrence

I don't have an opinion. And if I did it would not represent my company.

3936. setting the color of points in GEM

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 15:45:48 UTC
From: rcb@ditka.UUCP
Message-ID: <24303@ditka.UUCP>
Source record: 241284

I am a rank beginner at GEM programming, equipped only with Abacus' GEM programmer's reference as a guide. Currently, I want to start simple and simply write a program to plot a bunch of points (polymarkers) to the screen. However, all my points come out black, which the reference manual says happens when the color index passed to vsm_color is invalid. I even use vs_color first to define my own color indices and use only those I've defined. I'm stuck, so I'm wondering if anyone knows of any errors in the manual, dumbnesses on my part, etc. I am using version 1.3 of the GEMFast library and version 1.1 of Sozobon C.

Thanks!

Roy Bixler
{sun!daver, ames!zorch, apple!zygot}!ditka!rcb

3937. Re: My experiences with PC-Ditto II

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 17:23:19 UTC
From: mcallist@bambam.UUCP
Message-ID: <1123@bambam.UUCP>
Source record: 241270

From article <1990Apr9.125813.635@gpu.utcs.utoronto.ca>, by romwa@gpu.utcs.utoronto.ca (Royal Ontario Museum):
> After some fanangling I have PC-DITTO working. There is still the odd
> glitch, but overall I am pleased with it.

Same here. I waited five months, but all in all, it seems to have been well worth the wait.

> When I first installed PC-DITTO it complained a lot about things not
> being setup up correctly. This turned out to be the now infamous
> connector which clips onto the CPU. You have to bend in all the pins
> to give it a snug fit. I also ran into the PAL problem which
> Avant-Garde fixed quickly with a couple of new PAL's.

My 1040STf has the same problem, and required me to return the clip-on 68k connector for one that has the cable pins pointing the other way. Turnaround was about three weeks, during which time an envelope with replacement PALs magically appeared; so I just put them in rather than worrying about the older ones. They seem to work fine.

> This weekend I happened to notice a new phenomenon: During the first 15
> minutes of use I can sometimes hang PC-DITTO. I suspect that this has to
> do with the connector/cpu heating up and expanding. I am not thrilled

The pin-bending trick for the piggyback connector IS NECESSARY...but not necessarily sufficient. Mine will fail after a warmup cycle which varies from about 6 hours for the first failure, down to a few minutes eventually (even after sitting overnight). Then I have to take the 1040 apart and re-seat ALL the connectors. Avant-Garde told me over the phone (best time to get them, by the way, seems to be first thing in the morning...) that the cable wires attach to the connectors via pressure prongs, and may need soldering. However, I would check with them personally about that, to avoid warrantee problems.

Also, the stick-on sponge-rubber pad they supply to protect the bottom of the board doesn't prevent protruding chip pins from sticking through the pad and shorting against the 3" x 4" metal RF cage on the motherboard. I found that a strategically-placed piece of cardboard (e.g. from a disk box lid) offers the final protection.

> Oh and another thing I would advise you not to try to stuff everything
> back into your case. I did (minus the RF shield) and ended up putting
> a crack in my keyboard PC board. Thanks to Peter Hiscocks for fixing

The cracked keyboard comes from the fact that, if their board is installed a la Avant-Garde's instructions between the power supply and the floppy drive, a chip on the PCDII board presses against a crystal case on the

underside of the keyboard, causing that board to bend when the 1040 is bolted back together. I found that I could alleviate the problem by:

a) re-attaching the rear support post (behind and to the left of the floppy drive) to the bottom of the case by its screw, and cutting it off 1/4" below the top of the lower 1040 case for support of the PCDII; then

b) turning the PCDII board END-FOR-END [I know it disagrees with their instructions, but this works! The cables are folded as follows: Plug the large cable into the piggyback connecter; bend it to run 90 degrees to the LEFT about an inch; bend it so it doubles back on itself until it is over the PCDII board; then bend it away from you so it runs to the connector on that board. Then repeat for the small cable--works great! CAREFULLY adjust your bends so there's NO strain on the piggyback connector, then crease the cable bends]; and finally

c) adding support to the keyboard by gluing a couple of struts to the underside of the board--one near where the front strut was broken off, and one near the right front corner of the power supply. For the supports I used Popsicle sticks (really!) cut to size. They're strong enough to support the keyboard when you lean on it; yet not hard enough to scratch or dent your circuit boards.

Other notes:

The jumper wire which comes with the kit, for bypassing the math co-processor, is too thick for the job it is supposed to do, and bends the 8087 connector pins when installed. Using a thinner wire is advisable.

Avant-Garde supplies a file to set the PC clock from the ST keyboard clock. This used to work with PC-Ditto I, but does not with PCDII. They say they are working on it.

I can't get MS-DOS to boot off my Megafile 60 hard drive (have to have the system files on a floppy); but it boots fine from an SH204 hard drive. Avant-Garde says I probably need to install some patches which came with the earlier PC-Ditto; they said if I didn't have them to send them a formatted floppy and they would send same to me. All in all they've been very cooperative.

> Cheers!
>
> Pavneet Arora

--
--Steve McAllister (I'm all for self-expression. 'Course,
that's just my opinion...)
UUCP Address: decwrl!esunix!mcallist or utah-cs!esunix!mcallist

3938. Publisher ST and Tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 17:23:19 UTC
From: frank@wpg.com
Message-ID: <2381@wpg.com>
Source record: 241274

I'm having problems getting Publisher ST from Timeworks to work on a Mega ST with Tos 1.4. A friend of mine tells me that the problem lies with Tos 1.4 and that I should seek out 1.3 roms. Is this true?

If so, could someone please provide some suggestions on locating an older version of Tos? Thanks.

--
Frank Sloan
(504) 893-4058

3939. More on The Vault / The Key

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 17:32:07 UTC
From: mcallist@bambam.UUCP
Message-ID: <1124@bambam.UUCP>
Source record: 241271

The Vault and The Key are both great. I lost my hard drive, complete with nearly 40 meg of files, a mere three days after having backed everything up with The Vault. Restoring all to its former pristine perfection was just a matter of running The Key, inserting the floppies one after the other, and I *would* have been up--except for one small problem:

Because I am a clumsy typist, and careless on top of that, I habitually set each file I have to read-only status. (Can't be too careful...) Vault/Key, of course, faithfully copies these attributes, along with the files; and restores them when rebuilding the disk.

UNFORTUNATELY, if The Vault has split a large file over two floppies, when the first half is restored, so is its read-only attribute. That means that the second half cannot be appended, because THE FILE IS NOW LOCKED! I had to go through all my precious backups, with no hard drive to fall back on, and write-enable every file in every folder on every floppy...and then re-disable them on the hard drive when the restore was done. Because of my above-mentioned clumsiness, I even inadvertently deleted a file off a floppy (not a very important one, but I wish I still had it).

Vault/Key, because of its ultra-fast handling of files, efficient use of floppy space, incremental backup capability, history file, and general-purpose fast copy features, is a terrific utility; but it will be even better if this small but annoying bug is fixed. And thanks for letting us use it.

--
--Steve McAllister (I'm all for self-expression. 'Course,
that's just my opinion...)
UUCP Address: decwrl!esunix!mcallist or utah-cs!esunix!mcallist

3940. Patches #1 and #2 for Sozobon C, release 1.2 (repost)

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 17:42:08 UTC
From: mj@myrias.com
Message-ID: <65729j2a@myrias.com>
Source record: 241279

About old fixes for Sozobon C. For all of you who missed older
patches posting for version 1.2 here are context diffs which show
effect of patches #1 and #4 together on a released version of 'top'.
Feed this message to 'patch -l' (experience indicates). At the bottom
you will find out also attached a contents of a patch number #2, for
'hcc'. 'jas' was not re-released in a version 1.2, but patch for 'jas'
(#0, I guess :-)) was reposted fairly recently. Together with #3,
'hcc' once again, this would be like it.

Happy hacking
Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, CANADA
mj@myrias.COM
...{uunet,alberta}!myrias!mj
>>

```
*** old\peep2.c
--- peep2.c
**************
*** 304,310
*/
if ((op1 == MOVE) && (op2 == MOVE) && (i2->dst.amode == REG) &&
opeq(&i1->dst, &i2->src) && ((i1->dst.amode & (INC|DEC)) == 0) &&
! (i1->flags == i2->flags) && (i1->dst.amode != REG)) {

freeop(&i1->dst);
i1->dst = i2->dst;
--- 304,311 -----
*/
if ((op1 == MOVE) && (op2 == MOVE) && (i2->dst.amode == REG) &&
opeq(&i1->dst, &i2->src) && ((i1->dst.amode & (INC|DEC)) == 0) &&
! (i1->flags == i2->flags) && (i1->dst.amode != REG) &&
! !uses(i1, i2->dst.areg)) {

freeop(&i1->dst);
i1->dst = i2->dst;
**************
*** 684,691
DBG(printf("%d ", __LINE__))
return TRUE;
}
!
! if (uses(i2, RM(dr1)))
goto end24;
```

```
if (i2->next == NULL)
--- 685,691 -----
DBG(printf("%d ", __LINE__))
return TRUE;
}
! if (uses(i2, dr1))
goto end24;

if (i2->next == NULL)
**************
*** 733,739
return TRUE;
}

! if (uses(i2, RM(dr1)))
goto end26;

if (i2->next == NULL)
--- 733,739 -----
return TRUE;
}

! if (uses(i2, dr1))
goto end26;

if (i2->next == NULL)
**************
*** 781,787
return TRUE;
}

! if (uses(i2, RM(dr1)))
goto end28;

if (i2->next == NULL)
--- 781,787 -----
return TRUE;
}

! if (uses(i2, dr1))
goto end28;

if (i2->next == NULL)
*** old\peep3.c
--- peep3.c
**************
*** 296,302
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i3->src.amode == REG) && (i1->dst.areg == i3->src.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg) &&
! !sets(i3, RM(i3->src.areg))) {

if ((i3->live & i3->src.areg) == 0) {
i1->dst.areg = i3->dst.areg;
```

```
--- 296,302 -----
(i1->dst.amode == REG) && ISD(i1->dst.areg) &&
(i3->src.amode == REG) && (i1->dst.areg == i3->src.areg) &&
(i3->dst.amode == REG) && ISA(i3->dst.areg) &&
! !uses(i2, i3->src.areg)) {

if ((i3->live & i3->src.areg) == 0) {
i1->dst.areg = i3->dst.areg;
***************
*** 330,336
(i2->dst.areg == rm)) {

while (i3 != NULL) {
! if (sets(i3, RM(rm)))
goto end7;

if (i3->src.amode==REGI && i3->src.areg==rn) {
--- 330,336 -----
(i2->dst.areg == rm)) {

while (i3 != NULL) {
! if (sets(i3, rm))
goto end7;

if (i3->src.amode==REGI && i3->src.areg==rn) {
***************
*** 397,403
(i2->dst.areg == rm)) {

while (i3 != NULL) {
! if (sets(i3, RM(rm)))
goto end9;

if (i3->src.amode==REGI && i3->src.areg==rn) {
--- 397,403 -----
(i2->dst.areg == rm)) {

while (i3 != NULL) {
! if (sets(i3, rm))
goto end9;

if (i3->src.amode==REGI && i3->src.areg==rn) {
***************
*** 464,470
(i2->dst.areg == rm)) {

while (i3 != NULL) {
! if (sets(i3, RM(rm)))
goto end11;

if (i3->src.amode==REGI && i3->src.areg==rn) {
--- 464,470 -----
(i2->dst.areg == rm)) {
```

```
while (i3 != NULL) {
! if (sets(i3, rm))
goto end11;

if (i3->src.amode==REGI && i3->src.areg==rn) {
```

>>>
Date: Wed, 13 Dec 89 09:59:33 MST
From: uunet!dunike!onecom!hans (Johann Ruegg)

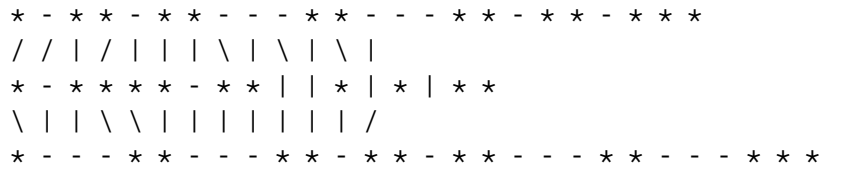
There is a bug in all versions of 'hcc' that can occur when register
variables are declared in nested blocks. Because of it, 'jas' cannot
be re-compiled with the 1.2 release with the optimizer (-O) turned on.

In the file "fun.c", in the function "block()", change these 2 lines:

```
if (blktab->b_regs > maxregs)
maxregs = blktab->b_regs;
```

to this 1 line:

```
maxregs |= blktab->b_regs;
```

Johann Ruegg *
Sozobon Ltd |
uunet!dunike!onecom!wldrdg!hans |
|


3941. Fortran Standard?

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 17:44:00 UTC
From: gwg33762@uxa.cso.uiuc.edu
Message-ID: <46300091@uxa.cso.uiuc.edu>
Source record: 241272

Does anyone know: (1) If there is a standard (unix) for Fortran?
(2) If there is an ST compiler which compiles unix fortran?

Garret Gengler

-- Every jumbled pile of person has a thinking part which wonders what the part that isn't thinking isn't thinking of. <They Might Be Giants>
.

3942. uuencode format wanted

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 18:25:54 UTC
From: gary@brb.isnet.inmos.co.uk
Message-ID: <39.263c8332@brb.isnet.inmos.co.uk>
Source record: 241290

I am having problems when I extract uuencoded files from comp.binaries.atari.st on the VAX (at work), then copy them over to the PC, where they are decoded. I then copy the files onto 3&1/2 inch disks which can be read by my ST. It seems that the VAX drops any trailing spaces, and thus causes the PC uudecode software to fail. I am writing a simple piece of C code which will fix line lengths as necessary, before I copy the files to the PC. I already have a piece of ST software which knows and works around this particular problem, but find it more convient to use the work facilities.

The point of this post: could somebody please Email me the details of the uuencode format, or possibly any (short) source code (in C) which would help me understand how to decypher these files. I have an idea that the first character indicates in some way the length of the line of text that follows(?).

Please EMAIL and I will summarize.

==
Gary Morton Inmos Ltd, Aztec West, Bristol | EMail(UK)
----------| +44 454 616616 X520 |------------| gary@brb.isnet.inmos.co.uk
The opinions above are my personal views | EMail(ROW)
and may not reflect Inmos policy. | gary@brb.isnet.inmos.com
==

3943. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 18:30:45 UTC
From: robert@infmx.UUCP
Message-ID: <4119@infmx.UUCP>
Source record: 241052

In article <2180@atari.UUCP> apratt@atari.UUCP (Allan Pratt) writes:
>rjd@cs.brown.edu (Rob Demillo) writes:
>
>> In article <2178@atari.UUCP| apratt@atari.UUCP (Allan Pratt) writes:
>
>>> I don't think it's wise to publish what you learned from the ROMs.
>>> [I go on to show "the inherent weakness of this kind of analysis."]
>
>> This is ridiculous. There may be inherent *legalities* about
>> publishing a dismantled ROM, but there is no "inherent weakness"
>> in this kind of analysis. It is merely very difficult.
>
>
>You *will* learn things which just happen to be true, but which aren't
>guaranteed. You will learn that calling the BIOS with an invalid
>function number returns different things depending on the number. You
>will learn the addresses and uses of variables and data structures.
>It's not a secret, it's just that we need to be free to change those
>things in the future. If your program relies on something stupid and
>becomes popular, we could get stuck with a feature we don't like, a
>feature YOU don't like and didn't realize was outside the "rules" for
>well-behaved programs.
>

You know, I understand what Atari is trying to do with the
marketing policy of providing detailed info with an additional purchase.
Other computers, costing much more, offer detailed information freely,
but it's payed for in the price of the initial purchase. This means that
users who want to do nothing but play with a spreadsheet are forced to pay
for information that they will never use.
The alternative marketing strategy is to charge for each piece that
a user wants, meaning that the user can purchase *exactly* what they want,
and is not charged for things that they will never use. I rather like this
policy, though it leads to a "hidden cost" feeling if the fact that the
whole system is available in "pieces" is not well advertised. This is where
part of the resentment you read on the net is generated; the other part is
from people who view the cup as half empty instead of partially full.

I really don't think people should be complaining about the extra
cost, except where they where mislead into believing they were purchasing
all that they needed when they purchased their computer.

HOWEVER:

It's equally silly for Atari or representatives thereof to complain about people disassembling ROMs, publishing incorrect or incomplete information, or programming outside the "rules".
In an ideal world for Atari, you could *enforce* rules that would avoid your "getting stuck with a feature we don't like, a feature YOU don't like" etc.; this would mean a central location controlling the product, which sounds like a good idea. However, in actuallity, you have no way to enforce the following of the rules. When you are powerless in some area, you have to come up with some way to persuade people to do what you want, even though they might not like it. You have to make it clearly in *their* best interest to do what you want; not clearly in *your* best interest, or clearly in the best interest for *everyone else*, but clearly in *their* best interest.
Frankly, it is no one's best interest to spend lots of money they haven't got (or desire to spend on higher priority items) to get information that they can come by in other ways. You have to completely ignore human nature to expect people to pay *you* to get rules that they *you* want them to obey. Yes, in the long run, it`s to the programmer's advantage; Atari may change the OS, making the program in question unusable. However, this is a long-term consideration, weighed against the short-term consideration of $$; which consideration is likely to win? You may have noticed that even corporations such as Atari have been known to focus in on the short-term, ignoring the long-term disadvantages...;-)

It's a tradeoff. Atari's marketing strategy makes sense in many ways; a completely *predictable* result is that people will generate their own information, some of it incorrect, and you may be stuck with the result.

The only way to encourage people to follow the rules that Atari desires to be followed is to make the information cheap or free. If Atari, in weighing the advantages and disadvantages of their marketing policy, decides that losing total control over the OS (or facing the public outcry when Atari changes the OS and programs which did not follow the rules suddenly fail), is too hard to bear, the only thing to do is to stop aiming at their own foot. If Atari determines that the current marketing strategy has more advantages than disadvantages, then they should maintain the status quo, and fondly bid the little toe goodbye.

It sounds silly to me to hear someone righteously saying, "No, no, that's the *wrong* way to do it, it could hurt me later, but you have to pay *me* to find out the why *I* want you to do it". If Atari wants me to do it their way, they need to show me that they've made some effort to make it easy for me to do it that way, or that they are at the very least willing to meet me half-way (hundreds of dollars does not strike me as "half-way"). Otherwise, Atari reminds me of some of the street people in New York, railing away to the heavens, while all around them people are quietly, and pointedly, not listening.

The choice is Atari's. Having made an informed choice, it should be prepared to bear the consequences. Hopefully, Atari has made the best choice.

Robert C.
--

"Helen's the only one who knows what scruples are, and she won't tell us"
John said. "Have we got scruples about it, Helen?"
"Not a trace," Helen affirmed. -The Reefs of Earth, R.A.Lafferty

3944. Re: Cold Hard Cache is now Diamond Cache

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 19:34:54 UTC
From: bluneski@pogo.WV.TEK.COM
Message-ID: <8996@pogo.WV.TEK.COM>
Source record: 241294

In <9004270343.AA23927@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:

>In a recent issue of Current Notes, J.A. Wrotniak (sp?) reviewed a PD
>or shareware product named Cold Hard Cache. He reported that it is
>rock solid, and has nice options. I would like to get this program.
>Could someone please send me a copy, or direct me to an ftp site that
>has it (or post it to comp.binaries!!). I would be most appreciative.

Cold Hard Cache has been removed from the shareware market. It has
been significantly improved and enhanced and is being reincarnated as
Diamond Cache. It is part of the Diamond Back II hard disk backup and
restore update released today. It is also available seperately.

---- ----
/\/\/\ Bob Luneski /\/\/\
\/\/\/ Diamond Back II Support Hotlines: bluneski@pogo.WV.TEK.COM \/\/\/
\/\/ Genie: B.LUNESKI1 CompuServe: 76635,2310 \/\/
\/ \/

3945. lharc

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 20:09:06 UTC
From: terry@tcville.HAC.COM
Message-ID: <352@tcville.HAC.COM>
Source record: 241275

Does anyone could email me a doc/manual on how to use lharc?
I am having trouble trying to get lharc to work. I downloaded several
versions of lharc from terminator (binary mode). Also got a couple from
the comp.binaries.atari.st. Had no luck with any of these versions.
I have a Mega 2 and TOS 1.4. Please reply!

Many thanks!

Robert

email to: terry@tcville.hac.com

--
Hughes Aircraft Company ======= Please Use This Email Address ======
Software Applications Section >>>>>>>>> terry@tcville.hac.com <<<<<<<<<
PO Box 902, E1/D128 ======= Or You Will Get Bounced Mail =======
El Segundo, CA 90245

3946. Hi-Tech ST magazines

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 21:40:59 UTC
From: david@bdt.UUCP
Message-ID: <2371@bdt.UUCP>
Source record: 241288

This is an attempt at an informal survey. I hope nobody minds too much.

I would like to hear from those of you that consider yourself
fairly hard-core programmers, and those that want to be hard-core
programmers. What ST specific magazines do you read? I know
many of the magazines don't have much hi-tech information, but
do you read them anyway (including on-line mags). What other
sources of ST information do you use?

The reason I'm asking is because I am intending to write a series
of articles discussing programming methods for RTX, with real-world
examples. It will be pretty hard-core and I would like to know
where it should be published.

Please reply by e-mail. Thanks.
--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

3947. Supercharger works!

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 22:31:05 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3291@calvin.cs.mcgill.ca>
Source record: 241291

At this very moment I am running Telix 3.00 on my Atari ST with Supercharger. It works great. 5 minutes ago I had WordPerfect 5.1 working WITH my ST MOUSE (Can't get it to print yet, but perhaps I forgot to do something with the setup... I will keep you posted).

To anyone interested in Supercharger, send me mail. To anyone who has one already and can answer some questions I may have, also send me mail.

I will try to reply to all messages at least with an ack.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

3948. Re: Stereo Sound on a regular ST?????

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 22:52:02 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11882@stag.math.lsa.umich.edu>
Source record: 241292

In article <1314.2635a26b@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu writes:
>Seeing how the JRI memory upgrade can give me 4096 colors cheaply, is there
>anyway to get the stereo sound cheaply?
>
>(I want an STe, but can't really afford it!!)

Practical Peripherals makes a kit called the Tweety Board, which I have installed in my Mega 4. I don't think it's all that wonderful an upgrade. It takes the 3 channels from the Yamaha sound chip and splits them up, so you can run each channel to a separate amplified speaker. It's relatively unusual to find speakers in sets of 3, so this in itself is a hassle. I bought a cheap Radio Shack stereo mixer to handle this problem, and also to mix in my MIDI stuff.

It would have been much better overall to design a kit that adds a second Yamaha sound chip. There are almost no programs I can think of that produce sound that sounds any better with the 3 channels separated. It just ain't stereo... Unfortunately, any project to add a second Yamaha chip will still be incompatible with the STe stereo. It's a drag, but I'd say you're stuck with no good way to do things. If you don't mind writing your own support for it, you may look into adding the second chip anyway. If not, forget it; there's no software that will do anything fancy with whatever mod you make.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

3949. Atari ST(E) Information

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 23:15:26 UTC
From: jclamy@anselm.UUCP
Message-ID: <425@anselm.UUCP>
Source record: 241061

Could anyone give me some information about the following questions:

1) What is the difference between the Atari ST and the "newer"
Atari STE ?

2) Can a 520 ST be upgraded to STE specs ?

3) How is the Atari ST doing in the computer marketplace (O.K., this
is a relative question - but I ask it because I have heard that
some major software companies were slowing the development of
their software for the ST because of lagging ST sales worldwide.) ?

4) How is the ST competing (saleswise) with the Amiga worldwide ?

Thanks in advance for your help !!

Jonathan Lamy
Saint Anselm College

3950. Ultima III

Newsgroup: comp.sys.atari.st
Date: 1990-04-30 23:16:19 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <43629@iuvax.cs.indiana.edu>
Source record: 241293

Can someone mail me the current address for Origin systems Inc., the makers of Ultima III? The most recent address I have is 340 Harvey Road, Manchester N.H., but their forwarding order has expired.

3951. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 00:05:05 UTC
From: dnewton@carroll1.cc.edu
Message-ID: <1396@carroll1.cc.edu>
Source record: 241295

In article <1327.2639e4d8@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu writes:
> [uw references]
>Anyway, has anyone got it to run?

Yes, I got it to work on my mono 1040. Unfortunately, the host side was
written (apparently) for VAX VMS, which I did not have the inclination to
port (uw, not VMS :-).
So, if anyone has a SysV version of the unix window host side, let me
(us) know...

--
David L. Newton | uunet!marque!carroll1!dnewton
(414) 524-7343 (work) | dnewton@carroll1.cc.edu
(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

3952. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 00:49:06 UTC
From: mike@mgh-znmr.harvard.EDU
Message-ID: <2742@husc6.harvard.edu>
Source record: 241297

A couple of recent messages have mentioned problems with uw. For what it's worth, I've been using it heavily for several years, with few problems. (I occasionally use UniTerm if I want Kermit or one of the *modem protocols, and I occasionally have problems if I accidentally get tangled up, so that Unix thinks I'm running with windows, and I don't, but other than that, I like it.)

For what it's worth, I'm running an old version (the latest dates I can find on the UNIX end sources are 1985; the ST end is just binaries, but date from about the same time.) My binaries match those available from the archives. The main thing I can see that is different between my installation and those described is that I run with a true mono monitor, not the emulation software.

Mike Vevea
mikeV (mike@mgh-znmr.harvard.edu)

3953. Re: PC-DITTO II pcdsettd.com sets the time, not date

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 01:08:15 UTC
From: psurge@cs.utexas.edu
Message-ID: <8523@cs.utexas.edu>
Source record: 241296

In article <2829@isc-br.ISC-BR.COM>, lawrence@techpub3.isc-br.com (Lawrence Kelley) writes:

> BTW, I have noticed that if I use Control-Alt-Delete to restart DOS, that
> the time loaded into DOS is not correct. It loads the time that I first
> started PCD II from TOS. Another bug, I would assume.
>
> shalom, lar
>
> Opinions expressed here are my own, certainly not my employers.

This is not a bug, really. The original PC-Ditto that I have documents this "bug" in the manual. The program captures the time in a register somewhere and when the IBM boots up, it restores with that time when you ran the program to begin with. So what I am trying to say is that the PC-Ditto I ver 3.0 manual does state the time problem.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

3954. minit933

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 01:18:25 UTC
From: a1318@mindlink.UUCP
Message-ID: <1610@mindlink.UUCP>
Source record: 241281

Thanks to all who responded to my questions in regards to minit933.I've since passed the info on to the person requiring it and understand he is quite pleased with it.
Kent
--
//
/ Kent Cavaghan | "Machines are only Human" /
/ Vancouver, B.C. Canada | /
/Usenet-Kent_Cavaghan@Mindlink.UUCP | Karel Capek-Czechoslovak /
/F-net -Kent Cavaghan@Node #448 | Playwright-1920 /
//
/ Any and All Disclaimers are Welcome Here!! /
//

3955. Printing with Spectre Gcr

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 02:36:09 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6280.263cbdd9@umiami.miami.edu>
Source record: 241054

I would like to know if I would be able to print a document, using different size fonts, graphics, and all the other goodies available on Mac word processors (microsoft word or wordperfect), using the Spectre gcr emulator, and a panasonic kx-p1090 printer.

Are there printer drivers for different printers, etc.. if so which ones and so on..

please email to me..

-Frank Rachel

3956. What about the Pittsburgh Show?

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 02:58:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9005010708.AA02944@ucbvax.Berkeley.EDU>
Source record: 241056

There is word on GEnie that the PACE show in Pittsburgh had some serious problems. Attendance was said to be low, software sales were abysmal, and the notorious Elite group infuriated people like Nathan Potechin and Bob Brodie.
Is there anyone out there in netland who has firsthand experience?

JOHN Barnes
JOHNBARNES@ENH.NIST.GOV

3957. Re: cachexxx.prg in auto folder.

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 03:37:14 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990May1.033714.28456@ux1.cso.uiuc.edu>
Source record: 241282

I think his problem was in making it cache90.prg rather than cache090.prg.

-- Greg

3958. Anonymous FTP help needed

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 07:06:22 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9004301627.AA21726@Sunburn.Stanford.EDU>
Source record: 241055

Dear netters,
i have seen that we have telnet here and then i type in the same
numbers which i use with bitftp@pucc i can receive some of the nodes.
When i type as login anonymous and as pass so01@dmarum8 they won't
let me in, they say login incorrect, what can i do?
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>

3959. Re: MiniBBS working a 1200 baud?

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 07:08:01 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.641515542.larserio@kvart.uio.no>
Source record: 241058

```
Your modem must send the baud rate in the CONNECT-message.
300: CONNECT
2400: CONNECT 2400
1200: CONNECT 1200

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association
```

3960. UNIVERSAL MORE at terminator-gemini

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 08:19:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000065@ux1.cso.uiuc.edu>
Source record: 241287

```
Shell users: (esp. Gemini)

if this is useful, I just posted it to terminator as xmore.arc.

XMORE.ARC:

When show (or Ansehen) is clicked on in Gemini, xmore will
take effect if there is an

alias more xmore

in your mupfel.mup or gemini.mup file. It will view Degas and .DOO
files on its own and any other file for which you have a standalone
viewer.

e.g.

in my mupfel.mup is:

alias more xmore
setenv MOREDFT e:\bin\more.ttp ; SMORE.ARC at terminator
setenv MOREARC e:\bin\arc.ttp,v
setenv MORELZH e:\bin\lzh.ttp,v
setenv MOREZOO e:\bin\zoo.ttp,v
setenv MOREDOC e:\tempus.app
setenv MORETXT c:\auto\qview.prg
setenv MOREPS g:\uscript\uscript.prg
setenv MOREDVI e:\tex\dviprev.prg

i.e. it is fully configurable depending upon your other viewers as
well as command line options (following the comma).

p.s. I was trying to have it do .IMG files as well (on its own),
but really couldn't make heads or tails of the PICFMTS.DOC
at terminator. Maybe there is a viewer out there I could
configure it to use.

-- Greg
```

3961. GCR Problem

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 13:02:12 UTC
From: dz0x+@andrew.cmu.edu
Message-ID: <caDMXI600W0_E4hUZ4@andrew.cmu.edu>
Source record: 241299

I just got a Spectre GCR a couple days ago (at the Pgh. show), and it seems to be having problems. I can start it up normally, and get to the point where I insert the System/Finder disk. It proceeds for a while - I get the sad-looking Mac, the 'Welcome to Macintosh' display, and then the crash page. It says it's a bus error. The bus cycle was not one of the ones mentioned in the manual, it was 65..... I ran the self test, first the quick test. It did fine until it got to GCR format, then it started giving me an error message, something like 'Initial RESTORE failure in XRESTORE', which kept scrolling up and off the screen. I got it to format and verify using those commands alone. Also, it does not Read All Sectors very well. On the included MAc PD disk, it read only ~1/2 of the sectors correctly. So, any suggestions on what to do? By the way, I'm using a 1040ST (non-upgraded in any way), a color monitor, and one internal drive (not the ideal setup, but I'm working on it). Thanks...

---- Dave Z. { dz0x+@andrew.cmu.edu }
Time Lord and Hitchhiker
'Time is an Illusion, Lunchtime Doubly So' - Douglas Adams

3962. Looking for harddisk backup software

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 14:09:19 UTC
From: ski2@milton.acs.washington.edu
Message-ID: <3221@milton.acs.washington.edu>
Source record: 241300

Organization: University of Washington, Seattle

I am looking for a harddisk backup and restore program that will backup large files across multiple floppy disks while keeping the folder hierarchy intact. It would be nice if it could do file compression also. I am also looking for a harddisk tools package that would allow me to recover lost files and optimize the harddisk for reads or writes. I am running TOS 1.0 on a 1040ST.

Thanks in advance.

--
"Disclaimer: The opinions expressed above are my own..."
Chris 'ski-' Kacoroski email: ski2@milton.acs.washington.edu

3963. Re: Virus questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 14:16:36 UTC
From: stefan@spcc386.UUCP
Message-ID: <595@spcc386.UUCP>
Source record: 241051

In article <1993@unccvax.UUCP> cs01bd@unccvax.UUCP (brian daniels) writes:
>
>Does anyone out there know if viruses that attach themselves to files
>exist on the st? The anti-virus programs I have seen are all concerned
>with the boot sector only.

Yep, there are. Quite a lot actually but there're not very widely spread.
I know at least one viruskiller that checks for linkviruses, the
Anti Virus Kit (AVK). It checks files for linkviruses, but cannot repair
them since this is quite hard to do.
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer
Junkies!!" +-----------------------------------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

3964. GCC-137 Zoo files

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 14:24:17 UTC
From: asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <9005020704.AA26393@ucbvax.Berkeley.EDU>
Source record: 241080

I tried ftping gcc-137.zoo01 through gcc-137.zoo13 from terminator. I used BINARY mode from an Intel320 acting as a DDN node on MILNET.

I then downloaded them from the Intel to my ST. 01 unzooed OK until it hit tm_m68k and then it gave me a corrupt header in file and quit. When I list all the others (02 - 13) I get bad archive error messages and can't even see what's inside these files.

Has anyone else experienced difficulty with these or is it just my host? All the files came through with the corre.

I've tried zoo on the ST and also a PC at work although the PC version is only 1.31.

Thanks for any help - I hate to have to FTP them again.

Mark Rhyner
asqb-sep-a@huachuca-emh2.army.mil or
mrhyner%sed@huachuca-emh2.army.mil

3965. Re: Amiga 3000 on BYTE cover May 1990 :

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 14:30:00 UTC
From: jhc00614@uxa.cso.uiuc.edu
Message-ID: <46300092@uxa.cso.uiuc.edu>
Source record: 241067

Take a picture of your ST and paste it on the cover of Byte.
Easy question....easy solution.............GRIN
Jason

3966. Opening Modem in C/Related ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 14:54:00 UTC
From: gwg33762@uxa.cso.uiuc.edu
Message-ID: <46300093@uxa.cso.uiuc.edu>
Source record: 241068

Could someone explain:
(1) How to open an AUX: port to the modem
(2) Set the baud rate, etc.
(3) Check the status (ie is a character ready to be gotten)

I'm using the standard AES/VDI/BIOS/etc. routines in Mark Johnson's C but have only the vaguest documentation. What is the best, inexpensive source for information on these routines? I have heard of the ABACUS books. Which one (if there is one volume) contains brief but adequate coverage of all of the ST OS routines?

On a related note, has anyone compared the power/speed of MJC with Sozobon, set up the GEMFAST libraries with either, and or know what the file OSBIND.H on terminator is??

- Full of Questions,
Garret Gengler

3967. CRP Digitiser

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 15:52:00 UTC
From: HMM@starlink.armagh.queens-belfast.ac.UK
Message-ID: <9005020706.AA26529@ucbvax.Berkeley.EDU>
Source record: 241082

Hi,
Does anyone have or know of software to drive a CRP A4 Digitising
Tablet? PD, Shareware or commercial would be welcome. I want to use
the tablet to read points off a plot of a spectrum.
Thanks,
Martin Murphy

HMM@UK.AC.QUB.ARM.STAR or
19457::ARVAD::HMM
Armagh Observatory,
College Hill,
Armagh BT61 9DG,
N. Ireland

3968. Personal Finances on Atari ST512

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 15:58:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9005020705.AA26459@ucbvax.Berkeley.EDU>
Source record: 241081

To expand on Troy Carpenter's reply to an earlier query:

The current version of Phasar is 4.0. I have seen it in the Joppa price list for $US54.00. I did an extensive review and tutorial on the product in the March 1990 Current Notes. I feel that it sets the standard for this type of program and it is relatively economical. The support to date has been very good, although some may quarrel with the price of the upgrade from ver 3 to ver 4. While the new release is not an entirely new product there are extensive improvements to the user interface.

This program also does a splendid job of handling taxes, budgeting, and other matters of personal finance.

I suspect that an ST 512 user would find it somewhat cramped. I would encourage and 512 user, particularly one who is using a hard drive, to stuff in as much me memory as he can. He will want it for things like NeoDesk, Hotwire, UIS III, and the like, which are all essential to making operation on an ST smooth.

John Barnes
JOHNBARNES@ENH.NIST.GOV

The opinions expressed above are personal opinions that have nothing to do with respondent's role as an employee of NIST.

3969. revolver

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 16:04:13 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3294@calvin.cs.mcgill.ca>
Source record: 241053

Now that I have more memory, I want to get revolver; I have heard
many good things about it.

Has anyone successfully used revolver with WP4.1 (August 89) and Tos 1.4?
The version I am trying out does not work, but it is an old version.

Also, if you have an e-mail address of the author of this prorgam,
please send it to me. (actually, a paper-mail address would be great,
too).

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

3970. Mail...

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 17:56:15 UTC
From: dac@ukc.ac.uk
Message-ID: <2960@gos.ukc.ac.uk>
Source record: 241057

Sorry to post this here but I have been getting mail from people following
up my news articles requesting help.

To all those concerned:
Sorry, I have restricted mailing authority and can't mail you back
unless your site is a college/university or other site for which my
university can send mail to for free.

Dave.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

3971. supercharger

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 18:03:25 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3301@calvin.cs.mcgill.ca>
Source record: 241066

Well, just wanted all of you to know that I am now a proud owner/user
of supercharger. Just about everything works great.

Originally I was having trouble printing with it, but that was due
to the fact that I had pq.prg resident, which is an ST print spooler
which interferes with Supercharger.

Basically, it is a pretty decent PC-emulator. It comes with decent
documentation, a short DMA cable and a stupid little power line which
plugs into your joystick port (note - there is a batch of powerlines
in superchargers which are wired BACKWARDS and will not work. If your
local dealer is having trouble getting one to work, this might be the
problem).

It also comes with DOS 4.01 and a few handy utilities which make
installing a dos partition on your hard disk quite painless,
and a few other handy utilities which make your Atari mouse look like
an MS mouse, and make your ST disks readable in IBM mode (so you don't
have to write boot sectors), etc.

I bought a transformer at Radio Shack for $12, since I needed one anyway
due to the fact that my 1040ST power supply already has a lot of work
to do in order to support 2.5mb of memory. I threw the powercord in the
trashbasket. (I like having joysticks plugged in my joystick ports).

Some interesting things about this emulator - it has 1mb of memory inside
it which you can use as a ramdisk from ST mode, and if you go into IBM
mode, it automatically detects any ST ramdisks and lets you use them
as if they were in IBM memory!!

The built-in character font is a little strange, but it is readable.

I ran it with these programs:

telix (modem worked fine)
wordperfect 5.1 (mouse and printer worked fine)
xtree gold (everything worked great)

One annoying thing is that it is not possible to switch out
of the Supercharger mode without rebooting the ST, and it isn't possible to
switch back into Supercharger mode without rebooting the MS-Dos. Supposedly
it will be possible to go in the second direction within a couple of months.

I had a couple of tech-support questions to ask, called and left a message
last night, and someone CALLED me back first thing this morning (pacific
time). So to sum it up, I am impressed!

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

3972. Portfolio file exchange

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 18:12:09 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May1.181209.24049@cs.dal.ca>
Source record: 241059

Recently someone posted a query about file interchange between a Portfolio and an Atari ST. It sounded as though he was using the serial port, but is there a way to transfer files through the parallel port as with the PC? Currently I get text files on my ST, which is connected to a modem, and then I copy them to disk, and then I put the disk in my laptop, and then I can transfer the files to the Portfolio. If I had an ST equivalent to the server on the PC I could transfer files directly from the ST hard drive to the portfolio -- that would be handy.

--

William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3973. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 18:32:47 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <43725@iuvax.cs.indiana.edu>
Source record: 241060

On all this discussion of disassembly and lack of information for nondevelopers I like the analogy to car service manuals pretty well. They don't come with the cars, but the company does need to produce them anyway. If you really want want you can order one at the same time as the car. The last time I did this they cost aabout $20.00 for a pretty big book. I am sure that you would here a lot less complaints on the net if Atari published the technical information on its computers in a well edited from at a similar cost per page.

3974. Re: STE TOS / TOS 1.4/1.6 etc.

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 19:07:09 UTC
From: markr@seqp4.ORG
Message-ID: <489@seqp4.UUCP>
Source record: 241077

I don't understand the incredibly negative comments regarding
the developers program at atari. For an investment of $300
five years ago I have received a continuing stream of documentation,
information, and software. The quality has improved steadily since
the infamous "Hitchhiker's Guide to the BIOS."

I suspect some of the gripers either are bothered by something
else (like their investment in a system with a dubios future.)

Now I _do_ understand griping about the inability of Atari to
bring the TT to market.

I read an interesting article in "Computer Shopper"
(of all places) regarding this. The claim
was made that the reason that the TT has been sitting in Atari
development since at least early '87 is that backwards compatibility
with 68000 based software has been nearly impossible to accomplish
because of some decisions on how to implement the TOS interface in
the original systems.

In particular, the article claimed that the "Line F" interface
is bogus for 68030 systems. The current versions of TT systems
attempt to run ST software by "patching on the fly" Line F
calls with more normal '030 traps. Needless to say, this has
some problems.

I say scrap the TOS interface and sell a cheap '030 X-windows
Unix (tm) system.

--
-Mark Roddy
seqp4!markr@m2c.org
m2c!seqp4!markr

3975. Phantom Typist captured!

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 19:16:14 UTC
From: cjy@uafhcx.uucp
Message-ID: <4173@uafhp.uark.edu>
Source record: 241062

Well, it finally happened. The phantom, which usually hits me about once every three months while using my favorite application, 'uw', struck. The difference is, this time I was using Revolver, the task switching software that allows you to partition your ST into multiple virtual machines. I was able to switch to another VM and save the VM with the phantom in it to disk with Revolver's "rollout" function. Upon returning to VM #1, the phantom was still there; so, I exited to the desktop. As has been reported to the net, the phantom survived exitting the program. I rolled out a new image of VM #1 in that state. (Incidentally, VM #2 showed no signs of the phantom's presence.) Any program I invoked that used gem windows suffered the usual effects, other programs such as Mark William's 'msh' seemed unaffected. Intersect software says that they do not save or restore any of the keyboard settings other than the interrupt vectors, which would seem to indicate that the theory that the problem is in the keyboard is incorrect, since "rolling" in the "infected" partition to a properly performing VM causes the phantom to return.
So, here's a chance for the ST guru's to figure out the cause and cure for the phantom once and for all. Because of the way Revolver works, anyone wishing to work on the phantom would have to have a machine equipped the same as mine. Specifically, TOS 1.4, 4 Meg, and the Revolver software. The reason for the memory requirement is that the VM that the phantom was captured in was a greater than 2 Meg partition.
I will ftp an arc file containing this note, my 'revolver.inf' file, and the phantom-infected roll-out (it's only 250K with Revolver's compression) as 'phantom.arc' in the 'atari/new' directory of 'terminator'.
One final bit of information, my auto folder contained in order :
revolver.prg
revolver.inf
revolver.sys
poolfix3.prg
tos14fix.prg
qstauto.prg - Version 1.46
saver.prg - pyro
timeset.prg - ICD's clock setter - not resident

However, I doubt this is relevent, as I have had the phantom strike under TOS 1.0 with entirely different programs in the auto folder.

Good luck.

Calvin Yockey
University of Arkansas
cjy@uafhcx.uark.edu

3976. Re: Phantom Typist captured!

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 20:05:55 UTC
From: cjy@uafhcx.uucp
Message-ID: <4174@uafhp.uark.edu>
Source record: 241063

phantom.arc has been moved to the 'atari/unindexed' directory on 'terminator'.

Calvin Yockey
cjy@uafhcx.uark.edu

3977. Re: Publisher ST and Tos 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 21:13:15 UTC
From: austin@cs.odu.edu
Message-ID: <12389@xanth.cs.odu.edu>
Source record: 241070

In article <2381@wpg.com> frank@wpg.com (Frank Sloan) writes:
>I'm having problems getting Publisher ST from Timeworks to work
>on a Mega ST with Tos 1.4. A friend of mine tells me that the
>problem lies with Tos 1.4 and that I should seek out 1.3 roms.
>Is this true?
>
>If so, could someone please provide some suggestions on locating
>an older version of Tos? Thanks.

You would probably be better off getting hold of Timeworks to
see if there is a fix or new version available rather than replacing
your ROM chips.

--
Jason C. Austin
austin@cs.odu.edu

3978. Re: Zoo help...

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 21:19:42 UTC
From: austin@cs.odu.edu
Message-ID: <12390@xanth.cs.odu.edu>
Source record: 241072

In article <00935F86.6D0B9B40@eagle.oscs.montana.edu> ieeug292@Eagle.oscs.montana.edu writes:
>I'm fairly new onto the ftp scene, and all the zoo'd and zoo/unzoo binaries
>I've downloaded in my entire life are from Terminator. The basic problem
>I have is in such an instance as with Nethack 3.0. A zoo file 400+ K long,
>extracting into the neighborhood of 750 K, unless someone bothered to install
>a 1.44 meg 3.5" or has 2meg+ Ram (neither of which I have with a 1040st), then
>it is quite literally impossible to exract all the files.

How about store the zoo file in a large ramdisk and send the
extracted files to a empty floppy disk. With a 1040st, you should
have plenty of RAM to set up a 400K ramdisk, and if the extracted
files won't fit on a regular disk, there are programs that will use an
extended format and pack more data onto a single disk.
--
Jason C. Austin
austin@cs.odu.edu

3979. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 21:46:25 UTC
From: jdb9608@ultb.isc.rit.edu
Message-ID: <2990@ultb.isc.rit.edu>
Source record: 241086

In article <1396@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:
> So, if anyone has a SysV version of the unix window host side, let me
>(us) know...
>
>--
>David L. Newton | uunet!marque!carroll1!dnewton
>(414) 524-7343 (work) | dnewton@carroll1.cc.edu
>(414) 524-6809 (home) | 100 NE Ave, Waukesha WI 53186

I don't think `uw` is possible without job control.

Since I sometimes use it at school, I wanted to use it
on co-op, but they had various System V versions
which could not handle pseudo-terminals (`uw` needs pty's).
Without pty's, signals would not work (interupts, stops, etc)
because any SIG would go to every process you're running,
not just the ones in whatever window you're currently using.
Without the ability to create different process groups,
`uw` can't work the way it was intended.

So, a re-write of the tty device drivers and some of Un*x itself
is required for SysV, I think. Has anyone undertaken this?

--
--
J. David Beutel 11011011 jdb9608@cs.rit.edu "I am, therefore I am."

3980. Comments on N_SYSCOM.ACC

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 23:03:06 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1689@lzsc.ATT.COM>
Source record: 241064

Open letter to:
Noud van Kruysbergen
kruysbergen@hnykun53.bitnet

Re: N_SYSCOM.ACC

I have loaded and tried this program. I have three criticisms:

1. Do not clear the screen at startup. An ACC loads after other programs
in the AUTO folder and I like to see what they have to say.

2. A means to slow the display and/or log the system calls is really needed.
As it is now, there is just a blur. Pretty, but not useful.

3. Did you purposfully scramble the letters in the ASCII strings? It sure
makes simple fixes a pain.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3981. Re: Looking for harddisk backup software

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 23:07:18 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1690@lzsc.ATT.COM>
Source record: 241065

In article <3221@milton.acs.washington.edu>, ski2@milton.acs.washington.edu (Chris Kacoroski) writes:
>
> I am looking for a harddisk backup and restore program that will
> backup large files across multiple floppy disks while keeping the
> folder hierarchy intact. It would be nice if it could do file
> compression also. I am also looking for a harddisk tools package that
> would allow me to recover lost files and optimize the harddisk for
> reads or writes. I am running TOS 1.0 on a 1040ST.
>
Turtle 3.0 does most of this for you. It has a special tool to handle
large files and does a nice job saving everything.

Recovering lost files:
If this means reload from the backup, Turtle solves this easily.
If this means "oops I just removed it", NORTON PC utilities running under
PC-DITTO is real good.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

3982. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-01 23:35:47 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9005020708.AA26606@ucbvax.Berkeley.EDU>
Source record: 241083

Hi, sorry to post this question again, but here goes....

Is anyone using overscan, how easy is the mod, where are the details (In english), could a user please get in touch as I have some questions on compatibility etc.

Does anyone have any info on the German Graphics board that will give 8??*6?? pixels on a multisynch, I have seen it advertised in ST-Computer (Feb 90) and I was wondering if anyone could comment on compatibility etc. It is the one which costs 249 DM.

Thanks

Phil Woodall Woodallp@uk.ac.bham.vax1

p.s. I dont speak German, I just look at the pictures

3983. Re: Opening Modem in C/Related ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 01:07:41 UTC
From: dcrevier@jarthur.Claremont.EDU
Message-ID: <6840@jarthur.Claremont.EDU>
Source record: 241069

```
In article <46300093@uxa.cso.uiuc.edu> gwg33762@uxa.cso.uiuc.edu writes:
>
>Could someone explain:
>(1) How to open an AUX: port to the modem
>(2) Set the baud rate, etc.
>(3) Check the status (ie is a character ready to be gotten)
>
>I'm using the standard AES/VDI/BIOS/etc. routines in Mark Johnson's C but
>have only the vaguest documentation. What is the best, inexpensive source
>for information on these routines? I have heard of the ABACUS books.
>Which one (if there is one volume) contains brief but adequate coverage of all
>of the ST OS routines?
>
>On a related note, has anyone compared the power/speed of MJC with Sozobon,
>set up the GEMFAST libraries with either, and or know what the file OSBIND.H
>on terminator is??
>
>- Full of Questions,
> Garret Gengler

You don't need to do anything to open the AUX: port, it is already
open. Use Rsconf() to set the baud rate, etc. I use Laser C, so I am not
sure, but I would guess that the Mark William's C manual would have the
parameters listed. If not, send me mail, and I'll tell you what they are.

To see if there is a character ready to be gotten, use Cauxis().

To check for carrier, I use the following routine that I wrote in Laser C:

/*********************************************\
* Carrier Detect routine *
* 1 = carrier present 0 = no carrier *
\*********************************************/

carrier()
{
char *rstat;
int car;
long stack;
stack = Super(0x0L);
rstat = (char *)(0x0fffa01L);
car = 1-(*rstat & 0x02)/2;
Super(stack);
return(car);
}
```

To control DTR I use:

```
/*********************************************\
* Turns DTR on or off *
\*********************************************/

dtr(st)
char st;
{
long p;
if (st == ON)
Offgibit(0xffef);
else
Ongibit(0x10);
for(p = 1;p<80000;p++);
}
```

where you can define ON to be whatever you want.

I hope this is what you were looking for.

Dan

dcrevier@jarthur.claremont.edu

3984. Uploading to terminator

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 01:22:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990May2.012231.3516@terminator.cc.umich.edu>
Source record: 241071

Howdy folks,
Recently there has been an attempt to create an index of the files at terminator. In order to aide the indexing process in the future, please mail me whenever you upload anything, and let me know what the archive is, what it is supposed to do, who the author is, whether it is shareware or pd, any known bugs, if you like it or not, etc. This should help a lot.
Thanks and have a swell day,
Jmw

3985. 1040ST, SM124's for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 02:00:25 UTC
From: lbert359@pallas.athenanet.com
Message-ID: <339@pallas.athenanet.com>
Source record: 241079
Cross-posted to: misc.forsale,comp.sys.atari.st

One used Atari 1040ST, excellent condition, $450.
Two *brand new, never been out of the box* SM124 monochrome monitors, $90 each.
One slightly used SM124 monochrome monitor, $70.

You pay for shipping.

--
+ Lee Bertagnolli + Voice: (217) 544-0270 +
+ Athenanet, Inc. + Data: (217) 525-9019 +
+ 630 South Pasfield + UUCP: {uunet}!pallas!lbert359 +
+ Springfield, Illinois 62701 + Internet: lbert359@pallas.athenanet.com +

3986. Extra memory with PCDITTO2

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 04:15:38 UTC
From: marshall@uqcspe.cs.uq.oz.au
Message-ID: <3465@moondance.cs.uq.oz.au>
Source record: 241074

After much sweat, many tears, a burn-out on the 5V track of the connector board, and the help of an electronics technician, PCDITTO2 has been installed on my 1040ST + TOS1.0 :-(. It works very well (except that it can't get the date fron the ST).
Question: If I upgrade my ST to 2.5Mbytes, will PCDITTO2 be able to use the extra memory?

Internet/CSnet: marshall@uqcspe.cs.uq.oz.au || Dept.of Computer Science
JANET: marshall%uqcspe.cs.uq.oz.au@uk.ac.ukc || University of Queensland
EAN: marshall@uqcspe.cs.uq.oz.au || St Lucia, Queensland 4067
Bitnet:marshall%uqcspe.cs.uq.oz.au@uunet.uu.net || Australia
UUCP: uunet!munnari!uqcspe.cs.uq.oz.au!marshall || ph:+61 7 377 2909
JUNET: marshall@uqcspe.cs.uq.oz.au || fax:+61 7 371 0783

3987. Re: DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 04:20:04 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1068@uhnix2.uh.edu>
Source record: 241076

Gerry Greenberg asks : Should the manual for DC DESKTOP state QUICK ST 1.8 instead of TurboST 1.8. The answer is yes and no. Yes, QUICK ST 1.8 will effectively disable DC DESKTOP, but the newer version QUICK ST 2.0 has been specifically designed to work with DC DESKTOP, and vice versa, DC DESKTOP has been designed to work especially well with QUICK ST 2.0. For those of you that have not updated, I highly recommend it.

As for the demo on the disk, it is version 2.0 demo, not 1.8.

Later, Lawrence Kelley asks: How much memory does it consume?

Answer is: In minimal configuration, between 40-50K. Maximum configuration, without going overboard, and without having a printer spooler, about 90K. Other modules, which can be run from the desktop or installed from the AUTO folder are not included in this figure.

The beauty of the system is that it is modular, and any feature you don't need or desire, doesn't have to be installed.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

3988. Re: Uploading to terminator

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 04:31:47 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990May2.043147.1802@ux1.cso.uiuc.edu>
Source record: 241073

```
Last call for blurbs on any PD/Shareware programs you wrote/used. I am
compiling this weekend and graduating the next, so get 'em in.

-- Greg
```

3989. Re: X Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 07:16:16 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2129@laura.UUCP>
Source record: 241075

In article <2362@bdt.UUCP>, H_KIM@bdt.UUCP writes:
|>You can get a X window to TT from X/Software in Germany. It's a commercial
|>product though and I don't think they are willing to give a way the source
|>code...

Not quite. Atari Germany has taken over distribution of X/ST/windows,
the X server, for the ST. They just stated it would be available in June
1990 in system special shops.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3990. Re: uuencode format wanted

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 07:38:00 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2130@laura.UUCP>
Source record: 241078

In article <39.263c8332@brb.isnet.inmos.co.uk>,
gary@brb.isnet.inmos.co.uk writes:
|>The point of this post: could somebody please Email me the details of
|>the uuencode format, or possibly any (short) source code (in C) which
|>would help me understand how to decypher these files. I have an idea
|>that the first character indicates in some way the length of the line
|>of text that follows(?).

Get the source code for uud (a better uudecode) and uue (a better
uuencode) from the panarthea archive server!

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

3991. Re: ST Magazines anyone???

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 07:40:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29519@cup.portal.com>
Source record: 241088

Chris Mauritz asked about where to obtain ST magazines...

Anyone who would like to see a sample copy of the Atari Interface Magazine should call (313) 973-8825 and ask the delightful little voice that answers for a free issue.

AIM is a full featured magazine that serves as the combined newsletter for over 40 Atari users' groups in the USA, and is also available in computer stores nationwide.

BobR

3992. Re: Fortran Standard?

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 08:46:13 UTC
From: Chris.Forker@newcastle.ac.uk
Message-ID: <1990May2.084613.26997@newcastle.ac.uk>
Source record: 241085

In article <46300091@uxa.cso.uiuc.edu> gwg33762@uxa.cso.uiuc.edu writes:
>
>Does anyone know: (1) If there is a standard (unix) for Fortran?
> (2) If there is an ST compiler which compiles unix fortran?
>
>Garret Gengler
>
What do you mean by Unix Fortran ??

There is an ISO Fortran standard called Fortran77. In my
experience most Fortran compilers on Unix machines have a close
conformance to this standard.

My knowledge of Fortran compilers for the ST is limited to Prospero's
Fortran77 compiler which is a fully ISO validated. I have experienced no
problems,(when programming within the standard) moving code to and
form my Sun at work.

I think there is another compiler for the ST but cannot remember any
details.

Hope this helps

Chris...

+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=-+
mail: Chris.Forker@newcastle.ac.uk	Dept. Marine Technology
voice: +44 91 2226000 X 6750	Newcastle University
fax: +44 91 2611182	Newcastle upon Tyne
	NE1 7RU ENGLAND
+-=--=--=--=--=--=--=--=--=--=--=--=--+--=--=--=--=--=--=--=--=--=--=--=-+

3993. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 10:24:36 UTC
From: M.A.Holloway@SYSE.SALFORD.AC.UK
Message-ID: <.2.May.90.11
Source record: 241207

Over Easter I attempted to write a mouse pointer animator. I came
across two problems which I hope someone can help me on. Firstly, if I took
the mouse pointer up to the menu bar and started moving it about frantically
from one menu to the next, weird bit patterns replaced some menu entries.
Secondly, when the text window scrolled it left "mouse droppings", ie the
mouse sprite was scrolled up with the text and thus not wiped out by UNDRAW
SPRITE.
At first I thought (2) was a trivial problem, accounted for by my own short-
sightedness (it still may be so, please tell me!). My program was wiping out
the old frame and drawing the new one without knowing if the application was
scrolling or whatever. Now the mouse handler in the VBL queue tests two
conditions before it redraws the mouse:- the byte at $2847 (in my system)
and bit 0 of $2846. As far as I can tell the bit flag is a "has the mouse
moved since the routine last checked it?" and $2847 is a "don't do a redraw
as the o/s is transforming the mouse sprite etc". Is this so? Do
applications set the byte @ $2847 (or L-A variable base - 339) to non-zero
if they want to disable the mouse?
To eliminate the problem I tried testing $2847 and only redrawing if
it was zero, but this failed, why?
On the subject of documentation of the system:Dissassembling the ROM
might well give you a little knowledge, and this CAN be "dangerous", as one
can find out half of what a system variable is and assume that s/he knows the
whole story of it's uses=> incompatibility with some programs. Atari could
prevent this by providing the official documentation reasonably priced.
Atari would be the overall winner:-more money (I'm sure Abacus have made money
on their incomplete and sometimes inaccurate BUT AVAILABLE system books) and
more programmers who can find out cheaply how to program "legally"
(the little guys who write for PD/shareware are just as
important as the software houses which can afford the developers package).

Marc H.

3994. Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 10:48:59 UTC
From: MALCOLM@tower-vax.city-poly.ac.UK
Message-ID: <9005030701.AA17821@ucbvax.Berkeley.EDU>
Source record: 241208

I have an Atari Megafile hard drive which I want to use with a non-Atari system equipped with a SCSI interface. Since my knowledge of the hardware technicalities of hard disks is fairly scant, I'm going to air my ignorance here in the hope that I can learn something.

The drive is a Megafile 30, using a Seagate ST238R. The controller board is rev 2.1 and is labelled 'RLL with SSI'.

1. RLL is a means of formatting a disk to obtain more space at a slight time penalty, isn't it? Is it a modulation technique (like MFM)? Can it be used with any drive?

2. My understanding is that a hard drive for the Atari ST needs three things: a host adaptor (which converts the ST DMA interface to SCSI), a disk controller card (various Omti and Adaptec part numbers are bandied about), and the drive itself. The controller card can be omitted when the drive has embedded SCSI. If I've got this right, it seems that the 'controller' board in the Megafile combines the first two functions. I'll need to bypass the host adaptor part. Any tips?

3. 30MB isn't much, and the ST238R isn't fast, so at some point in the future I'll probably want to swap it for a bigger/faster unit (or add a second drive). What will I need to know when choosing which drive to buy?

4. Am I wasting my time? Would it be cheaper to sell the Megafile intact and buy a drive with embedded SCSI? (I already have various PSUs lying around).

Thanks in advance,
Malcolm

--
Malcolm Ray
City of London Poly Computer Service, 100 The Minories, London EC3N 1JY ENGLAND
JANET: M.Ray@uk.ac.clp
Internet/BitNet/EARN: M.Ray@clp.ac.uk
uucp: ...!ukc!clp.ac.uk!M.Ray

3995. DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 10:55:08 UTC
From: GHGADE5@BLEKUL11.BITNET
Message-ID: <2May1990105837149@BLEKUL11.BITNET>
Source record: 241084

Could one please re-sent the DCDESK demo part 01/05. We missed it, and our postings are removed quite fast, I'm afraid. You can always send it straight to me.

Kris Van Hees,
GHGADMO at BLEKUL11 (BITNET).

3996. STE investigation/ docs discussion [large!]

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 11:34:00 UTC
From: J.Derrick@newcastle.ac.uk
Message-ID: <1990May2.113400.1884@newcastle.ac.uk>
Source record: 241098

[this message is a bit big- contains some discussion then my STE hardware findings]

Whew! I've been away from the net for a bit due to work and machine problems, so I've only just caught up with the discussion about the STE and documentation for its new features. Here's my opinions:

- I agree totally with Allan Pratt that blindly dissasembling the ROMS and using what you find blatently will result in hack code that is very likely to be incompatible with anything apart from the machine it came from [remember all the 1.09 stuff]. I therefore never intend to pass on shaky information such as ROM vectors [very likely to change], and TOS specifics [where I just don't know enough to comment]. I also don't want to wander into a copyright minefield.

- I also agree totally that what is needed is *official data*. I would dearly love to become a developer and burn my copy of INTERNALS. Unfortunately I can't. [note I'm under Atari UK, not America]. To give credit where its due, over there Atari appears to be improving its support to earn its cash more. However, in the UK it costs 300 pounds [$500] to become a developer. I'm a student- that represents my grant for a whole term! It would take Devpac 2 and Lattice C v5 to be bundled before I could even begin to justify that sort of cost for support- all I really need is docs, I'm not a company!

- I received 6 A4 sheets extra manual with my STE. I think that is unreasonable considering the changes from the ST. Okay, I got it for a bargain 260 pounds pre-release [$400]- I don't know the current situation, but there are _NO_ other docs avaliable. No Atari stuff, no third party stuff yet. I have been forced to hack. I am a software engineering student- I hate hacking; I want accurate docs, not hearsay. My thanks go to Mathew Lodge who has done a great deal to spread 'good', 'accurate' information. My pleas go to Atari for docs only, say <100 pounds [$160]- I can afford that, and still should be profitable for you.

- Thanks are due to Allan Pratt for keeping up with these discssions and replying from an 'insiders' viewpoint [I hope that says what I mean]. Due to differing intrests your messages are some of the most debated, but I hope this is taken as a complement. Your time and opinions are definately valued here.

With these topics firmly in mind, and armed with Mathew Lodge's posting I've updated my findings, and include them here. Thanks to all who wrote and expressed an intrest- sorry for the delay- troff'ing a thesis/exams and system problems are keeping me busy!

I also have a _very_ simple test prog which displays the port values, which if I can work out how/get time may get posted to binaries.

--------------------------------axe murder here--------------------------------

STE Joysticks/ROM

Please note this information is largely derived from my own findings, and is not backed up with hard Atari fact. I accept no responsibility for errors or omissions, and give the warning that serious damage could result from experimentation. Please don't blame me if your STE shorts out and expires! All details could be fatally flawed and subject to change in the future causing compatibility problems- please use only for personal experimentation and not full program devlopment. I include specifics for general information only. My opinions of disclaimers are my own.

The only data Atari gives for the new connectors is the plug signals contained in the single sheet STE addendum, thus my only way forward was to look in the ROM.

Looking at the system variable _sysbase [$4F2.L], the STE rom appears to have moved down to $E00000, which is bourne out by the exception vectors. My dissasembler would not look at this area, so I wrote a 68K routine to go into supervisor mode and dump the memory to disk. This uses GEMDOS Fwrite to save the rom a long word at a time. This is very inefficient, but it didn't like saving large chunks [I'm new to 68K on the STE, so there's doubtlessly a better way].

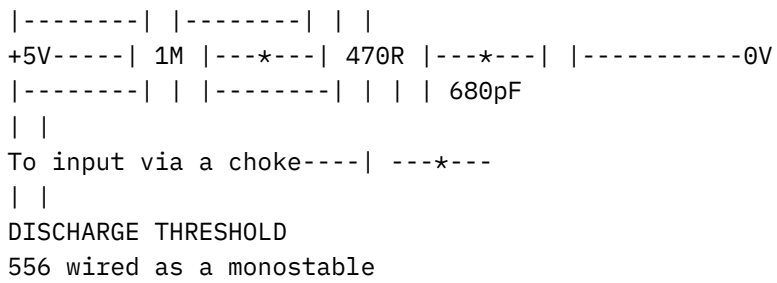
From this, the rom data lies in the range $E00000-$E31B48. My UK TOS 1.6 is on 2 EPROMS, both apparently 27C010-250, with the upper space empty. Looking through the code, it resembles the dissasembly in ST Internals, but with many improvements and additions for the new hardware.

The BIOS and XBIOS trap handlers appear much the same as before, but there seems to be an extra XBIOS call $40. This seems to look at $FF8A00, and check for a bus error. Its purpose is unknown.

Going through the initialsation stuff, the code is also mostly as before. Memory clearence is now faster, with a few extra writes in the loop. To support the new hardware, code has been added, notably around $E002C4. The DMA sound is initialised [$FF8900] and the tone control acessed via the microwire bus [$FF8922,4]. There seem to be a number of new system variables, for instanve look at $980 onwards. These locations come complete with text names: _VDO, _MCH, SND, _SWI. _SND is set up according to $FF9200, which after a bit of experimentation turned out to be the new joystick ports. Again this is for information only- their pupose is unknown.

Inside the STE, the joystick ports are 3 74LS244 octal buffers, 1 74LS373 octal latch, and 2 NE556 dual timers. From the addendum, the ports give 4 switched sticks and 2 analog proportional sticks, or 4 paddles. I can't wait for the flight simulators complete with a proper yoke, although things like temperature measurement should be posible [watch this space!].

The timers form a simple ADC, wired as a monostable and connected to the new GLUE chip [? this is a bit uncertain without data]. They seem to be a voltage to frequency converter. I traced this much:



By varying the input, the duration of the timers pulse can be altered. If this was measured by a counter after a RESET or TRIGGER, the position of the stick could be determined. From Matthew Lodge's data they end up as a byte value in the following locations:

Paddle 0X $FF9211 [all byte values]
Paddle 0Y $FF9213
Paddle 1X $FF9215
Paddle 1Y $FF9217

After some experimentation, their detail is still sketchy. They float unconnected at around $80 [half range?] suggesting 0-255. Using a 100k pot connected to +5 and 0V varying the input voltage, strange results are obtained. From 5V to about 3.5V the value rises from around $05-$40. Below this the ports are not updated and contain garbage. Around this point the pot DC voltage mysteriously goes low- try a scope to see the 555 oscillations?

By using current drive instead of voltage [connect a pot between +5V and the input] more meaningful results are gained. With a 100K pot the value varied in a log manner $05-$15. With the right value pot this may be the correct usage. Anyone have paddles for a CBM64 or 8bit Atari to look back and check?

The digital standard stick inputs are a little simpler. Four sets of FIRE, UP, DOWN, LEFT, RIGHT give 20 lines. These are arranged as 12 inputs and 8 bidirectional lines. Matthew Lodge suggests all lines are bidirectional, but this may be misleading- the chips suggest 24 inputs and 8 outputs, which fits with what I have found. This arrangement allows far more than just a simple switched joystick to be connected- 6 inputs, 4 outputs and 2 analogue lines per connector.

A quick note on the plug: the STE uses a special D connector, with 15 lines encased in a standard 9-way sized shell. These are fairly new, but a few firms list them [check stocks though- try Electrovalue (0784) 433603, part no. DP15HD, or Verospeed (UK firms)]. You want a 15 way high-density male D-plug and a standard 9-way hood [optional cover]. Unfortunately the case design means that the side lugs need to be hacksawed off to fit- solder the sawed plug housing together, and glue/file the hood to shape [try it- you'll understand!].

Solid core wire will fit the holes for experimentation, but use thin stuff to avoid damaging the sockets. This method is also prone to shorts and errors!

The ports appear to be arranged as follows:

```
$FF9201 [READ] $FF9202 [READ] $FF9203 [R/W]
-------------- -------------- -------------
B0 - FIRE 0 B0 - RT 2 B0 - RT 0
B1 - FIRE 2 B1 - LT 2 B1 - LT 0
B1 - FIRE 1 B2 - DN 2 B2 - DN 0
B3 - FIRE 3 B3 - UP 2 B3 - UP 0
B4 - ? B4 - RT 3 B4 - RT 1
B5 - ? B5 - LT 3 B5 - LT 1
B6 - ? B6 - DN 3 B6 - DN 1
B7 - ? B7 - UP 3 B7 - UP 1
```

$FF9203 can be read as the other ports, but if it is written to, the '373 latch kicks in to action, and those 8 connections become outputs. If a read is subsequently performed, the lines become inputs again, although it may take 2 tries to get valid data from the port [the first reads the output states, then switches them to inputs for the next attempt].

I have not tried fitting a light pen/gun, but the input seems to be FIRE0. A logic pulser applied here alters the position registers at $FF9220 and $F9222. I've used a photodiode and amp or a sweet spot device [all in one] for other machines [BBC micro & CBM64] so this may be the correct method. Dig up those old video game light guns! [Make certain you know what you are doing though- they will require hardware mods!]

If you take the STE apart, be wary of the SIMMS- mine died with vertical lines on the screen due to a bank of RAM loosening after flexing the board. A bit of gentle pressure on all the socketed compolents fixed things, with an almighty sigh of relief! This also caused a problem when upgrading to 1M. Cut thin pieces of cardboard to fit in the keyboard side of the SIMM holders to gently push them forward and prevent wobbles [any one remember the ZX81 (TIMEX 1000)!] Also REMEMBER TO TAKE STATIC PRECAUTIONS. If you don't know what/why don't do it!

On the whole the STE seems very well designed, and a definate credit to ATARI. I like the hardware [the colours and the new ports are well designed], and the new TOS seems to have a few extras in addition to the obvious [I love the left mouse button for scrolling up text]. What a pity the documentation isn't out yet.

Yes, I know my STE is pre-relese [260, proposed relese price 399], but I'm dying for some data, and just can't afford 300 pounds to become a developer. Are there any _good_ books out there? [what are the Compute series like?] I'd kill for a circuit diagram! Mathew Lodge has done a great job publishing what he can, dispelling a few rumours, and helping STE programmers be more accurate.

Share and Enjoy,

James Derrick.

J.Derrick@uk.ac.newcastle
[Bugged .sig follows!]
| James Derrick |

| Pt III Microelectronics & Software Engineering 'Don't Panic: |
| University Of Newcastle Upon Tyne Computers can |
| smell panic!' |

3997. Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 12:09:32 UTC
From: joep@tnosoes.UUCP
Message-ID: <1149@tnosoes.UUCP>
Source record: 241087

From: gnu.announce:

> I am happy to announce the availibility of GNU Smalltalk, version 1.0.

> ...GNU Smalltalk is a reasonably complete
> implementation of the Smalltalk-80 language defined in ...
> ..and was even recently ported to an Atari ST. ...

Has somebody already seen this smalltalk on a ST???

==
Joep Mathijssen
TNO Institute for Perception
P.O. Box 23 Phone : +31 34 63 562 11
3769 ZG Soesterberg E-mail: tnosoes!joep@mcvax.cwi.nl
The Netherlands or: uunet!mcvax!tnosoes!joep
==

3998. Re: Fortran Standard?

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 13:00:17 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May2.130017.575@cs.dal.ca>
Source record: 241090

In article <46300091@uxa.cso.uiuc.edu> gwg33762@uxa.cso.uiuc.edu writes:
>
>Does anyone know: (1) If there is a standard (unix) for Fortran?
> (2) If there is an ST compiler which compiles unix fortran?

I'm not sure what gwg means by a Unix standard, but Fortran-77 is described by a standard document ANSI X3.9-1978. Unix f77 includes some extensions as documented in a 1978 paper by Feldman & Weinberger. Since f77 is closely linked to C, non-Unix compilers generally do not share the C-like extensions.

Both the Absoft and Prospero compilers appear to be full Fortran-77 implementations.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

3999. Re: What about the Pittsburgh Show?

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 13:02:41 UTC
From: nelson@cygnus.Kodak.COM
Message-ID: <1195@eastman.UUCP>
Source record: 241089

I was not at the Pittsburg show, since I was pretty busy with the meeting we had here in Rochester the same weekend. When I called Bob Brodie yesterday, he said I ought to read the string on GEnie regarding PACE show. As much as I'd like to "reprint" many of the messages following Bob's (included below), I don't think GEnie would be too happy (I'm not even sure if I'm supposed to include this one :-).

>>> Please note that the "group in question" in paragraph 1 is NOT PACE. <<<

Bruce Nelson President, Atari Computer Owners of Rochester (ACORN)

Category 11, Topic 11
Message 95 Mon Apr 30, 1990
BOB-BRODIE [Atari Corp.] at 19:21 EDT

Jeff,

The group in question did not have a booth. They did have members present at the show, I am told. What was incredible was the blatant way they discussed their practices *RIGHT IN FRONT OF THE DEVELOPERS*!!!!! They had an obvious affect on the sales of software at this show. GRIBNIF sold about 1/10th of what they usually do. An example: someone bought a new paint program at the show from one of the software companies. About 45 minutes after making the purchase, he brought it back, requesting his money back. The vendor was surprised, as he gave an excellent price on the product, and it was still shrink wrapped. The explanation was that he wanted to return it because "his friend knew where he could get one for free."

As far a future show for that area, good luck. I can't go to Atari and recommend that we go back to that area. Word reached me before I got to the show about what was going on, and I was angry when I got there. Angry because this developers are my personal friends, angry because there are complaints about Atari not having a dealer (and now we know why!), and angry that the people at the show would be so cavalier in their attitude toward the developers.

We all have to fight this type of activity any way we can. Here's what I did: I had gotten approved a very nice selection of door prizes for this show, a MegaFile 60, six sets of TOS 1.4, Gaunlet for the Lynx, Airball for the eight bit, AtariWriter 80 and an XEP-80. Quite similar to what I did for the MidWest Swapfest, except it was a 60 Meg HD instead of a 44 Meg removable. When I heard what was going on in that show, I decided to return all of the prizes to Sunnyvale. It is a shame, as perhaps some legitimate user might have won a nice door prize. But from what I saw, we just would have helped the wrong people out. So, all of the product came home with me, over $1000 worth of doorprizes. I'm not going to go to Atari and ask them to support a

group/show that doesn't support the developers and dealers that show up to support them. It just isn't right.

BTW, I was in Rochester the day before, and I did give away everything to them that I planned to. They got the same prizes that I had planned to give at the PACE Show.

4000. FAT problems gone

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 13:45:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9005021247.AA02075@Sunburn.Stanford.EDU>
Source record: 241212

The problems I described a while ago with a mega 2 with dutch TOS 1.4 ROMs
which did not treat the FAT sectors correctly are solved.

- The ROMs were exchanged with UK 1.4 ROMs (which are available in Holland!!).
- Both the DMA and the MMU chip were exchanged.

I don't know what solved the problem.

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==

4001. pinhed16

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 13:49:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9005021251.AA02082@Sunburn.Stanford.EDU>
Source record: 241211

I found pinhed16 on a local server, without any doc file.

I would like to know what changed between versions 1.3 and 1.6.
(I know 1.4 did some strange things to fastload itself, but I never
got that one running).

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==

4002. Signum, gemini and AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 13:51:00 UTC
From: MFAGKCHR@HMARL5.BITNET
Message-ID: <9005021253.AA02093@Sunburn.Stanford.EDU>
Source record: 241214

Is it possible to run Signum2! from gemini with (AMC)GDOS active?

I keep getting invalid handle errors.

==
Dept. of Occup. & Chris Evelo
Environm. Health MFAGKCHR@HMARL5 (BITNET)
and Toxicology.
University of Limburg Tel: 31-43-888635
P.O. Box 616 Fax: 31-43-436080
6200 MD Maastricht
The Netherlands
==

4003. Re: GCC 137 Help

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 14:17:22 UTC
From: asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL
Message-ID: <9005030703.AA18191@ucbvax.Berkeley.EDU>
Source record: 241213

Thomas, thanks for the pointers on concatenating the zoo files. I would have never guessed that one.

Mark

4004. QUestions, questions questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 15:05:47 UTC
From: ins_bac@jhunix.HCF.JHU.EDU
Message-ID: <5122@jhunix.HCF.JHU.EDU>
Source record: 241091

I have a few questions that hopefully people here can answer.

1) Does anybody know the status of the 68030 board being prototyped
by Jim Allen and Dave Small. Ok if you do know, what exactly is the status
of it? Will it be in the market at a reasonable price?? I know he is
bringing it to the Boston Atari User Group Meeting at MIT on May 8th.

2) I guess I'm a sucker for rumors, but what are the details about Atari
Germany DEMANDING the TT or action on the TT. From what I have heard there
already is a publication in Germany about to start dedicated to the TT.

3) Why does Atari really hurt their dealers by selling them Lynx's at >160
dollars when Sears is selling them at 159.00

4) Does anybody know if its possible to purchase a 4 meg STe in the United States

5) Has Wordup 3.0 arrived yet????

thanks to all
-Ajay

4005. Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 15:06:57 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <3140@rodan.acs.syr.edu>
Source record: 241092

Has anyone out there managed to mix Mark Williams C and assembly code? If so, what assembler was used? If MWC wont let you do it (I've heard rumors to this effect) is there another C compiler that WILL let you?? Please email responses and I'll summarize to the net.

Thanks a lot

Ron DiNapoli
Applied Logic Systems, Inc

ron%als.com@logiclab.cis.syr.edu
dinapoli@sunrise.acs.syr.edu
dinapoli@rodan.acs.syr.edu

4006. New FTP'er

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 16:13:59 UTC
From: stata@hplabsb.HP.COM
Message-ID: <5712@hplabsb.HP.COM>
Source record: 241093

I'm new to this list and noticed a few FTP sites mentioned (e.g., terminator?). What are their full names? What are their Internet addresses?

What is the "zoo" format? How can I get zoo/unzoo programs?

Regards,
Raymie Stata
stata%cello@hplabs.hp.com

4007. Fortran standards

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 16:59:28 UTC
From: R.D.Chafer@sysc.salford.ac.UK
Message-ID: <.2.May.90.17
Source record: 241216

```
>Date: 30 Apr 90 17:44:00 GMT
>From: swrinde!zaphod.mps.ohio-state.edu!brutus.cs.uiuc.edu!ux1.cso.uiuc.edu!ux1.cso.uiuc.
edu!uxa.cso.uiuc.edu!gwg33762@ucsd.edu
>Subject: Fortran Standard?
>Message-ID: <46300091@uxa.cso.uiuc.edu>
>
>Does anyone know: (1) If there is a standard (unix) for Fortran?
> (2) If there is an ST compiler which compiles unix fortran?
>
>Garret Gengler

The current standard is the ANSI Fortran 77 version. The document describing
this is ANSI X3.9-1978. This is NOT a standard for Unix but a standard for
everyone. Unix compilers *should* follow this standard. The Prospero compiler
for the ST may be Fortran 77 compilant, if not it should be quite close.

There is a new ANSI standard called Fortran 90 (ANSI X3J3) which is not quite
out yet. This is the result of a *large* amount of work and is much larger than
Fortran 77. There are no compilers for Fortran 90 at present.

Robert Chafer

==========================================================================
From: Robert Chafer

FTN77 Compiler Group
Computing Centre Telephone: +44 61 745 5678
University of Salford, Fax: +44 61 745 5666
Salford M5 4WT
United Kingdom

E-mail:
JANET: chafer @ uk.ac.salford.sysc
ARPANET: chafer%uk.ac.salford.sysc @ nss.cs.ucl.ac.uk
BITNET: chafer%uk.ac.salford.sysc @ uk.ac
or chafer%uk.ac.salford.sysc%ukacrl.bitnet @ cunyvm.cuny.edu
```

4008. Difference in ST & MSDOS Disk Format

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 17:52:18 UTC
From: iadt3tb@prism.gatech.EDU
Message-ID: <8818@hydra.gatech.EDU>
Source record: 241095

So what is the critical difference between Atari and IBM boot records?
Where (what bytes) is the serial number that Atari puts on the disk and
what is the correct format for it? What is not in the Atari boot sector
that is required for MSDOS to be able to read and write to the disk
successfully?
Does anyone have a text file containing this and other associated information
that they can send me (or tell me where I can get it via FTP)?
Thanks for any and all help and pointers.

Terry

T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185
--
T. Terrell Banks uucp: { 'insert a backbone name here' }!gatech!prism!iadt3tb
Georgia Insitute of Technology - I.S.A. Internet: iadt3tb@prism.gatech.edu
190 Third Street NW Bitnet : iadt3tb@gitvm1
Atlanta, Georgia 30332-0185

4009. Re: Phantom Typist and Atari's Responsibility

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 18:10:23 UTC
From: dag@persoft.com
Message-ID: <1990May2.181023.7693@persoft.com>
Source record: 241201

I have not seen the Phantom Typist(tm) recently, but the circumstances surrounding the times that I have seen this phenominon along with assertions that this has manifested itself while Spectre is running lead me to the conclusion that the problem lies not in TOS but in the IKBD firmware and the protocol which communicates between the two subsystems (the motherboard and the IKBD).

Locator, joystick and keyboard messages all pass from the keyboard processor to the CPU using a protocol which is prone to problems if the CPU loses any characters due to interrupt latency problems. If a single character is lost from a mouse packet, the next byte sent by the ikbd is interpreted as the last byte of the mouse packet. If that byte was the first byte of another mouse packet, the remainder of the packet is likely to be treated as a sequence of odd keypresses (depending on the values in the bytes.) I've seen this happen where a stream of some character started comming from the keyboard because some mouse packet characters were treated as key-down events and no corresponding key-up event was detected. (Auto-repeat is done in software.)

I've not gone back and looked at the TOS handling of key rollover, but this may be the cause of part of the problem. This is the TOS/Application side of the protocol.

On the IKBD firmware side, I've seen problems occur where a circular buffer full or overflow condition causes some very odd behavior in emptying the buffer, ie. the condition is never properly cleared and the buffer handling code keeps looping through the buffer sending nulls (or garbage) plus one new character per loop through the buffer. The folks at Atari may wish to look into the ikbd firmware and verify the buffering strategy (if any) therein.

Daniel A. Glasser

--
Daniel A. Glasser | Persoft, Inc. | dag@persoft.com (if it works yet)
"Their brains were small, and they died."

4010. Re: GCC-137 Zoo files

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 18:21:47 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11899@stag.math.lsa.umich.edu>
Source record: 241094

In article <9005020704.AA26393@ucbvax.Berkeley.EDU> asqb-sep-a@HUACHUCA-EMH2.ARMY.MIL (ASQB-SEP-A HQ USAISEC) writes:
>I tried ftping gcc-137.zoo01 through gcc-137.zoo13 from terminator. I used
>BINARY mode from an Intel320 acting as a DDN node on MILNET.

>I then downloaded them from the Intel to my ST. 01 unzooed OK until it hit
>tm_m68k and then it gave me a corrupt header in file and quit. When I list all
>the others (02 - 13) I get bad archive error messages and can't even see what's
>inside these files.

You should also get the README file in the Gnu directories. As explained there, the files 1-13 are not independent zoo archives, but parts of a single archive. It's split to make it easier to transfer (so if your transfer dies, you don't need to grab the whole multi-megabyte file again, you just need to get the specific parts that got messed up.) To extract the files, you need to concatenate all the parts together, and run zoo on the combination.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4011. Fading SM124 inverse video

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 18:29:20 UTC
From: idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK
Message-ID: <9005021929.a001575@nabla.electrical-engineering.umist.ac.uk>
Source record: 241217

My thanks to those who replied to my posting on the subject of dimming SM124 white characters on black background; It appears lots of people have had this problem but no one knows the solution. Suprisingly, Atari UK claim to know nothing of this 'feature' of their monitor. The phenomenon seems limited to 'heavy' SM124 models that use a large mains transformer, later versions using a light switched mode PSU are not affected, neither are SM125 monitors. A service man (Charles) fom Silica shop seemed more helpful, and said he would investigate the problem if he could reproduce it on his SM124. Since the Germans seem to be the best ST hardware hackers around perhaps a German reader of this BBS may have read of this and be able to shed light on the topic.

4012. Re: Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 18:31:09 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11900@stag.math.lsa.umich.edu>
Source record: 241096

In article <3140@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>Has anyone out there managed to mix Mark Williams C and assembly code? If so,
>what assembler was used? If MWC wont let you do it (I've heard rumors to
>this effect) is there another C compiler that WILL let you?? Please email
>responses and I'll summarize to the net.

This isn't exactly the clearest of questions. The Mark Williams package comes with an assembler, what else do you need? The entire Mark Williams software suite is pretty closely modeled after a Unix programming environment, and all the tools reflect that orientation. In particular, the object file format used by their compiler, assembler, and linker is a proprietary format, and not what you get out of the DRI assembler. Also, the syntax used in the assembler is pretty much the same as you'll see on a Unix system.

If what you're really asking is "does MWC let you use inline assembly code in your C source files" the answer is no. But it's a simple matter to pull out the inline code and assemble it separately using their assembler.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4013. Re: DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 19:34:38 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <2848@isc-br.ISC-BR.COM>
Source record: 241097

I ran the DCdesktop demo last night. I didn't have time to give it a complete workout. However, I noticed that TurboST clobbers it when it attempts to load. Maybe I have an old version.

Anybody know if it Will run okay with the latest version?

Shalom, lawrence

4014. Supercharger problems

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 20:28:04 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3308@calvin.cs.mcgill.ca>
Source record: 241099

Here is a sequel to my original article, now that I have a bit more
information. It is basically a point-by-point breakdown of my
impressions on the package.

Problems:

1] Hercules graphics mode is a little screwy.
I try it on my mono monitor and about one inch of the screen's image
is cut off at the right of the screen. If anyone else experiences
this, send me mail. I am really concerned about this bug.

CGA works fine, so I can still do graphics on most programs,
such as WP with its equation editor.

2] The built-in font is not very pretty. They should've just used the
system font.

3] The power cord which plugs into the joystick is a stupid idea. I bought
a transformer. Which is required for STs with more than 1 mb of memory
(and since I have one, I had no choice).

4] The Supra Clock reader program (and others, so I am told) will bomb
while running unless the reset button on the Supercharger is held down.
This means that supra users can't re-enter into IBM mode unless
they disable the clock., because the hotkey which exits
out of ms-dos mode reboots the ST.
This also means that the reset key must be held
down every time you boot up the ST (if you want the clock) which
is also a pain.

5] Print spoolers interfere with the MS-Dos printing, so these must
be disabled before running supercharger.

good points :

1] Factory setup of software and hardware automatically scans for all
physical and logical drives, and installs them for you, and the
ibm's clock is set to the same time as the ST's clock.

2] ST disks can be read without any problems. The ST's mouse can emulate
an MS - Mouse.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

4015. GCC-137 Zoo files / hints on installing gcc

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 21:02:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"90-05-02-14:02:05.19*UI0T"@DKAUNI2.BITNET>
Source record: 241210

ASQB-SEP-A HQ USAISEC <asqb-sep-a@huachuca-emh2.army.mil> wrote:
>
> I tried ftping gcc-137.zoo01 through gcc-137.zoo13 from terminator. I used
> BINARY mode from an Intel320 acting as a DDN node on MILNET.
>
> I then downloaded them from the Intel to my ST. 01 unzooed OK until it hit
> tm_m68k and then it gave me a corrupt header in file and quit. When I list al
l
> the others (02 - 13) I get bad archive error messages and can't even see what'
s
> inside these files.
>
> Has anyone else experienced difficulty with these or is it just my host? All
> the files came through with the corre.

>
> I've tried zoo on the ST and also a PC at work although the PC version is only
> 1.31.

You have to concatenate those files to form ONE SINGLE zoo file
first, then un-zoo them. They are just split into (otherwise
meaningless) pieces. To completely install gcc, you also have to
ftp some files from terminator (such as include.zoo etc.).

BTW : take care what zoo makes out of your filenames. I spent a
couple of hours trying to figure out why my hello.c program would not
compile, until I found that the zoo version I use transfers hyphens
in filenames into underscores while unpacking, so gcc was looking for
gcc-cpp.ttp instead of gcc_cpp.ttp which I had on my disk...

Also make sure that handle 2 is directed to the screen, otherwise you
are going to be very confused when compilation of a program aborts
without error messages appear (at least I was). In Mupfel/Gemini, the
best way of doing so is to include the line

set errorfile con:

in MUPFEL.MUP .

>
> Thanks for any help - I hate to have to FTP them again.
>
> Mark Rhyner
> asqb-sep-a@huachuca-emh2.army.mil or
> mrhyner%sed@huachuca-emh2.army.mil

Thomas Koenig
UI0T@DKAUNI2.BITNET
UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE

4016. Re: DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 21:03:27 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1069@uhnix2.uh.edu>
Source record: 241202

Turbo ST 1.8 is definitely incompatible with the demo.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Support BBS: (713)944-0108 | SHADOW | DC FORMATTER | DC UTILITIES | and others

4017. Looking for John Hutchinson, author of Crossword Creator

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 21:10:14 UTC
From: taylor@limbo.Intuitive.Com
Message-ID: <723@limbo.Intuitive.Com>
Source record: 241100

In the most recent issue of START magazine (June 1990), there's an article (and presumably on disk a program) from John Hutchinson that assists users in creating crossword puzzles. I would like to get in touch with Mr. Hutchinson to talk about his software, but calling the magazine has not proven to be of much use...

If there is anyone out there who receives START, can you please look on the disk and/or within the program to see if there is any useful contact information for the author?

Please reply via email. Thank you very much.

-- Dave Taylor
Intuitive Systems
Mountain View, California

taylor@limbo.intuitive.com or {uunet!}{decwrl,apple}!limbo!taylor

4018. Re: INFO-ATARI16 Digest V90 #500

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 21:45:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"90-05-02-14:45:21.70*UI0T"@DKAUNI2.BITNET>
Source record: 241215

wrinde!zaphod.mps.ohio-state.edu!brutus.cs.uiuc.edu!ux1.cso.uiuc.edu!ux1.cso.u
iuc.edu!uxa.cso.uiuc.edu!gwg33762@ucsd.edu wrote:

> Does anyone know: (1) If there is a standard (unix) for Fortran?
Yes, there is a standard. It is
ANSI X3.9 - 1978
Programming language FORTRAN
American National Standards Institute, New York. 1978.

It defines the language commonly known as FORTRAN 77. However, most
unix machines have their little deviations from this standard, such
as allowing a line to be longer than 72 characters (punching cards,
anyone?), allowing lower case keywords, allowing recursion, allowing
identifiers to be longer than 6 characters etc. Depending on any of
these 'unix features' will make your program non-portable, and you
would give up the only real advantage that FORTRAN has over most
other programming languages: it is PORTABLE. So, ANSI FORTRAN is
definitely the thing to go for if you go for FORTRAN at all.

> (2) If there is an ST compiler which compiles unix fortran?
There are two FORTRAN compilers for the ST which come to my mind
right now:

Prospero FORTRAN (said to be slow, full ANSI standard)
Absoft FORTRAN (don't know much about that one).
>
> Garret Gengler
>
Thomas Koenig
UI0T@DKAUNI2.BITNET
UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE

4019. Re: QUestions, questions questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-02 22:55:06 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <3012@ultb.isc.rit.edu>
Source record: 241203

In article <5122@jhunix.HCF.JHU.EDU> ins_bac@jhunix.UUCP (Ajay Choudhri) writes:
>I have a few questions that hopefully people here can answer.
>...
>5) Has Wordup 3.0 arrived yet????

I received my upgrade form last week in the mail. For $31 (including
shipping), you get WordUp 3.0 and a brand new Typeset manual. This is
an upgrade from WordUp 2.0 of course. If you bought 2.0 after December
31st, you get the upgrade free.

As for whether or not Neocept is SHIPPING WordUP 3.0, I dunno, but I
hope to find out real soon now.. :-)

____
Digitally Mastered Software 01101010010011101001110010100110100101001110101 01
===
Albert Yarusso, Rochester ajy2208@ritvax.bitnet
Institute of Tech. ____
Computer Science /___ / {rutgers, ames}!rochester!rit!ultb!ajy2208
_____________________/ / ajy2208@ultb!isc!rit.edu

4020. Re: Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 02:04:00 UTC
From: dillenbu@uicbert.eecs.uic.edu
Message-ID: <63300011@uicbert.eecs.uic.edu>
Source record: 241219

I use Assempro from Abacus and MWC together. I compile the
Assempro source code into PC-relocatable form with a header at the
beginning containing the addresses of each routine. Then, I run a MWC
program that converts the object file into MWC format. I am then able
to link these files and MWC object files together. Unless you planning
on doing some heavy duty assembly language programming, I suggest you
stick to the MWC assembler. The only nice thing Assempro offers
is macros. By the way, I had to create the conversion program myself.
dillenbu@uicbert.eecs.uic.edu
John Dillenburg

4021. Pittsburgh Show: RETRACTION--PleaseRead!!

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 02:46:24 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <6539@cuphub.cup.edu>
Source record: 241223

Re: Pittsburgh Show--Article Retraction.

Flame War Watchers:

I have CANCELLED the previous POST "...gets Brodie pissed" out
of a desire to remain NEUTRAL in the "Pittsburgh-Controversy".

After speaking with several individuals involved in the whole mess,
I have decided of my own free will to CANCEL the abovementioned POST
and have changed my signature to reflect a neutral additude.

While I still remain a member of the Atari Elite, I am
NEUTRAL when it comes to a heated controversey like this.

Fellow ST DEVELOPERS--I think you know my partial justification
for remaining neutral--especially if you were at the AtariFest on Sunday,
April 29 in Pittsburgh.

I have NOW heard BOTH sides of the story and feel that it is
in my own personal best interest to NEITHER CONDONE NOR CONDEMN anyone
for the events of Saturday and Sunday.

I am NOT a spokesman for the A.E.; This is ONE reason the
previous post has been cancelled. I initially posted (with permission)
out of anger---and without thinking about the implications.

I ask you, fellow netters and developers, to consider me
NEUTRAL and not a sounding board for anyones gripes.....

I will be "listening", but will refrain from acting as a
middle-man for either faction.

How's that for a disclaimer??? :-)

--Dan
+---+
!AvaST-Development uucp: kar7481@pitt!cuphub.cup.edu !
!Dan Karbowsky,R&D !
!102 Lee Drive Disclaimer: Due to controversy over the !
!Belle Vernon, PA Pittsburgh, PA AtariFest--I desire to !
!15012-2016 remain NEUTRAL and choose NO SIDES. !
! Therefore, Don't yell at me!!! !
! _____!
!(412)929-4023 !This address temporarily out from May-10 to May-14. !
+--------------------+--+

4022. Computer For Sale - Atari

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 03:07:45 UTC
From: sto9719@ultb.isc.rit.edu
Message-ID: <3018@ultb.isc.rit.edu>
Source record: 241205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
>>> ATARI SALE <<<

Atari ST Hardware

Atari 520ST , Single Sided Drive, Color Monitor.... $550
2.0 megabyte RAM upgrade board ..................... $250
40 Meg Hard disk ICD System ........................ $400

Atari ST software

* Laser C 2.0 and Laser C debugger ................. $150
* Personal Pascal and Tacklebox ST ................. $150

Atari 800 System ................................. $400

Contents
Atari 800 (48K) Computer
Double Density Floppy Rana Drive and
Atari 1080 Floppy Drive.
Atari Cartridges ,Games and Books.

Call me at (716) 359-1762, ask for Steve

or via email:

Bitnet: STO9719@RITVAX.BITNET
Usenet: STO9719@ultb.isc.rit.edu
```

4023. Re: The Pittsburgh Show: PACE gets Brodie Pissed

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 03:24:04 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <3019@ultb.isc.rit.edu>
Source record: 241220

In article <6537@cuphub.cup.edu> kar7481@cuphub.cup.edu (Dan Karbowsky; Cal.Univ.of PA-USA; AtariEliteOfPittsburghPA:bbs=(412)384-5609) writes:
>
>I (read my signature) ama member of the Atari Elite ST Organization, Inc.
>of Pittsburgh. I was AT the show on Saturday--so were other members of
>the A.E. and probably DOZENS of other groups too....

[rest of the 4-letter words deleted]

Maybe so, but how many of these "other groups" have a lending library
of COMMERCIAL software for their "members"?

Bob was in Rochester that Saturday. To me, it looked like it would take
ALOT to get him angry. He's a nice guy, and very down to earth.

No, I was not at the PACE show (I have to do my homework SOMETIME).
But if you have such a commercial lending library, and if you were
openly talking about it at the meeting, then I have absolutly no
sympathy for you. I'm an officer in a user group, so I know how things
SHOULD work. Having a commercial library is like saying "I BORROW
hubcaps off of other people's cars because they don't NEED them".
Plain and simple: PIRACY SUCKS. If you guys practice it, I hope you
get nailed to the wall. I can't see how "cross-town rivals" could cause
such a furor if both PACE and AE are on an equal (re: non-piracy)
footing. The fact that you used so many 4-letter words seems, at least
to me, that you're awfully defensive. I wonder why.....

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

4024. Info needed

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 04:35:11 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu>
Source record: 241204

Well, my silly sibling has rebelled and decided to get a 386 machine
instead (tried to talk her out of it...HONEST!). Now, I am stuck with
my ST. I'd like to find out what it is worth so I can sell it. It is:

a 3 year old 1040ST
2.5 meg RAM (EZ-RAM) upgrade
Internal fan (added by moi)
color monitor
old-style (extra crisp) mono monitor
bunches of original games, programs, etc.
original boxes, docs, etc.

If anyone could be so kind as to email me with the latest street prices
of this stuff, I'd be much obliged.

(OK, I guess you're dying to know what machine will be replacing my old
ST, right?) Well, it is....

Hit n now if you don't want to know... :-)

An Amiga 3000 25mhz 68030 workstation! Yippee!

And now back to our regular programming....

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4025. Re: Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 05:03:23 UTC
From: ignac@electro.UUCP
Message-ID: <1716@electro.UUCP>
Source record: 241206

In article <11900@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>In article <3140@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>>Has anyone out there managed to mix Mark Williams C and assembly code? If so,
[stuff deleted]
>This isn't exactly the clearest of questions. The Mark Williams package
>comes with an assembler, what else do you need? The entire Mark Williams
>software suite is pretty closely modeled after a Unix programming environment,
>and all the tools reflect that orientation. In particular, the object file
>format used by their compiler, assembler, and linker is a proprietary format,
>and not what you get out of the DRI assembler. Also, the syntax used in the
>assembler is pretty much the same as you'll see on a Unix system.
>
>If what you're really asking is "does MWC let you use inline assembly code
>in your C source files" the answer is no. But it's a simple matter to pull
>out the inline code and assemble it separately using their assembler.

from experience here at electrohome, i'd say that Mark Williams C
has probably the most rediculous, non standard, brain dead, stupid assembler
i've ever seen for the MC68000. nothing in it makes any sense, like how
to make a register list, the naming conventions for labels, etc. also,
why the hell are comments started with a bloody '/' character??? it makes
porting of assembly files a REAL hassle. like Howard says, the object
file format is completely proprietary, so you can't use a world class
assembler such as MadMac (in the atari devkit) with the MWC environment.
blech! :-(

we've switch over to Manx C for internal development on the Atari, and
i have to admit that it is probably one of the best environments you
can get for the Atari ST. it comes with a NORMAL assembler, the compiler
generates reasonably efficient code, and it supports a number of code
models which my other favorite, Laser C, doesn't yet.

i think i've gotten off topic ... hope this all helps!

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

4026. Re: Amiga/Atari help

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 05:20:37 UTC
From: ko0m+@andrew.cmu.edu
Message-ID: <QaDvyZe00WB4M8dWJ_@andrew.cmu.edu>
Source record: 241222
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

First - Congratulations on moving on from your Macintoy.
Second - The gents at Commodore say Unix is on the way soon, probably worth hanging in there for an amiga with Unix. AMiga's are much more expandable than ST's and will serve you better down the line. The 68030 is readily available for the amiga.
Third - I know people who have gotten educational discounts on amiga's don't as me from where though.

Later.
-KOT

4027. Re: OS9/68K

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 06:42:47 UTC
From: marc@wopr.UUCP
Message-ID: <39@wopr.UUCP>
Source record: 241234

D.Wade@sysd.salford.ac.UK writes:

> I too would like to try OS9/68K but in the U.K. the cost of it is slightly
>more than I paid for my STE512 and Phillips PM8833 monitor ....

OS-9/68K isn't that cheap (about 1500 Swiss Francs), but compare with any
other OS available for the ST:

- real-time
- multi-tasking
- multi-user capalities
- C development package
- Sculptor 4-th generation database
- Spread sheet and Wordprocessor
- A whole bunch of utilities
- UUCP and many other software packages are PD and absolutely free!

So it's definitely worth its price - I think it's better to pay for it
than to get a buggy and malfunctional so-called operating system like
TOS intends to be...

>on my personall shopping list. I guess those who use it either work for
>the authors and don't pay, or use it for commercial use.

In Switzerland there are many OS-9 Users which don't use it for commercial
purposes but just because of the many nice features.

Marc, marc@wopr.uucp

4028. Anonymous FTP help needed

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 07:02:10 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005021146.AA01850@Sunburn.Stanford.EDU>
Source record: 241209

Dear netters,
thanks to all who responded to my telnet question so quickly. I know
that it is only a terminalemulation but i want to log in the foreign
host as anonymous to take a quick look in the directories.
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>

4029. Re: lharc

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 10:13:21 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2137@laura.UUCP>
Source record: 241218

In article <352@tcville.HAC.COM>, terry@tcville.HAC.COM (Robert Terry) writes:
|>Does anyone could email me a doc/manual on how to use lharc?

If you are able to read Kanji, yes, there is one available somewhere. If
not you have to guess and try :-(.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4030. Re: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 10:15:22 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90May3111522@ghiggins.hpl.hp.com>
Source record: 241226

It is available on dsrgsun.ces.cwru.edu (that's J. Bammi's m/c). Only having a 1040 (at the moment) I can't run it myself.

--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

4031. Its Mauritz again

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 12:41:02 UTC
From: pietrzak@king.CES.CWRU.Edu
Message-ID: <1990May3.124102.14921@usenet.ins.cwru.edu>
Source record: 241221

Chris is finally saying goodbye to his old ST. His new machine:

In article <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>
>An Amiga 3000 25mhz 68030 workstation! Yippee!
>

Chris, I remember you saying something a while back about buying a Macintosh. Hmm, you seem to be moving through these machines at a mighty quick pace! :-)

As for the old ST:
>
>a 3 year old 1040ST
>2.5 meg RAM (EZ-RAM) upgrade
>Internal fan (added by moi)
>color monitor
>old-style (extra crisp) mono monitor
>bunches of original games, programs, etc.
>original boxes, docs, etc.
>
>If anyone could be so kind as to email me with the latest street prices
>of this stuff, I'd be much obliged.

Well, I've heard statements directly from knowlegdeable people on Usenet that Atari's financial position is bleak, and Atari is probably going to go out of business soon! You should probably offer the whole set for $10 or so, to get rid of it before you have to pay someone to haul it away.

(Sorry, I couldn't resist :)

J P

4032. Re: Its Mauritz again

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 13:31:26 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May3.133126.31384@cunixf.cc.columbia.edu>
Source record: 241227

In article <1990May3.124102.14921@usenet.ins.cwru.edu> pietrzak@king.CES.CWRU.Edu (John Pietrzak) writes:
>Chris is finally saying goodbye to his old ST. His new machine:
>
>In article <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU (Christopher M Mauritz) writes:
>>
>>An Amiga 3000 25mhz 68030 workstation! Yippee!
>>
>
> Chris, I remember you saying something a while back about buying a
>Macintosh. Hmm, you seem to be moving through these machines at a mighty
>quick pace! :-)

Sigh...Nope, the Mac IIcx I had been using was just a loaner from
my job. I had to give it back.

>
> Well, I've heard statements directly from knowlegdeable people on
>Usenet that Atari's financial position is bleak, and Atari is probably
>going to go out of business soon! You should probably offer the whole
>set for $10 or so, to get rid of it before you have to pay someone to
>haul it away.

Well, it IS bleak. Nothing will change that. We'll see who laughs last
when their next quarterly earnings come out.
>
>(Sorry, I couldn't resist :)

Neither could I... :)
>
>J P

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4033. I'm honored that you hit ^L

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 13:38:13 UTC
From: cmm1@CUNIXA.CC.COLUMBIA.EDU
Message-ID: <CMM.0.88.641741893.cmm1@cunixa.cc.columbia.edu>
Source record: 241224

Newsgroups: comp.sys.atari.st
Subject: Re: Its Mauritz again
Summary:
Expires:
References: <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu>
<1990May3.124102.14921@usenet.ins.cwru.edu>
Sender:
Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
Followup-To:
Distribution:
Organization: Columbia University
Keywords:

In article <1990May3.124102.14921@usenet.ins.cwru.edu> pietrzak@king.CES.CWRU.Edu (John
Pietrzak) writes:
>Chris is finally saying goodbye to his old ST. His new machine:
>
>In article <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU
(Christopher M Mauritz) writes:
>>
>>An Amiga 3000 25mhz 68030 workstation! Yippee!
>>
>
> Chris, I remember you saying something a while back about buying a
>Macintosh. Hmm, you seem to be moving through these machines at a mighty
>quick pace! :-)

Sigh...Nope, the Mac IIcx I had been using was just a loaner from
my job. I had to give it back.

>
> Well, I've heard statements directly from knowlegdeable people on
>Usenet that Atari's financial position is bleak, and Atari is probably
>going to go out of business soon! You should probably offer the whole
>set for $10 or so, to get rid of it before you have to pay someone to
>haul it away.

Well, it IS bleak. Nothing will change that. We'll see who laughs last
when their next quarterly earnings come out.
>
>(Sorry, I couldn't resist :)

Neither could I... :)
>
>J P

Newsgroups: comp.sys.atari.st
Subject: Re: Its Mauritz again
Summary:
Expires:
References: <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu>
<1990May3.124102.14921@usenet.ins.cwru.edu>
Sender:
Reply-To: cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz)
Followup-To:
Distribution:
Organization: Columbia University
Keywords:

In article <1990May3.124102.14921@usenet.ins.cwru.edu> pietrzak@king.CES.CWRU.Edu (John
Pietrzak) writes:
>Chris is finally saying goodbye to his old ST. His new machine:
>
>In article <CMM.0.88.641709311.cmm1@cunixa.cc.columbia.edu> cmm1@CUNIXA.CC.COLUMBIA.EDU
(Christopher M Mauritz) writes:
>>
>>An Amiga 3000 25mhz 68030 workstation! Yippee!
>>
>
> Chris, I remember you saying something a while back about buying a
>Macintosh. Hmm, you seem to be moving through these machines at a mighty
>quick pace! :-)

Sigh...Nope, the Mac IIcx I had been using was just a loaner from
my job. I had to give it back.

>
> Well, I've heard statements directly from knowlegdeable people on
>Usenet that Atari's financial position is bleak, and Atari is probably
>going to go out of business soon! You should probably offer the whole
>set for $10 or so, to get rid of it before you have to pay someone to
>haul it away.

Well, it IS bleak. Nothing will change that. We'll see who laughs last
when their next quarterly earnings come out.
>
>(Sorry, I couldn't resist :)

Neither could I... :)
>
>J P

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4034. DCDESKTOP AND ACCS (DC Accs ---Good, Strstrk ---Bad

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 13:48:43 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3160@rodan.acs.syr.edu>
Source record: 241225

Well, I've been doing more work with DCDesktop and I have
found that it doesn't work with the screensaver accessory
strstrk. Strstrk causes the disk to reboot when loading.
With strstrk disabled, the same floppy will boot the system.
Other accs, such as stuffer and ramit (which are from DC) work
fine.
Mike, any screensavers you know of that work with the desktop?
Also, should it make any difference if an acc is loaded upon
bootup as opposed to being loaded with stuffer? I just
thought of this now, and I'm not at my ST.
--Gerry

4035. TOS 1.4/1.6 Autobooting

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 14:23:07 UTC
From: gge@cxa.daresbury.ac.UK
Message-ID: <20451.9005031423@cxa.daresbury.ac.uk>
Source record: 241242

Hi Folks,

I have just unpacked my new 1040 Ste and am having a quick explore. Having downloaded the DC Desk Demo I naturally tried the GEM autobooting facility. However I can only seem to get one program to autoboot, even if I install more than one only the last one installed appears in the DESKTOP.INF file. Can anybody shed any light on this problem.

Gareth J.Baker

JANET:gge@uk.ac.dl.cxa | Post: S.E.R.C.,
Internet:gge%cxa.dl.ac.uk@cunyvm.cuny.edu | Daresbury Laboratories,
EARN/BITNET:gge%cxa.dl.ac.uk@UKACRL | Warrington, WA4 4AD,
UUCP:gge%cxa.dl.ac.uk@ukc.uucp | U.K.
| Phone +44 925 603586

4036. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 15:22:01 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1502@uvm-gen.UUCP>
Source record: 241230

From article <90.115.09:59:04@ira.uka.de>, by grunwald@Tokyo.ira.uka.de (Grunwald Betr. Tichy):
> May be your mouse cable is broken. This makes the mouse response awful, until
> the mouse breaks down and there is no more response. Because the cable moves
> the error is not stable. Try what happens, if you stretch the cable. But do
> it careful. I had that problem for several months until I had to recognise,
> that the mouse keys did not work and the pointer moves only in one direction.

> Knut Grunwald

Yes, that is a common problem, but it's not the phantom typist.
Wesley Kaplan mentions that it happens with rushed keyboard input,
especially with lots of deletions. The same thing happened to me in
the exact same situation with Tempus II under Neodesk 2.03 and
including Turbo ST 1.6. An awful lot of the original system was
replaced with that software running. As was stated here on the net
before, the problem is relatively high up in the Tos - Gem software
hierarchy and possibly includes a problem with the IKBD processor
firmware. I have the crash dump (it happened shortly after I
verified that I had finally seen the elusive typist) that Neodesk
provided and will post the thing when I remember to bring it in to
work. Hope you ST wizards can make something of it.

Bob Pegram (Internet: pegram@griffin.uvm.edu)

P.S.
1985 520ST (no modulator), Tos 1.0, 2.5meg RAM, + hard disk.
RBPIII 8-)

4037. Re: Developer's gripes (was STE TOS / TOS 1.4/1.6 etc.)

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 17:07:37 UTC
From: root@irscscm
Message-ID: <1990May3.170737.8279@irscscm>
Source record: 241228

In article <489@seqp4.UUCP> markr@seqp4.UUCP (Mark Roddy,) writes:
>I don't understand the incredibly negative comments regarding
>the developers program at atari. For an investment of $300
>five years ago I have received a continuing stream of documentation,
>information, and software. The quality has improved steadily since
>the infamous "Hitchhiker's Guide to the BIOS."
>

I more or less agree. The stream of documentation hasn't always been steady but in the last six months or so it has been great. And it's more than just docs that's getting to developers now. Disks containing lists of end users, dealers, and press sources are becoming available. Very useful programs are being sent out. Discounts for Atari hardware and software are being offerred to developers. The softsource (or whatever) program atari is kicking off will be a great advantage for developers.

I thank Atari for their developer support.

Marshall Lake
mlake@irscscm.UUCP

4038. Mail to David Beckemeyer...

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 17:35:23 UTC
From: rcc9885@ultb.isc.rit.edu
Message-ID: <3025@ultb.isc.rit.edu>
Source record: 241229

Dave,

I have been told that you can use The DCPort with RTX, but I need to
know how. I don't want to invest alot of time developing a package without
know how to do this.

Thanks,

--------------------------+---
Robert Costello | 01000100010011010101001101000100010011010101001 1
rcc9885@ultb.isc.rit.edu | Digitally Mastered Software
rcc9885@ritvax.BITNET | 01000100010011010101001101000100010011010101001 1
--------------------------+---

4039. Test

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 21:21:56 UTC
From: maranion@motcid.UUCP
Message-ID: <2772@agate9.UUCP>
Source record: 241232

```
Test...
```

4040. Looking for a Televideo emulator -->

Newsgroup: comp.sys.atari.st
Date: 1990-05-03 23:24:00 UTC
From: beroll@ecs.umass.edu
Message-ID: <9725.2640857d@ecs.umass.edu>
Source record: 241231

Hi All,
I was wondering if anyone knew if there was a program either PD or not, which will emulate a Televideo terminal?? E-mail me any replies, and if anyone else is interested, I'll foward the info to you.

Thanks in advance,
David Beroll
College of Engineering
University of Massachusetts at Amherst

beroll@umaecs.bitnet
beroll@ecs.umass.edu

4041. DCDESKTOP and ACCs

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 00:31:52 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3186@rodan.acs.syr.edu>
Source record: 241233

Well, earlier I stated that strstrk didn't work with dcdesktop
and wondered whether or not an acc that caused dcdesktop not
to boot could be added to the acc list later using DC's
Stuffer---well, in fact it can! While listing strstrk on my
disk with an .acc extender caused an infinite reboot, I was
able to change the extender to .acx, have it not interfere
with the system boot, and then install it via DC Stuffer...and
it works.
Good going guys!
--Gerry

4042. GFA basic 3.0 and compiler date$ format -- solved!

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 04:07:46 UTC
From: logajan@ns.network.com
Message-ID: <1990May4.040746.21569@ns.network.com>
Source record: 241235

Boy, is my face red! For months I've been laboring under the impression
that the GFA Basic 3.0 interpreter and compiler produced incompatible
Date$ formats (05/03/1990 vs 03.05.1990). Well actually, they do, but
it isn't really a bug so much as a different default which can easily
be corrected!!!

To get the 05/03/1990 date$ to appear in both the intepreter AND
compiler, simpy insert a MODE 1 command. See the MODE command in
the manual for more discussion.

Blush.

--
- John Logajan @ Network Systems; 7600 Boone Ave; Brooklyn Park, MN 55428
- logajan@ns.network.com, john@logajan.mn.org, 612-424-4888, Fax 424-2853

4043. WordWriter and the Panasonic KX-P1091

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 04:42:13 UTC
From: danmcd@sparky.eecs.umich.edu
Message-ID: <2169@zipeecs.umich.edu>
Source record: 241236

I recently acquired a USED 1040ST, with WordWriter and a Panasonic KX-P1091.
I tried printing a test WordWriter file with superscript, etc. in NLQ mode.
I don't have docs for the printer, and I can't seem to find anything in the
WordWriter manual to help me. Can I do bold, and super/subscript in
the Panasonic's NLQ mode? (p.s. it works with draft mode.)

Thanks in advance, netters. ALSO, PLEASE MAIL ME YOUR ANSWERS, I DON'T
READ THIS GROUP OFTEN!

Daniel L. McDonald | "rising falling at force ten
University of Michigan| we twist the world and ride the wind"
Computer Science, '91 | -Neil Peart/RUSH

Internet: danmcd@sparky.eecs.umich.edu <--------(I prefer this one.)
Bitnet: user6pda@umichub.BITNET

4044. Re: Supercharger problems

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 04:58:26 UTC
From: jpexg@wheaties.ai.mit.edu
Message-ID: <8261@rice-chex.ai.mit.edu>
Source record: 241238

```
>
>Problems:
>
>1] Hercules graphics mode is a little screwy.
> I try it on my mono monitor and about one inch of the screen's image
> is cut off at the right of the screen. If anyone else experiences
> this, send me mail. I am really concerned about this bug.
```

Obviously what they did was just to map the Hercules screen to the ST. Since Herc expects 720x348 pixels, you will lose some at the edge. The fact that you have a strip at the bottom which isn't used at all is probably not much consolation.

John Purbrick

4045. Re: DCDESKTOP AND ACCS (DC Accs ---Good, Strstrk ---Bad

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 06:21:43 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1070@uhnix2.uh.edu>
Source record: 241102

Gerry -

My favorite screen saver (which I used since day one) is IDLE 1.2 by Moshe Braner (one of the best PD programmers alive for the ST!)

As far as I know, if it behaves well inside STuffer, then it runs the same as if were running as a normal DA.

Looks like I'll need to setup STuffer again on my hard disk... Ran out of space for DAs on it...

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4046. Anonymous FTP help needed

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:05:32 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005030752.AA23892@Sunburn.Stanford.EDU>
Source record: 241239

Dear netters,
thanks to all who responded to my telnet question so quickly. I used
unfortunately only the wrong program on this machine. Now all works
fine. I have one problem left. When i try to reach the Dortmund archives
(129.217.4.64) every time connection times out. Is there of course an
alternative number or way to reach the server (unido or so)?
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>

4047. Re: Signum, gemini and AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:05:36 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9005030830.AA06433@freya.dmswwu-ether>
Source record: 241240

In article <9005021253.AA02093@Sunburn.Stanford.EDU> Chris Evelo writes:
>
> Is it possible to run Signum2! from gemini with (AMC)GDOS active?
>
> I keep getting invalid handle errors.
There is an update for Signum which fixes this bug since 1988!

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
____________________ correct me if I'm wrong ______________________________

4048. Anonymous FTP help needed

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:12:22 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005032011.AA03783@Sunburn.Stanford.EDU>
Source record: 241241

Dear netters,
thanks to all who responded to my unido question so quickly, especialy
to ivan who i can not access directly. I'm interested about all infor-
mations about hosts in europe, especially here in germany, where i know
know only Stuttgart, Kaiserslautern, Karlsruhe, Freiburg and Dortmund.
Net is slow when ftp'ing to USA but i made the experience that there
are arround 5kByte/sec possible here in germany.
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>
P.S.: With all hosts i mean not only atari-hosts, but also for mac or
msdos or only information.

4049. ICD Hard disks

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:35:32 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGRCDDJBDVNT.at.UMPA>
Source record: 241106

I've just purchased a ICD based hard disk from Third Coast Technolgies -
a copy who I would not recommend. Their customer service is one of the
worst I've seen. Still back to the hard disk questions.
i) does anyone know of any documents, books, whatever on hard disks ?
ii) I have a Triangle hard disk and would like to install it in the
ICD one. I was told by TCT that this should be possible. I would need
their cable kit, which I bought. No surprisingly there are no instructions
about how to do this. Can anyone help as I know little (OK nothing)
about hard disks.

Thanks
Steve C.

4050. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:42:44 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGRCDDJBDVRV.at.UMPA>
Source record: 241107

I've been using Uniterm for a long time now and am really impressed.
Its a great program. I've just started to use the function key macros
and one thing has me bemused. I can't have the % symbol in the macro
string. If there is a %, it and the remainder of the string after it
are not printed ie.
my string send info-atari16@edu.stanford.score@earn-relay comes out
as send info-atari16
Any help appreciated.
Steve C.

4051. Diablo 630 emulator for SLM804

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 07:47:16 UTC
From: XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK
Message-ID: <$TGRCDDJBDVTQ.at.UMPA>
Source record: 241108

Does anyone have the instructions for this emulator. I got it when
I bought my SLM804 and sort of got it working but there are some
weird things about it. Why can you create a config. with more then
one printer font in it when you can only use the first font in the
config. list - perhaps its possible to change font (which would be
very nice). Does anyone know anything about this?
While I'm asking for documentation does anyone have any on the SLM
itself? I'd be really interested in knowing how to control the beast.

Steve C.

4052. Re: OS9/68K

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 09:14:52 UTC
From: grunwald@Tokyo.ira.uka.de
Message-ID: <90.124.09
Source record: 241237

>> I too would like to try OS9/68K but in the U.K. the cost of it is slightly
>>more than I paid for my STE512 and Phillips PM8833 monitor ....
>OS-9/68K isn't that cheap (about 1500 Swiss Francs), but compare with any
>other OS available for the ST:
>- real-time
>- multi-tasking
>...
And OS9 is "easily" extendible to integrate Networks, CD-Rom, Interprocess-
communication (Sockets), other disk formats and so on, without hacking the
kernel and getting a lot of incompatibilities between programs.
There are indeed some of these extensions.
>So it's definitely worth its price - I think it's better to pay for it
>...
>>on my personall shopping list. I guess those who use it either work for
>>the authors and don't pay, or use it for commercial use.
>In Switzerland there are many OS-9 Users which don't use it for commercial
>purposes but just because of the many nice features.
Here in Karlsruhe there are some Users too. If you use OS9 for some time, you
get used to the features. Then is programming or working under TOS just awful.
Playing games is fine, but if you have a long printout of i.e. Signum you
think: "If this could be done in background.". Or the possibility to switch
to another virtual terminal just in the middle of some text or database
processing and look up some data or format a disk.
I do all my "serious" work with OS9, because it is designed to work with it
and not to have a graphical user interface and nothing else.

The drawback of OS9 is of course the price, but on the long run you can switch
to bigger machines and other manufactures, which you can't do with TOS.

Knut Grunwald, Raiffeisenstr. 8, 7551 Elchesheim-Illingen

4053. IBM Terminal emulator.

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 09:47:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9005050648.AA00910@ucbvax.Berkeley.EDU>
Source record: 241109

Dear People,

Does anyone there know of an IBM terminal emulator for the ST - ie something that will let me use screen mode under VM/CMS? (I think there's an IBM 3070 terminal, or something like that)

Also, is there a version of Xedit for the ST around?

Replies by email please to ameij % uk.ac.oxford.vax @ <janet>,
and I'll summarize back...

Jan Ameij

4054. Racal-milgo modem?

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 11:32:00 UTC
From: n-waters@NIMR.MRC.AC.UK
Message-ID: <9005041132.AA19697@nimsn41.>
Source record: 241111

Hi there,
I recently recieved a racal-milgo MPS1223 from a friend whose office was throwing it out. It looks like some kind of modem, but he is non-computerate and therefore has no details. Has any one heard of this device? Can anyone give me instructions on its use, and how I would go about connecting it to my ST, or should I just dump it?

many thanks,

Nick.

4055. Re: DCDESKTOP AND ACCS (DC Accs ---Good, Strstrk ---Bad

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 12:35:01 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May4.123501.1495@cs.dal.ca>
Source record: 241245

In article <3160@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Strstrk causes the disk to reboot when loading.
>With strstrk disabled, the same floppy will boot the system.
>Mike, any screensavers you know of that work with the desktop?
>Also, should it make any difference if an acc is loaded upon
>bootup as opposed to being loaded with stuffer? I just
>thought of this now, and I'm not at my ST.

My name isn't Mike (my father's was), but I have found PYRO to be the
most reliable screensaver yet. It always works, whether with the
desktop, a GEM program, or a CLI (or Gemini, etc.), and I haven't had
any problems that seem remotely connected to it. I've used it with TOS
1.0 and 1.4 by the way.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4056. Fortran 77 (was Re: INFO-ATARI16 Digest V90 #500)

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 12:40:30 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May4.124030.1742@cs.dal.ca>
Source record: 241246

In article <"90-05-02-14:45:21.70*UI0T"@DKAUNI2.BITNET> UI0T@DKAUNI2.BITNET (Thomas Koenig) writes:
>It defines the language commonly known as FORTRAN 77. However, most
>unix machines have their little deviations from this standard, such
>as allowing a line to be longer than 72 characters (punching cards,
>anyone?), allowing lower case keywords, allowing recursion, allowing
>identifiers to be longer than 6 characters etc. Depending on any of
>these 'unix features' will make your program non-portable, and you
>would give up the only real advantage that FORTRAN has over most
>other programming languages: it is PORTABLE. So, ANSI FORTRAN is
>definitely the thing to go for if you go for FORTRAN at all.

All Fortran's have some extensions. They rarely cause problems if you write your code according to the standard. So this means that you can buy a compiler that has extensions (in fact, you almost have to!), but don't use them if you want portability.

The issue of portability is currently being discussed in comp.lang.fortran, so you should read that group if the issue concerns you.

>> (2) If there is an ST compiler which compiles unix fortran?
>There are two FORTRAN compilers for the ST which come to my mind
>right now:
>
>Prospero FORTRAN (said to be slow, full ANSI standard)
>Absoft FORTRAN (don't know much about that one).

I have been using Absoft and it appears to be a full implementation. It also supports GEM through the use of a reasonable set of extensions (they have a special subroutine for the interface to non-Fortran features).

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4057. Re: Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 12:42:34 UTC
From: woodside@ttidca.TTI.COM
Message-ID: <13001@ttidca.TTI.COM>
Source record: 241105

In article <1716@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
>from experience here at electrohome, i'd say that Mark Williams C
>has probably the most rediculous, non standard, brain dead, stupid assembler
>i've ever seen for the MC68000. nothing in it makes any sense, like how
>to make a register list, the naming conventions for labels, etc. also,
>why the hell are comments started with a bloody '/' character??? it makes
>porting of assembly files a REAL hassle. like Howard says, the object
>file format is completely proprietary, so you can't use a world class
>assembler such as MadMac (in the atari devkit) with the MWC environment.

I was a bit surprised to read this. While I haven't used it, I know that
MadMac has a switch for writing MWC compatible output. That should
eliminate most of the problems quite quickly.

I have to agree with the complaints about the MWC "as" syntax, but I
do understand the reasons. Their documentation states that the syntax
of their compilers and assemblers is common across all development
platforms. So, while it may be bizarre for any one specific machine, it
maintains the same standards for all. The '/' comment deliniator is an
obvious carryover from C syntax. Most of the assembler is designed
to be a compiler back end, not a general purpose assembler. I may find it
as clumsy as anyone else, but I do realize why it is that way.

--
* George R. Woodside - Citicorp/TTI - Santa Monica, CA *
* Path: woodside@ttidca *
* or: ..!{philabs|csun|psivax}!ttidca!woodside *

4058. C++ for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 13:22:46 UTC
From: R.A.W.McGuigan@newcastle.ac.uk
Message-ID: <1990May4.132246.14142@newcastle.ac.uk>
Source record: 241250

Very simply, is there a C++ compiler available for the ST?

Thanks,
Andy

Andy McGuigan Part III Microelectronics and Software Engineering
University of Newcastle upon Tyne
England

JANET: R.A.W.McGuigan@uk.ac.newcastle

4059. Status of new DVI-ST program?

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 13:34:07 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9005041334.AA06628@lonex.radc.af.mil>
Source record: 241112

Does anyone know the status of the new version of DVIST (the .dvi previewer) that was discussed on the net about 2 months ago? The author (I can't remember) stated that he should soon release an improved version with support for color monitors. Although I am getting a monochrome monitor finally :-), it would be nice to see an improved version of this excellent previewer.

4060. What is wrong with Terminator's directory??

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 13:37:25 UTC
From: longj@LONEX.RADC.AF.MIL
Message-ID: <9005041337.AA06734@lonex.radc.af.mil>
Source record: 241113

I have been unable to get a directory listing of terminator's "New" directory for some time now. Using FTP I can get a list of all the directories and see that the "new" directory has an updated time-stamp on it, but when I do CD to new and then try to do an "ls", I always get back an "unreadable" message. This only seems to happen in the new dirctory, all the others work as they always have. Has anyone else seen this problem?

4061. Formatting

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 14:06:03 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6292.2641540b@umiami.miami.edu>
Source record: 241243

I have this desk accessory that formats disk (very fast, either 18 or 35 seconds double sided..) Anyhow.. I was wondering now that I have TOS 1.4, will the accessory format in the TOS 1.4 format? (The totally Ms-DOs compatible) or should I just format from the Desktop?

-Frank Rachel

Internet:Dnd15j9z@Umiami.Miami.Edu

4062. STE autoboot/SIMM mixing

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 14:43:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9005050653.AA01291@ucbvax.Berkeley.EDU>
Source record: 241115

Somebody wondered why, if they installed more than one GEM application to autoboot under TOS 1.6, only the first installed was actually autobooted.

This isn't a problem with TOS 1.6 - it was simply never designed to do this! You can only autoboot one GEM application.

I have also recently received a small program which allows STE owners to mix 256K SIMMs and 1MB SIMMs, allowing a configuration of 2.5MB in the STE. If anyone is interested, mail me and I'll send it to you.

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

4063. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 15:23:29 UTC
From: roland@cochise.pcs.com
Message-ID: <1990May4.152329.24790@pcsbst.pcs.com>
Source record: 241101

hcj@lzsc.ATT.COM (HC Johnson) writes:

->I read with amazement the posting on poolfix4.

->1. First Humor: The author of poolfix4 carries on long and hard about
-> how bad it is that poolfix3 must be installed first; when his
-> program must be installed first!

Please note that _his_ program is the HD interface program
(a AHDI replacement), and its not the case that it _must_ be
installed first - its just handy to install the HD interface first
so you can load your auto folder programs from the hard disk ...

Roland Rambau

rra@cochise.pcs.com, {unido|pyramid}!pcsbst!rra, 2:507/414.2.fidonet

4064. Programming self-help

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 16:37:35 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990May4.163735.9794@chinet.chi.il.us>
Source record: 241103

Right off the bat: I'm not volunteering to manage this, and it REQUIRES a manager, so the idea may be doomed.

There are a lot of questions of the form "How do I get the ST to do job X in language Y". These are well answered with small example programs. It gets messy to try to save all of these examples in any kind of organized manner, and there's a tendency to forget whether a particular question has already been answered. The answers are generally too small for reasonable sources postings. It would be useful if someone were to collect and index these little sources, solicit new ones, link the originals to corrections and updates, and generally keep them available. Any offers? Better ideas?

What I will offer to do is contribute a few goodies of this type myself.

Steve J.

4065. RE: Mouse Problems

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 17:46:29 UTC
From: aking@BBN.COM
Message-ID: <9005041810.AA29110@Sunburn.Stanford.EDU>
Source record: 241119

I also have had left-button problems. The switch wore out. Since the right button is seldom used, all you have to do is open the mouse up and swap the mechanisms. Be sure that the switches sit squarely on the PC board when you resolder.

4066. Re: TOS 1.4/1.6 Autobooting

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 18:10:53 UTC
From: ignac@electro.UUCP
Message-ID: <1732@electro.UUCP>
Source record: 241249

In article <20451.9005031423@cxa.daresbury.ac.uk> gge@cxa.daresbury.ac.UK ("G. J. Baker") writes:
>
>Hi Folks,
>
>I have just unpacked my new 1040 Ste and am having a quick explore. Having
>downloaded the DC Desk Demo I naturally tried the GEM autobooting facility.
>However I can only seem to get one program to autoboot, even if I install
>more than one only the last one installed appears in the DESKTOP.INF file.
>Can anybody shed any light on this problem.

i believe that this is the limit that TOS 1.4 and onwards has imposed
for GEM autoboot programs. If you try to install more than one
autoboot program, only the last one will be installed.

Not really a problem, but a limitation of the desktop.

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

4067. Re: Bob Brodie in Rochester (mini-review), and TT talk

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 18:56:36 UTC
From: Bob-Brodie@cup.portal.com
Message-ID: <29591@cup.portal.com>
Source record: 241248
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In responding to Stephen Jacobs message of 4/30/90 where he says:
>In the article this is responding to, Bob Brodie is said to have stated that
>the TT passed FCC Approval (That, that would mean the TTp, and class A, but
>still...). I hope someone from Atari will brag a bit more to us if this is
>true. If it's true, what configuration--memory, video hardware, ect?

Steve, that is not what I stated at the meeting. I said that it is on it's
way to the FCC. To the best of my knowledge, it has not been certified.
Hope that clears that up for you. We'll save the bragging for later, when all
is passed from Uncle Charlie.

Best Regards,

Bob Brodie

4068. Re: Developer's gripes (was STE TOS / TOS 1.4/1.6 etc.)

Newsgroup: comp.sys.atari.st
Date: 1990-05-04 21:33:15 UTC
From: ignac@electro.UUCP
Message-ID: <1733@electro.UUCP>
Source record: 241247

In article <1990May3.170737.8279@irscscm> mlake@irscscm.UUCP (Marshall Lake) writes:
>I more or less agree. The stream of documentation hasn't always been
>steady but in the last six months or so it has been great. And it's
>more than just docs that's getting to developers now. Disks containing
>lists of end users, dealers, and press sources are becoming available.
>Very useful programs are being sent out. Discounts for Atari hardware
>and software are being offerred to developers. The softsource (or
>whatever) program atari is kicking off will be a great advantage for
>developers.
>
>I thank Atari for their developer support.

i wish i could say the same for Atari Canada: here at Electrohome,
we haven't received anything in the way of even a simple newsletter
to say that Atari Canada is still alive. Does Atari USA ship the
new docs to Canada, or does Atari Canada have to create the documentation
themselves before registered developers in Canada get the information?

anyways, not griping, just wonderin' ...

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

4069. Tim Oren's Professional Gem course

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 00:43:00 UTC
From: UI0T@DKAUNI2.BITNET
Message-ID: <"90-05-04-17:43:29.99*UI0T"@DKAUNI2.BITNET>
Source record: 241114

I just downloaded the first four parts of Tim Oren's Professional
Gem course from rusmv1.rus.uni-stuttgart.de (129.69.1.12), but
these are all they have there. Does anybody know where the rest
can be found, either with ftp or mail access?

Thanks a lot in advance

Thomas Koenig
UI0T@DKAUNI2.BITNET
UI0T@IBM3090.RZ.UNI-KARLSRUHE.DE

4070. Re: DCDESKTOP AND ACCS (DC Accs ---Good, Strstrk ---Bad

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 01:32:30 UTC
From: steveh@tharr.UUCP
Message-ID: <692@tharr.UUCP>
Source record: 241244

In article <3160@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Well, I've been doing more work with DCDesktop and I have
>found that it doesn't work with the screensaver accessory
>strstrk. Strstrk causes the disk to reboot when loading.
>With strstrk disabled, the same floppy will boot the system.
>Other accs, such as stuffer and ramit (which are from DC) work
>fine.

Which version of STRSTRK are you using? There was a bug in version 1.0
which caused it to eat memory. This has now been fixed in version 1.1,
curing practically all of the incompatability problems.

...ukc!axion!tharr!steveh

4071. break

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 02:33:06 UTC
From: jdb9608@ultb.isc.rit.edu
Message-ID: <3060@ultb.isc.rit.edu>
Source record: 241122

Does anybody know how break (i.e., ^C) works on the ST?
Is it something in TOS? (I wouldn't think so since I don't
remember hearing about it, and I know some programs don't break.)
Is it done in each language? For instance, does _main() in
Sozobon C scan stdin for ^C and _exit() if it sees it?
(I wouldn't think so since then everything would have to
worry about it.)

I'm asking because I'm toying with the idea of a vi-type
Korn shell based on RTX. I like gu:lam but I don't like microEmacs,
and I miss multi-tasking and job control. So, thinking about
device drivers, SIGSTOP, and the like, I really should understand ^C.
I suppose I could just have the cli slip in an isr to monitor
whatever tty-type input devices, and grap any ^Z that comes along,
but there'll probably be complications if I don't understand
what else is going on.

Or, does Dave Beckmyer's (sp?) shell have vi-like command line editing,
and job control? I haven't seen it, and from what I heard it's a C shell,
but if it does have those other features I'd hate to re-invent the wheel.
I've seen the RTX docs and have the highest respect for RTX's design
(it reminds me of the kernel my OS Lab team did).

--
--
J. David Beutel 11011011 jdb9608@cs.rit.edu "I am, therefore I am."
Looking for co-op Sept..Feb in NN, OS, VR, or AI.

4072. ATARI 800 AND 1050 FLOPPY DRIVE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 05:59:36 UTC
From: v157rsc7@ubvmsd.cc.buffalo.edu
Message-ID: <24493@eerie.acsu.Buffalo.EDU>
Source record: 241104

I have an Atari 800 with 48K, a 1050 floppy drive, about 30 games, ALL cables necessary to operate the system, and a couple of joysticks... Everything is in perfect working order. Neither the computer nor the drive have ever been tinkered with. Best offer takes it!!!

-Larry

4073. shel_read()

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 06:49:20 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <9005041106.AA07385@freya.dmswwu-ether>
Source record: 241110

What is the minimum number of chars you have to give shel_read for
the program name and the command line. Is there anywhere documentation
about this?

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
eMail: ONM07@DMSWWU1A.BITNET, "Julian Reschke" @ MAUS MS (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

4074. Gulam Keyboard

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 06:55:08 UTC
From: DUJARDIN@FRESE51.BITNET
Message-ID: <9005041748.AA28408@Sunburn.Stanford.EDU>
Source record: 241116

Hi all !

This is the end of the story : as I mentionned before, I ordered the C source of keyfix.tos, modified it to compile with Turbo C, launched it and ... it worked ! That shows clearly that I had received TWO bad patches ! I must say that I don't understand why it didn't work. Perhaps some weird combination of ascii codes that my uu-decoder didn't understand ??? (!!!!) ....
Maybe I should try to re-ask for this file.

Thanks anyway to all of you who tried to help me (and succeeded !)

Eric

Eric Dujardin - Ecole Superieure d'Electricite (SUPELEC)

Bitnet : dujardin@frese51.bitnet
UUCP : dujardin@madonna.inria.fr

4075. 2ND DRIVE FOR MEGAFILE 44

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 06:56:15 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9005050656.AA01473@ucbvax.Berkeley.EDU>
Source record: 241117

Hello from Singapore,

I just collected a CONNER CP3500F, 200MB hard disk and tried to install it inside the MegaFile 44 box. My intention is to use the Conner ddrive as the main Hard disk and change the re-connect the Syquest drive as 2nd drive so that I can use Syquest for backing up the data from the 200MB. However, I ran into 2 problems as follow:

1. Atari uses Hard disk with SCSI parity disable but the Conner 200MB drive is factory set with SCSI parity enable. The Conner 100MB has a jumper(E4) which can be installed to disable SCSI parity. The Conner 200MB PC board I found the solder points mark E4 but no pins installed for the jumper. My question is: Is it save to install the pins and use jumper on this drive?

2. Another problem is: The Mega file 44 has an extra 50 pin connector probably for another SCSI drive on the host adapter board, extra power supply plug as well as a bracket which pre drilled holes which perfectly match teh mounting holes on my Conner hard disk. However, when I connect additional hard disk I can't set the SCSI ID of the new drive. Apparently the SCSI ID is to be set by the dip switch on host adapter card.The syquest is set at SCSI 0 from factory and when I try changing Syquest HD to SCSI 1 the hard disk is no longer recognise by the computer.

I came across a message here few months ago that one of the 'GURU' in Germany had succesfully installed 2nd Hard disk to his MegaFile 44. I shall be most appreciative if any kind soul Guru will help me on the above problems.

Suthipuntha School of Architecture, National University of Singapore
AKISUJAR@NUSVM.BITNET

4076. AMIGA 3000 & ATARI TT

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 06:56:34 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9005050656.AA01503@ucbvax.Berkeley.EDU>
Source record: 241118
Body handling: HTML body converted to readable text

Hello from Singapore,

Below is on of the messages I receive from Info_amiga List.

Should I wait for the Atari TT or should I dump my Mega 4 and get Amiga 3000?
The 25Mhz version must be fantastic.

Don't get me wrong. I like Atari and I have been using the Atari since 1985.
I still have the first 520ST as well as Mega 4. However, the following new is
so tempting. I prefer to use my Mega4 with Turbo16 chip and Spectre GCR than
the Mac Plus which given to me by the University. I am now waiting for the TT.
But with only 16MHz? I am not so sure now whether I should keep on waiting.

I am not intend to start the flame war. My point is that

Atari never bother to offer educational discount and now my students can buy
a Mac SE with Hard disk for lot less than getting Mega 2 + Monochrome Monitor
and no hard disk. They also get free Hypercard with the Mac. Of course we all
know that the Mega is far superior but I can no longer recommend them to by
Atari with 10% discount when they can get 40% discount from Apple.

Date: Fri, 4 May 90 17:44:00 EST

Sender: Info-Amiga List
From: D_BLEZARD@UNHH.BITNET
Subject: RE: A3000 Student Discount
To: "S. SUJARITTANONTA"

Here's the basics once again on the Commodore Student Dicounts:

1. All certified schools, teachers at such schools, and ONLY
post-secondary students qualify.
2. The necessary forms and current price list are available only
through your local dealers. Contact C= if you need to find one.
3. The discounts are from 45% to 50% on packaged systems. Separate
components are at 40% off and must be purchased with a CPU (unless the
component deal has been extended again.)
4. Payment is upfront in cash or certified check, only one purchase
per year, and lots of other assorted legalese.

And now for the rumors: I heard a few days ago from the local dealer that
the A3000 will be available on the discount plan at the same savings. A
hypothesized system of an A3000/16 and a multisync monitor should be right
around $2000. Definitely not bad.

BCNU,

```
/ \
( )
/_\ Acer

David Blezard //
d_blezard@unhh.bitnet \X/
z I-AMIGA RUTVM1 5/05/90
' D_BLEZARD@UNHH S. SUJARITTANONTA 5/04/90*A3000 Student Discount
```

4077. Re: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 08:53:17 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7434@mcshh.hanse.de>
Source record: 241127

joep@tnosoes.UUCP (Joep Mathijssen) writes:
>Has somebody already seen this smalltalk on a ST???

Yes, seen. If I get my 4MB in the next days, I'll tell you, whether
it works.

As maybe already mentioned, there is a special price for students
and universities for Smalltalk-80 from ParcPlaceSystems at Georg
Heeg at Unido. The normal distribution is about DM 400,-. I do not
know, whether he is allowed to distribute it outside Germany.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4078. Educational discount. (was AMIGA 3000 & ATARI TT)

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 11:04:56 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <35003@shemp.CS.UCLA.EDU>
Source record: 241120

>Hello from Singapore,
>
>Below is on of the messages I receive from Info_amiga List.
>
>Should I wait for the Atari TT or should I dump my Mega 4 and get Amiga 3000?
>The 25Mhz version must be fantastic.
>
>Don't get me wrong. I like Atari and I have been using the Atari since 1985.
>I still have the first 520ST as well as Mega 4. However, the following new is
>so tempting. I prefer to use my Mega4 with Turbo16 chip and Spectre GCR than
>the Mac Plus which given to me by the University. I am now waiting for the TT.
>But with only 16MHz? I am not so sure now whether I should keep on waiting.

If you're worried about that, give Jim Allen(of Turbo 16 fame) a call. Of
course he won't be able to commit to anyrthing until he actually _sees_ a
release version TT, but he has mentioned the ease with the TT can be accel-
erated on GEnie.

>
>I am not intend to start the flame war. My point is that
>
>Atari never bother to offer educational discount and now my students can buy
>a Mac SE with Hard disk for lot less than getting Mega 2 + Monochrome Monitor
>and no hard disk. They also get free Hypercard with the Mac. Of course we all
>know that the Mega is far superior but I can no longer recommend them to by
>Atari with 10% discount when they can get 40% discount from Apple.

Yep... I believe that Atari would pick up _more_ than a few sales by
1) Making ST, Mega, TT _available_ at university computer shops in the
first place.
2) Offering a student dicsount on said machines
3) Placing ads in campus rags like Apple, Zenith, IBM, and NeXT do.
(They sell a lot of Zeniths even though they're nothing _too_
special). I saw a young woman buying a NeXT because "daddy"
was going to buy her a computer and the guy at the store was
telling her what a great one the NeXT was. I feel sorry for
when she wants to do anything as simple as install a piece of
new software not understanding Unix/Mach.)

It wouldn't be too tough to do, I imagine. Even step 2 could be implemented
by itself just to nullify the competetion's power/price advantage.

>
>David Blezard //
>d_blezard@unhh.bitnet \X/
>z I-AMIGA RUTVM1 5/05/90

>' D_BLEZARD@UNHH S. SUJARITTANONTA 5/04/90*A3000 Student Discount

--
Steve Whitney "It's never _really_ the last minute" ())_-_())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4079. Re: What is wrong with Terminator's directory??

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 15:02:51 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3204@rodan.acs.syr.edu>
Source record: 241121

In article <9005041337.AA06734@lonex.radc.af.mil> longj@LONEX.RADC.AF.MIL (Jeffrey K. Long) writes:
>I have been unable to get a directory listing of terminator's "New" directory
>for some time now. Using FTP I can get a list of all the directories and
>see that the "new" directory has an updated time-stamp on it, but when I
>do CD to new and then try to do an "ls", I always get back an "unreadable"
>message. This only seems to happen in the new dirctory, all the others work
>as they always have. Has anyone else seen this problem?

Access to the /atari/new directory has been changed to write-only for anonymous ftp users. Probably so programs can be checked out before people start using them, or maybe to stop people from using that directory for their own purposes, I don't know.

---jb

4080. Re: Programming self-help

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 16:18:12 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990May5.161812.440@murdoch.acc.Virginia.EDU>
Source record: 241123

In article <1990May4.163735.9794@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>Right off the bat: I'm not volunteering to manage this, and it REQUIRES a
>manager, so the idea may be doomed.
>
>There are a lot of questions of the form "How do I get the ST to do job X
>in language Y". These are well answered with small example programs.

Yes, this would be an excellent way to spread documentation about the ST. How about one example for each BIOS, XBIOS, and GEMDOS call? A few complete AES/VDI-based programs? Examples that show how to read the right mouse button, use the VBI queue, work with GDOS.

Any volunteers?

>What I will offer to do is contribute a few goodies of this type myself.

Ditto.

"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

4081. update on getting GNU Emacs to work

Newsgroup: comp.sys.atari.st
Date: 1990-05-05 17:26:50 UTC
From: rcb@ditka.UUCP
Message-ID: <24485@ditka.UUCP>
Source record: 241124

I was finally able to dump GNU Emacs. I fixed the problem of temacs reporting "End of file during parsing" reading through the loadup.el file by commenting out the reference to "load site-load file" and just including the contents of the site-load file itself. As far as I know, running 'dumpfix' went OK and I now have a valid dumped emacs.

The question is now: when I run xemacs, it always says that it can't find the termcap file. There is a file in the distribution which claims there is a sample termcap entry for the atari included, but I can't find the sample anywhere. Does anyone have a termcap for atari's vt52 emulation? For now, I'm going to get all vt52 entries out of the termcap file here, but a specialized termcap for the atari is probably better.

Thanks to Ed Roeder for his help in getting me this far.

Roy Bixler
{ames!zorch,apple!zygot,sun!daver}!ditka!rcb

4082. Re: What is wrong with Terminator's directory??

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 00:59:08 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11915@stag.math.lsa.umich.edu>
Source record: 241125

In article <3204@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>In article <9005041337.AA06734@lonex.radc.af.mil> longj@LONEX.RADC.AF.MIL (Jeffrey K. Long) writes:
> >I have been unable to get a directory listing of terminator's "New" directory
> >for some time now. Using FTP I can get a list of all the directories and
> >see that the "new" directory has an updated time-stamp on it, but when I
> >do CD to new and then try to do an "ls", I always get back an "unreadable"
> >message. This only seems to happen in the new dirctory, all the others work
> >as they always have. Has anyone else seen this problem?

>Access to the /atari/new directory has been changed to write-only for
>anonymous ftp users. Probably so programs can be checked out before people
>start using them, or maybe to stop people from using that directory for
>their own purposes, I don't know.

This is a simple security precaution. By preventing anonymous users from seeing the filenames in the directory, we reduce the chance that some malicious screwball will replace a valid program by a virus-infested one (for example) by uploading a new file with the identical name. There aren't too many good solutions to managing an archive that's globally writable.

Hard to imagine someone deliberately sabotaging an archive site, but ya never know. At any rate, with the new indexing efforts, files shouldn't stay in new very long anyway.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4083. Re: break

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 01:18:25 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <11916@stag.math.lsa.umich.edu>
Source record: 241126

In article <3060@ultb.isc.rit.edu> jdb9608@ultb.isc.rit.edu (J.D. Beutel) writes:
>
>Does anybody know how break (i.e., ^C) works on the ST?
>Is it something in TOS? (I wouldn't think so since I don't
>remember hearing about it, and I know some programs don't break.)
>Is it done in each language? For instance, does _main() in
>Sozobon C scan stdin for ^C and _exit() if it sees it?
>(I wouldn't think so since then everything would have to
>worry about it.)
>
Ctrl-C doesn't generate any special interrupt. The behavior of Ctrl-C
resides in the GEMDOS Cconin and Cconout routines. Thus, you can only
use Ctrl-C to terminate a program while it is reading or writing the
console.

>I'm asking because I'm toying with the idea of a vi-type
>Korn shell based on RTX. I like gu:lam but I don't like microEmacs,
>and I miss multi-tasking and job control. So, thinking about
>device drivers, SIGSTOP, and the like, I really should understand ^C.
>I suppose I could just have the cli slip in an isr to monitor
>whatever tty-type input devices, and grap any ^Z that comes along,
>but there'll probably be complications if I don't understand
>what else is going on.
>
That sounds like the only way to do it.

>Or, does Dave Beckmyer's (sp?) shell have vi-like command line editing,
>and job control? I haven't seen it, and from what I heard it's a C shell,
>but if it does have those other features I'd hate to re-invent the wheel.
>I've seen the RTX docs and have the highest respect for RTX's design
>(it reminds me of the kernel my OS Lab team did).

The manual for MT C Shell says there is full screen command-line editing.
It sounds pretty good. I haven't seen it yet, because the disk I received
was bad. The description of the built-in commands reads just like the BSD
C-Shell man page; most of the features are there. Unfortunately, unlike
the BSD shell, looping constructs are only usable in scripts. (So much for
aliases & such that do foreach and while loops...)

Meanwhile... Ctrl-C and Ctrl-Z are handled by the tty driver in Unix.
The MT C Shell manual makes no mention of using any special tty driver
with RTX. Wish I could run it right now and find out... (The disk is in
the mail? }-)
--
-- Howard Chu @ University of Michigan

... the glass is always greener on the side ...

4084. Re: Status of new DVI-ST program?

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 03:54:27 UTC
From: bammi@fermi.ces.cwru.edu
Message-ID: <BAMMI.90May5225427@fermi.ces.cwru.edu>
Source record: 241128

In article <9005041334.AA06628@lonex.radc.af.mil> longj@LONEX.RADC.AF.MIL (Jeffrey K. Long) writes:

> Does anyone know the status of the new version of DVIST (the .dvi previewer)
> that was discussed on the net about 2 months ago? The author (I can't remember)
> stated that he should soon release an improved version with support for color

i dont know about dvist, but a new version of Robert Stabl's showdvi (v 0.80) is available for FTP on dsrgsun.ces.cwru.edu in pub/atari/StTeX/showdvi-0.80.zoo. this version will run on color too. besides this change, the new version has lots of new features, is much more flexible in terms of setup, options etc. IMHO showdvi is the best dvi previewer for the St, commercial or otherwise. kudos to Robert Stabl and Georg Hessman for the great job they have done with showdvi/flib/dviprint.

PS: if you get showdvi for the first time, please pick up showdvifonts.zoo (the font libraries) from dsrgsun too. if you already have the font libraries (from the comp.binaries.atari.st posting of the earlier version of showdvi, or from dsrgsun), before you use the new version of showdvi, you will need to convert the font libraries into the new format. to do this run ``flib -z <library>'' (using the new version of flib.ttp, also in showdvi-0.80.zoo).

PPS: showdvi-0.80.zoo also contains flib.c, that can be compiled on a unix host too, making it convenient to make font libraries on your unix host, if you run MFont there.

--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4085. Re: ATARI 800 AND 1050 FLOPPY DRIVE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 05:28:17 UTC
From: gammal@altitude.CAM.ORG
Message-ID: <1990May6.052817.24285@altitude.CAM.ORG>
Source record: 241130

v157rsc7@ubvmsd.cc.buffalo.edu (Lawrence N Moskowitz) writes:

>I have an Atari 800 with 48K, a 1050 floppy drive, about 30 games, ALL cables
>necessary to operate the system, and a couple of joysticks... Everything is
>in perfect working order. Neither the computer nor the drive have ever been
>tinkered with. Best offer takes it!!!

Around what price range are we looking at?
Myself i just need a 1050 drive, but if the price is right....
--
Michael Gammal Apple //e & Atari Enthusiast Dawson College
gammal@altitude.CAM.ORG qp qp qp qp qp qp qp Montreal, Que.
db Support Nature db Canada

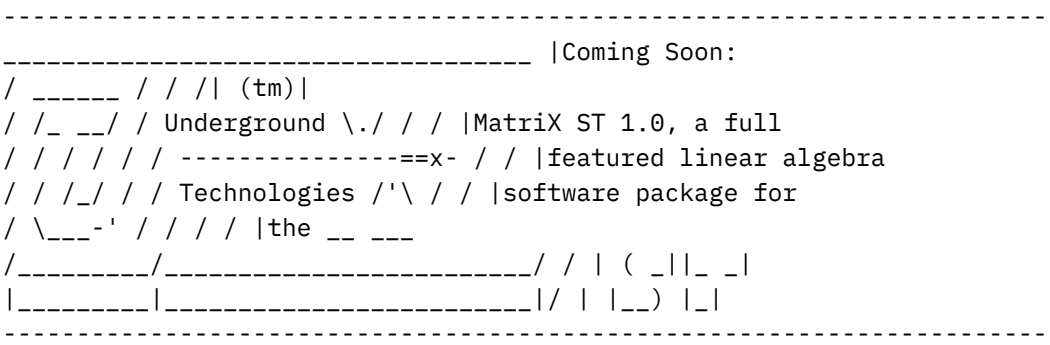
4086. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 06:31:00 UTC
From: "Ken Yu GJZA"@mtis.rpi.EDU
Message-ID: <11214.5224.forumexp@mts.rpi.edu>
Source record: 241129

Entered: Underground Technologies (R)
Subject: Seperate Keyboard and CPU

I am planning on butchering my old 1040 into the standard seperate keyboard and CPU to allow more space for expansion and the added convenience of a detachable keyboard. I wish to use a 150W power supply that are sold to power IBM clones. Are the connections for the ST supply the same as the ones for IBM clones? If not is it possible to change the connections so this can work?

Ken Yu@mts.rpi.edu



4087. Re: Fortran 77 (was Re: INFO-ATARI16 Digest V90 #500)

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 09:14:32 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7442@mcshh.hanse.de>
Source record: 241135

I use Prospero Fortran. Though it's slow, I like it, for its source level debuger and the possibility to link it together with ANSI-C, Pascal, and Assembler. All integrated into one Workbench together with a make for a reasonable price. O.K., it's slow, we know this. But Use this time to think about your code. TURBO-XYZ is a little like an interpreter. You're using the speed for syntax checking only.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4088. Still trying to get Omti MFM, ICD interface and Seagate 4038 working

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 12:19:00 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990May6.121900.17507@cs.wayne.edu>
Source record: 241131

I purchased a 30M hard drive a while ago, and it formats fine, partitions fine, but when using ICD's hdutil.prg, the program reports that it cannot find a partion that can support autobooting. I set up all the partitions as GEM partitions. When I called ICD, they said (1) change all the partitions to XXX, then repartion, them back to GEM, and repartion, as the partition info may not be getting written. Nope. Didnt work. (2) dload hdutil from their bbs, as the copy I have may be corrupted (I just received the new ICD disk a week prior). Still no success. Each time I set up to put autobooting on the hard drive, it cannot recognize any partion. The ICD HD ACC recognizes all of the Hard Drive Partions, as does the icdfmt utility. It's hdutil that's giving me problems.

Is there anyone out there who's had any success getting hdutil (ver 3.51 i believe) working with a Seagate 4038, or any SCSI drive?

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

4089. Re: Programming self-help

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 16:49:07 UTC
From: jdb9608@ultb.isc.rit.edu
Message-ID: <3070@ultb.isc.rit.edu>
Source record: 241145

>saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>
>>There are a lot of questions of the form "How do I get the ST to do job X
>>in language Y". These are well answered with small example programs.

I agree this would be a wonderful thing. No, I can't do it.
I don't own a site, nor have the storage, and I keep moving.
I just wanted to say that I think that good indexing will be
crucial to its usefulness. I can imagine stuff going in but
never coming back out because users can't find what they're
looking for--then it would be no better than the net now.

I suggest that the manager of the archive will have to read
each submission (I doubt there'd be more than one or two per day),
anticipate its usefulness, and assign appropriate
keywords. (This would be important and take some skill.)
The new article number (or whatever naming scheme is used) and
the keywords for that article can then be added together on one line
to a global index file. Users can `ftp` the index file and then do a
`grep '(key1)(key2)(key3)' index` kinda command to get just the
files they want. E.g., `grep '(hirez)(vdi)' index | grep -n '(window)'`
would list all the files related to vdi calls on monochrome systems
which are not related to using windows. Okay, so it's not a very
practical example, but you get the idea of the flexability and power
once the indexing is done and the keywords are made available.
Regularity of the index would be crucial, so using the supplied
keywords would be unreliable.

It doesn't have to be just source code either. I've seen some
awfully useful little chunks of text floating by here that I was
sure I'd want later, but knew I'd never be able to find again
even if I tried to archive them.

Of course, a server should be available to do the `grep` locally
and return the results to those who only have mail capability.

--
--
J. David Beutel 11011011 jdb9608@cs.rit.edu "I am, therefore I am."
Looking for co-op Sept..Feb in NN, OS, VR, or AI.

4090. C Packages

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 20:22:31 UTC
From: dnd15j9z@umiami.miami.edu
Message-ID: <6304.26444f47@umiami.miami.edu>
Source record: 241159

I am currently learning C, and would like to buy a good C package for the St, so basically, what is available, and what is best?

Should I wait for Turbo C in English? (Is it even coming?) I have Sozobon, but I would like a commercial package for the manual and stuff..

Any comments appreciated. EMAIL please..

-Frank

Frank Rachel | Internet:Dnd15j9z@Umiami.Miami.edu | University Of Miami

---

4091. Z-Modem

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 21:53:44 UTC
From: woju@neon.UUCP
Message-ID: <1066@neon.UUCP>
Source record: 241132

Is there anyone, who has a real nice working RZ and SZ, which behaves
just like those found on this XENIX-Machine here(sending one DATAstrap)
The Version i have waits allways for the receiver to call for MORE Data.

If there is someone, who got those, could he post them to me...
And should he have the coresponding sources and they are PD, than i would
be glad to get those too..

Thanx in Advance

--
==
Wolfgang Jung Email:woju@neon.UUCP
Germany Phone:0304112949
==

4092. Re: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 22:28:17 UTC
From: buggs@cup.portal.com
Message-ID: <29668@cup.portal.com>
Source record: 241134

>CU Carsten.
>Smalltalk-80 from ParcPlaceSystems at Georg Heeg at Unido.
>I do not know, whether he is allowed to distribute it outside Germany.

Bummer that, now there's two I want! SmallTalk & Turbo C, boy Atari USA sure
should ENCOURAGE dealers to import this STuff, though I'd NEED English docs.

Ed June

bugg@cup.portal.com
^should be buggs, sorry.....

4093. Re: Diablo 630 emulator for SLM804

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 23:16:32 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <25093@cs.yale.edu>
Source record: 241133

In article <$TGRCDDJBDVTQ.at.UMPA> XUUM24@PRIME-A.CENTRAL-SERVICES.UMIST.AC.UK (Mr. Stephen Culshaw) writes:
>
>Does anyone have the instructions for this emulator. I got it when
>I bought my SLM804 and sort of got it working but there are some
>weird things about it. Why can you create a config. with more then
>one printer font in it when you can only use the first font in the
>config. list - perhaps its possible to change font (which would be
>very nice). Does anyone know anything about this?

Like most printers, the Diablo emulator for the SLM804 accepts a variety of escape sequences to control various functions. The sequence
ESC, SO, d
selects font "d", where d is an ASCII decimal digit. Here ESC is ASCII code 27 and SO is ASCII code 14. Thus, the decimal codes to select the font in slot 3 are:
27, 14, 51
(since 51 is the ASCII code for '3'). Many other escape sequences are supported. Consult your manual for details.

>While I'm asking for documentation does anyone have any on the SLM
>itself? I'd be really interested in knowing how to control the beast.

You should have received a manual with your printer. You'll need it when time comes to add toner, change drums, clean fuser rollers, and so forth. There isn't much to "control" with a laser printer; basically you feed it with paper and run appropriate software. There IS a lot that can be controlled with the Diablo emulator software---you do this with two programs: SETUP630.PRG and SETUP630.ACC. They take the place of the front panel switches found on other printers. If you don't have these, you will need to get them.

==
| Michael Fischer |
| Arpanet: <fischer-michael@cs.yale.edu> |
| Bitnet: <fischer-michael@yalecs.bitnet> |
| UUCP: <fischer-michael@yale.UUCP> |
==

4094. Re: INFO-ATARI16 Digest V90 #508

Newsgroup: comp.sys.atari.st
Date: 1990-05-06 23:19:00 UTC
From: DGM%MKVAX1.DECNET@MSUS1.BITNET
Message-ID: <9B7A1C26243F80756B@MSUS1>
Source record: 241141

```
SIGNOFF INFO-A16
```

4095. RTX Screen IO Question.

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 00:54:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000066@ux1.cso.uiuc.edu>
Source record: 241143

I was looking through D.B.'s multitasking kernel docs and I am wondering how IO is handled? If one timeslices applications that are outputting to a screen, how is the output handled? Does each application think its screen is in a different location? IF so how does one switch between them?

Thanks.

-- Greg

4096. TRANSLATOR Programming

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 00:55:00 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <16000067@ux1.cso.uiuc.edu>
Source record: 241144

Does anyone know the commands for a Translator? I would like to program it, but I have no idea of what to send out the MIDI port to switch it on.

Thanks in advance.

-- Greg

4097. Zmodem and Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 01:10:22 UTC
From: millert@boulder.Colorado.EDU
Message-ID: <20721@boulder.Colorado.EDU>
Source record: 241136

Does anyone know if it is possible to run zmodem from within Uniterm? I just get a TOS error when I try. Is there anyway to make the two get along or am I just wasting my time?
Thanks in advance -- Todd

```
+-------------------------------------------------------------------------------+
| Todd Miller - millert@tramp.Colorado.EDU |
| Meet the new boss, just the same as old boss - The Who |
+-------------------------------------------------------------------------------+
```

4098. v11INF1: Introduction to comp.binaries.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 01:34:21 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1740@male.EBay.Sun.COM>
Source record: 241137
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 11, Info 1
Archive-name: intro

This is the first of three introductory articles about comp.binaries.atari.st.
This one describes how to submit binaries to the newsgroup. A companion
article lists all previously-published binaries, and a third article explains
how to retrieve and unpack binaries posted by others.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@panarthea.ebay.sun.com

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Subject: Submitting binaries for publication

Items intended for posting or queries and problem notes should be sent to
atari-binaries@panarthea.ebay.sun.com. If you are on a UUCP-only site, you
can send them to {backbone}!sun!ebay!panarthea!atari-binaries.

If you're in Europe, you can send binaries to the European submoderator,
Jan-Hinrich Fessel, at unido!atari-binaries (or, if you're a masochist,
atari-binaries@unido.informatik.uni-dortmund.de.) He will test them and
forward them to me. Submitting to him saves net bandwidth, so it's
encouraged.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, software
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

If you are submitting both sources and binaries, PLEASE send the two
separately. If I have to separate your sources from your binaries by
hand, your submission will most likely sit on the back burner for a
while.

Also, as of volume 8, I will only accept binaries packed with an archiver
for which source code is widely available. For the time being, this pretty
much means arc, zoo, and lharc. If you want to use a nifty new archiver,
make the source code available to the public (posting to comp.sources.atari.st
```

is fine.) I reserve the right to repack binaries with another archiver if the other archiver saves a significant amount of space, or has other advantages.

If you're submitting a demo of a commercial program, or a shareware program, please keep the amount of advertising to an absolute minimum. The net gods become angry when people try to use the net as a free advertising medium, and I'd like to keep comp.binaries.atari.st out of trouble. If you want to solicit orders, do it in a README file or an About... dialog box, not in a message that comes up every time the user does something. In other words, treat the net like a PBS station (apologies to those outside the US.) I will not accept programs which I feel are excessively commercial. I'm aware that commercial demos and shareware are often very useful (to the users on the net,) which is why I allow them at all.

Subject: The structure of comp.binaries.atari.st articles

Each posting in comp.binaries.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.binaries.atari.st: binaries and "information postings." They can be distinguished by the subject line:

Subject: v11INF2: Index and other info

This first word in the title identifies this as the third info posting of volume six. Similarly, the subject line shown below:

Subject: v11i081: deadwrtr -- Ouija-word processor

identifies this as the 81st binary article in Volume 11. Large programs are broken up into smaller pieces, and have subject lines that look like this:

Subject: v11i041: zx81 -- Timex/Sinclair emulator part04/39

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: uuencode, 1meg, medium, high

This means that the program requires at least one meg of RAM and runs in medium or high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

uuencode - program is uuencoded (UNIX uudecode required to unpack)
uue - program is uuencoded (ST uud required to unpack)
arc - program is archived (arc required to unpack)
zoo - program is a zoo archive (zoo required to unpack)
lharc - program is an lharc archive (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution

1meg - needs 1 meg of RAM

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: jackt@atari.UUCP (Jack Tramiel)
Posting-number: Volume 11, Issue 80
Archive-name: rsn

The "Submitted by" is the author of the program. If you have comments about the binaries published in comp.binaries.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The "Reply-To:" header line in the article's main header points to the submitter, to make commenting about binaries easier.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this program in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do make an effort to keep filenames to 8 characters or smaller, however.

Subject: Reporting and tracking bugs and patches to postings

Updates to programs are usually announced in comp.sys.atari.st. When large changes are made to a program, the entire thing will be reposted to comp.binaries.atari.st.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the programs I moderate, so don't send your bug reports to me.

If the program documentation mentions some file that isn't included in the posting (for instance, a font editor's documentation might refer to some sample fonts), contact the submitter, not me. I post articles in their entirety, so if it isn't posted, I probably don't have it.

4099. v11INF2: Index of previously-published binaries

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 01:34:40 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1741@male.EBay.Sun.COM>
Source record: 241138
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 11, Info 2
Archive-name: Index

Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).
Note: When requesting files from the archive server, replace the last "/" in
a file's path with a space, i.e. volume1/turtle part01. You may request
several files from the same directory (volume1/turtle part01 part02 part03).

-- VOLUME 1 --

volume1/intro Introductory information
volume1/arc Archiving software
volume1/uucode En/decoder for net postings
volume1/arcdoc Documentation for v01i002
volume1/tinydu Tiny UNIX "du" clone
volume1/tinyhead Tiny UNIX "head" clone
volume1/turtle/part01 Hard disk backup utility
volume1/turtle/part02
volume1/turtle/part03
volume1/turtle/part04
volume1/turtle/part05
volume1/turtle/part06
volume1/uniterm/part01 Terminal emulator
volume1/uniterm/part02
volume1/uniterm/part03
volume1/uniterm/part04
volume1/uniterm/part05
volume1/uniterm/part06
volume1/uniterm/part07
volume1/uniterm/part08
volume1/uniterm/part09
volume1/uniterm/part10
volume1/uniterm/part11
volume1/uniterm/part12
volume1/uniterm/part13
volume1/uniterm/part14
volume1/uniterm/part15
volume1/uniterm/part16
volume1/uniterm/part17
volume1/uniterm/part18
volume1/darc Archiver for directory trees
```

volume1/disktbox Assorted disk utilities
volume1/ssdate Date/time setter
volume1/turbodos GEMDOS speed enhancer
volume1/uniterm/new01 New version of UniTerm executable
volume1/uniterm/new02
volume1/uniterm/new03
volume1/uniterm/new04
volume1/uniterm/new05
volume1/stcad 2-D CAD program
volume1/pkunarc Fast de-archiver
volume1/more Text file pager
volume1/sheet14/part01 Spreadsheet
volume1/sheet14/part02
volume1/sheet14/part03
volume1/sheet14/part04
volume1/sheet14/part05
volume1/sheet14/part06
volume1/sheet14/part07
volume1/stiram Ramdisk and other items
volume1/hexcalc Calculator
volume1/uw/part01 Unix Windows client program (terminal)
volume1/uw/part02
volume1/uw/part03
volume1/uw/part04
volume1/icone Desktop icon editor
volume1/cache Disk cache
volume1/idle12 Screen-saver
volume1/fixdfnts Fonts for comp.sources.atari.st posting
volume1/unixtkit/part01 Unix utilities for ST
volume1/unixtkit/part02
volume1/unixtkit/part03
volume1/unixtkit/part04
volume1/unixtkit/part05
volume1/unixtkit/part06
volume1/unixtkit/part07
volume1/unixtkit/part08
volume1/unixtkit/part09
volume1/unixtkit/part10
volume1/unixtkit/part11
volume1/unixtkit/part12
volume1/unixtkit/part13
volume1/unixtkit/part14
volume1/flip Disk utility (use backs of floppies)
volume1/gnome/part01 Mini EMACS clone
volume1/gnome/part02
volume1/gnome/part03
volume1/gnome/part04
volume1/zmdm/part01 Terminal emulator and file transfer program
volume1/zmdm/part02
volume1/zmdm/part03

volume1/zmdm/part04
volume1/lutils Reset-proof ramdisk and disk cache
volume1/hinstall/part01 Hard disk autobooter
volume1/hinstall/part02
volume1/hinstall/part03
volume1/mjc20/part01 Mark Johnson C compiler version 2.0
volume1/mjc20/part02
volume1/mjc20/part03
volume1/mjc20/part04
volume1/mjc20/part05
volume1/mjc20/part06
volume1/mjc20/part07
volume1/mjc20/part08
volume1/mjc20/part09
volume1/mjc20/part10
volume1/stdcat/part01 Disk catalogging system
volume1/stdcat/part02
volume1/stdcat/part03
volume1/stdcat/part04
volume1/vkiller/part01 Floppy virus killer
volume1/vkiller/part02
volume1/vkiller/part03

-- VOLUME 2 --

volume2/intro Introduction to comp.binaries.atari.st
volume2/Index Index of volume 1
volume2/stlist/part01 List of ST software titles
volume2/stlist/part02
volume2/stlist/part03
volume2/stlist/part04
volume2/stlist/part05
volume2/stlist/part06
volume2/stlist/part07
volume2/stlist/part08
volume2/abcd/part01 Alphabet game for preschoolers
volume2/abcd/part02
volume2/abcd/part03
volume2/arc521/part01 File archive and compress utility
volume2/arc521/part02
volume2/rsctoc/part01 Convert .RSC files to .C source
volume2/rsctoc/part02
volume2/1stw2ps/part01 Convert FirstWord to Postscript
volume2/1stw2ps/part02
volume2/1stw2ps/part03
volume2/icone2 Customize desktop icons (old ROMs)
volume2/animatic/part01 Demo of animation editor
volume2/animatic/part02
volume2/animatic/part03
volume2/animatic/part04
volume2/varlint C syntax checker

volume2/dcache Configurable disk cache
volume2/bubble/part01 Game: guide a bubble across a cave
volume2/bubble/part02
volume2/mg2a/part01 Emacs clone
volume2/mg2a/part02
volume2/mg2a/part03
volume2/mg2a/part04
volume2/mg2a/part05
volume2/startgem GEM autobooter for Mega ST ROMs
volume2/ccprint C source beautifier
volume2/flip27 Double-sided disk copier
volume2/poplib Shared libraries; popup menu example
volume2/arc521b Archiver (fixes bugs in 5.21)
volume2/hacman Game: chomp the dots, avoid the ghosts
volume2/unarc Fast unarchiver
volume2/scroll Fast screen scroller
volume2/asprite/part01 Sprite editor
volume2/asprite/part02
volume2/hdscan/part01 Hard disk utility program
volume2/hdscan/part02
volume2/hdscan/part03
volume2/diskscan/part01 Floppy disk organizer
volume2/diskscan/part02
volume2/diskscan/part03
volume2/break Exit programs with a keypress
volume2/monofont New monochrome font
volume2/arcgsh/part01 GEM shell for ARC
volume2/arcgsh/part02
volume2/astrocal/part01 Astronomical calendar generator
volume2/astrocal/part02
volume2/boggle/part01 Game: find words in a grid of letters
volume2/boggle/part02
volume2/frstprnt Print out First Word documents
volume2/afmt Disk formatter
volume2/cribbage/part01 The game of cribbage
volume2/cribbage/part02
volume2/timecode Determine 68000 code speed
volume2/staccato/part01 Music program
volume2/staccato/part02
volume2/staccato/part03
volume2/staccato/part04
volume2/staccato/part05
volume2/staccato/part06
volume2/spell/part01 Spelling checker
volume2/spell/part02
volume2/umoria/part01 Dungeon exploration game
volume2/umoria/part02
volume2/umoria/part03
volume2/umoria/part04
volume2/umoria/part05

volume2/umoria/part06
volume2/umoria/part07
volume2/umoria/part08
volume2/umoria/part09
volume2/umoria/part10
volume2/umoria/part11
volume2/umoria/part12
volume2/umoria/part13
volume2/umoria/part14
volume2/umoria/part15
volume2/fontedit/part01 Monochrome font editor
volume2/fontedit/part02
volume2/demo3d/part01 Demo of 3-D graphics routines
volume2/demo3d/part02
volume2/datefile Change timestamp on files
volume2/astro15/part01 Astronomical calendar generator
volume2/astro15/part02
volume2/astro15/part03
volume2/dcopy197 DCopy 1.97 - multipurpose disk utility
volume2/quix Game: fill up 75% of the board
volume2/booz ZOO archive extractor
volume2/dcopy302/part01 DCopy 3.02: multipurpose disk utility
volume2/dcopy302/part02
volume2/texshell GEM shell for TeX

-- VOLUME 3 --

volume3/intro Introductory information
volume3/nethack2.3/part01 Dungeon exploration game
volume3/nethack2.3/part02
volume3/nethack2.3/part03
volume3/nethack2.3/part04
volume3/nethack2.3/part05
volume3/nethack2.3/part06
volume3/nethack2.3/part07
volume3/nethack2.3/part08
volume3/nethack2.3/part09
volume3/nethack2.3/part10
volume3/nethack2.3/part11
volume3/nethack2.3/part12
volume3/nethack2.3/part13
volume3/nethack2.3/part14
volume3/starchrt/part01 Star chart plotter
volume3/starchrt/part02
volume3/starchrt/part03
volume3/starchrt/part04
volume3/starchrt/part05
volume3/starchrt/part06
volume3/starchrt/part07
volume3/starchrt/part08
volume3/starchrt/part09

volume3/sttar Unix-style TAR utility
volume3/chekbook/part01 Checkbook manager
volume3/chekbook/part02
volume3/filespy Text file viewer
volume3/astro18/part01 Version 1.8 of astronomy program
volume3/astro18/part02
volume3/astro18/part03
volume3/d110edit D110 (MIDI synth) patch editor
volume3/shadopat.11/part01 Patch for Double-Click "shadow" program
volume3/shadopat.11/part02
volume3/shadopat.11/part03
volume3/shadopat.11/part04
volume3/dcfrmt30 DC Floppy Formatter 3.0
volume3/dcfrmt30 DC Format disk formatter v3.0
volume3/fsck Filesystem consistency check/repair
volume3/risk/part01 Game: take over the world
volume3/risk/part02
volume3/risk/part03
volume3/risk/part04
volume3/dcstuf09 DC Stuffer -- load more than 6 desk accs
volume3/nlqps2 Near-letter-quality printing (w/ font editor)
volume3/gstlink Faster linker for GST object files
volume3/arcgsh14/part01 Version 1.4 of graphical shell for ARC
volume3/arcgsh14/part02
volume3/vkill2/part01 New version of virus killer
volume3/vkill2/part02
volume3/vkill2/part03
volume3/tess Game: Beyond the Tesseract (adventure game)
volume3/mx2v230/part01 Multitasking kernel with utilities
volume3/mx2v230/part02
volume3/mx2v230/part03
volume3/mx2v230/part04
volume3/mx2v230/part05
volume3/gulam/part01 Command line interpreter and editor
volume3/gulam/part02
volume3/gulam/part03
volume3/gulam/part04
volume3/newword/part01 Desk accessory text editor
volume3/newword/part02
volume3/newword/part03
volume3/leolife The game of Life
volume3/limiter Limit uppermost hard disk device letter
volume3/sel_prog Miniature shell for launching programs
volume3/stdcat40/part01 Version 4.0 of disk catalogging system
volume3/stdcat40/part02
volume3/stdcat40/part03
volume3/gulam405/part01 Version 1.03.04.05 of GULAM shell
volume3/gulam405/part02
volume3/gulam405/part03
volume3/gulam405/part04

volume3/gulam405/part05
volume3/passm Logic circuit (PAL) assembler
volume3/sc_bin/part01 Sozoban C compiler binaries
volume3/sc_bin/part02
volume3/sc_bin/part03
volume3/sc_bin/part04
volume3/sc_bin/part05
volume3/sc_bin/part06
volume3/sc_bin/part07
volume3/dlibs12/part01 Library routines for Sozobon/Alcyon C
volume3/dlibs12/part02
volume3/dlibs12/part03
volume3/dlibs12/part04
volume3/gemfast GEM bindings for Alcyon C [v 1.2 in volume 5]
volume3/turtle30/part01 Version 3.00 of TURTLE hard-disk backup utility
volume3/turtle30/part02
volume3/turtle30/part03
volume3/turtle30/part04
volume3/turtle30/part05
volume3/turtle30/part06
volume3/turtle30/part07
volume3/jeflife Another game of LIFE
volume3/sort UNIX-style "sort" utility
volume3/1stprn16 FirstPrint 1.6 -- print FirstWord documents
volume3/shar Create shell archives a la sources group
volume3/keyfix Fix Gulam binary for non-American keyboards
volume3/bsdiff BSD-style diff (file difference) utility

-- VOLUME 4 --

volume4/metafont/part01 Font generation system
volume4/metafont/part02
volume4/metafont/part03
volume4/metafont/part04
volume4/metafont/part05
volume4/metafont/part06
volume4/cm_mf/part01 Font descriptions for metafont
volume4/cm_mf/part02
volume4/cm_mf/part03
volume4/cm_mf/part04
volume4/cm_mf/part05
volume4/cm_mf/part06
volume4/cm_mf/part07
volume4/cm_mf/part08
volume4/cm_mf/part09
volume4/cm_mf/part10
volume4/cm_mf/part11
volume4/cm_mf/part12
volume4/gfpkutil/part01 Utilities for manipulating Metafont files
volume4/gfpkutil/part02
volume4/gfpkutil/part03

volume4/gfpkutil/part04
volume4/uw/part01 Unix Windows windowing terminal software
volume4/uw/part02
volume4/gemfst11 GEMFAST (GEM bindings for C) v1.1 [1.2 in vol5]
volume4/mouspeed Mouse accelerator
volume4/sed GNU sed (stream editor)
volume4/ckermit/part01 File transfer/terminal program
volume4/ckermit/part02
volume4/ckermit/part03
volume4/ckermit/part04
volume4/ckermit/part05
volume4/micromix.ii/part01 Sound and graphics demo
volume4/micromix.ii/part02
volume4/micromix.ii/part03
volume4/micromix.ii/part04
volume4/micromix.ii/part05
volume4/micromix.ii/part06
volume4/micromix.ii/part07
volume4/micromix.ii/part08
volume4/micromix.ii/part09
volume4/micromix.ii/part10
volume4/micromix.ii/part11
volume4/micromix.ii/part12
volume4/micromix.ii/part13
volume4/micromix.ii/part14
volume4/micromix.ii/part15
volume4/micromix.ii/part16
volume4/mf_files/part01 Missing fonts from cm_mf
volume4/mf_files/part02
volume4/quikview Fast text file viewer/screen dumper
volume4/sokoban/part01 Game: slide blocks into proper positions
volume4/sokoban/part02
volume4/lambda/part01 Lambda-calculus interpreter
volume4/lambda/part02
volume4/lambda/part03
volume4/lambda/part04
volume4/lambda/part05
volume4/cpboot Copy boot sectors between floppy formats
volume4/du List disk usage in directory tree
volume4/fplib10 Floating point routines for Sozobon C
volume4/larn12/part01 Game: Find the magic potion in the dungeon
volume4/larn12/part02
volume4/larn12/part03
volume4/larn12/part04
volume4/larn12/part05
volume4/mouser Prevent mouse from entering menu bar
volume4/prtset Set up printer
volume4/quikinf Change DESKTOP.INF parameters w/o rebooting
volume4/quikfind Find files on your disks
volume4/giffer Monochrome GIF picture-file viewer

volume4/elan1v5/part01 Educational language system
volume4/elan1v5/part02
volume4/elan1v5/part03
volume4/elan1v5/part04
volume4/elan1v5/part05
volume4/elan1v5/part06
volume4/elan1v5/part07
volume4/elan1v5/part08
volume4/quikdex Rate system speed
volume4/quikinf1.1 DESKTOP.INF editor, version 1.1
volume4/zoo/part01 Superior archiving/compression system
volume4/zoo/part02
volume4/zoo/part03
volume4/zoo/part04
volume4/nutshell Get back to a shell from a GEM prog
volume4/tetris Game: drop blocks into place
volume4/deskset Reread DESKTOP.INF, set up system accordingly
volume4/newfonts/part01 More Metafont font files
volume4/newfonts/part02
volume4/newfonts/part03
volume4/newfonts/part04
volume4/newfonts/part05
volume4/newfonts/part06
volume4/newfonts/part07
volume4/newfonts/part08
volume4/newfonts/part09
volume4/modula2/part01 Modula-2 compiler
volume4/modula2/part02
volume4/modula2/part03
volume4/modula2/part04
volume4/modula2/part05
volume4/modula2/part06
volume4/modula2/part07

-- VOLUME 5 --

volume5/dvist33/part01 New DVI interpreter
volume5/dvist33/part02
volume5/dvist33/part03
volume5/dvist33/part04
volume5/dvist33/part05
volume5/dvist33/part06
volume5/dvist33/part07
volume5/tetrix Game: drop the blocks
volume5/gnugo Game of Go (from GNU)
volume5/mx2doc/part01 Documentation for MX2 kernel
volume5/mx2doc/part02
volume5/printit PrintMaster graphics printer
volume5/viewit View PrintMaster graphics libraries [v2 below]
volume5/which Find programs using PATH env. variable
volume5/matricks/part01 Linear algebra (matrix) tool

volume5/matricks/part02
volume5/matricks/part03
volume5/gemfast12/part01 Version 1.2 of GEM bindings
volume5/gemfast12/part02
volume5/atime89 Set GEMDOS time from keyboard clock
volume5/viewit2 New version of PrintMaster graphics viewer
volume5/degasnap Save screen as DEGAS picture
volume5/noverify Turn off write-verify on disks
volume5/timedrv2 Clock set/drive display
volume5/quickst Speed up text output
volume5/dt Disk toolbox
volume5/quickrun Program selector
volume5/flex/part01 Lexical parser generator (= UNIX "lex")
volume5/flex/part02
volume5/flex/part03
volume5/minit928/part01 Terminal program with IBM-PC emulation
volume5/minit928/part02
volume5/minit928/part03
volume5/minit928/part04
volume5/minibbs/part01 Bulletin-board system
volume5/minibbs/part02
volume5/minibbs/part03
volume5/rsplot/part01 2-D plotting package
volume5/rsplot/part02
volume5/rsplot/part03
volume5/rsplot/part04
volume5/sysconf Boot configuration (AUTO, .ACC, etc.) utility
volume5/decky Connect a DEC keyboard to ST
volume5/quickst.12 Speed up screen output
volume5/quickdex.15 Version 1.5 of benchmarking program
volume5/gawk/part01 GNU awk clone
volume5/gawk/part02
volume5/quikfind.15 Find files on your disks, v1.5
volume5/bigscrn Create a huge virtual screen
volume5/rsflip/part01 Flip-book animation system
volume5/rsflip/part02
volume5/vkiller.220/part01 Version 2.20 of virus-killing system
volume5/vkiller.220/part02
volume5/vkiller.220/part03
volume5/vkiller.220/part04
volume5/flu Virus simulator
volume5/quickinf13 Version 1.3 of DESKTOP.INF editor
volume5/quicklabel Label-printing system
volume5/abe/part01 Another binary-to-ASCII encoder
volume5/abe/part02
volume5/abe/part03
volume5/abe/part04
volume5/filespy.12 Version 1.2 of text-file viewer
volume5/country/part01 Digitized country music
volume5/country/part02

volume5/country/part03
volume5/country/part04
volume5/country/part05
volume5/djreset Reset DeskJet Plus after powerup
volume5/modedit Hardwire an editor into German Modula-2
volume5/ff File finder
volume5/headstrt Boot GEM progs from AUTO folder
volume5/ratehd Rate hard disk speed
volume5/overscan Software driver for increased screen size
volume5/quickrun2 Run programs from a menu, version 2
volume5/folded/part01 Folding text editor
volume5/folded/part02
volume5/fmc Force media change on floppy writes
volume5/packer Make executables smaller
volume5/rename Rename disk files (text in German)
volume5/formdial Speed up dialog boxes
volume5/gnuemacs/part01 Full GNU emacs port
volume5/gnuemacs/part02
volume5/gnuemacs/part03
volume5/gnuemacs/part04
volume5/gnuemacs/part05
volume5/gnuemacs/part06
volume5/gnuemacs/part07
volume5/gnuemacs/part08
volume5/gnuemacs/part09
volume5/gnuemacs/part10
volume5/gnuemacs/part11
volume5/gnuemacs/part12
volume5/gnuemacs/part13
volume5/gnuemacs/part14
volume5/gnuemacs/part15
volume5/gnuemacs/part16
volume5/gnuemacs/part17
volume5/gnuemacs/part18
volume5/gnuemacs/part19
volume5/gnuemacs/part20
volume5/gnuemacs/part21

-- VOLUME 6 --

volume6/gnutar GNU's version of UNIX 'tar' utility
volume6/postmort Verbose post-bomb analysis program
volume6/crunch Another executable compression program
volume6/coloremu Color emulator for monochrome screens
volume6/bible/part01 Bible concordance program (keyword search)
volume6/bible/part02
volume6/bible/part03
volume6/bible/part04
volume6/bible/part05
volume6/bible/part06
volume6/environ Set environment variables from AUTO folder

volume6/viruskil Virus killer
volume6/1stprint Version 1.82 of FirstWord printing program
volume6/lharc Another version of arc
volume6/opus/part01 Spreadsheet program
volume6/opus/part02
volume6/opus/part03
volume6/opus/part04
volume6/opus/part05
volume6/opus/part06
volume6/opus/part07
volume6/opus/part08
volume6/opus/part09
volume6/zoo201g/part01 Version 2.01g of ZOO archiver
volume6/zoo201g/part02
volume6/zoo201g/part03
volume6/bstat/part01 Statistics in GFA BASIC
volume6/bstat/part02
volume6/bstat/part03
volume6/bstat/part04
volume6/bstat/part05
volume6/bstat/part06
volume6/bstat/part07
volume6/bstat/part08
volume6/bstat/part09
volume6/bstat/part10
volume6/bstat/part11
volume6/stdcat43/part01 Disk catalog program, version 4.3
volume6/stdcat43/part02
volume6/stdcat43/part03
volume6/flshcard Flashcard program for kids
volume6/gulaminf/part01 Documentation for gulam
volume6/gulaminf/part02
volume6/zoopolicy New copyright policy for Zoo
volume6/timedrv3 Display time and drive in corner of screen
volume6/boot Warm or cold boot from software
volume6/lharc2 New version of LHARC archiver
volume6/minit929/part01 Terminal program
volume6/minit929/part02
volume6/minit929/part03
volume6/greed Strategy game (more like a puzzle)
volume6/minibbs/part01 Bulletin board system
volume6/minibbs/part02
volume6/midinet3 Resident MIDI network notifier for minibbs
volume6/cat Replacement for gulam "cat" command
volume6/ps2form IBM-compatible formatter
volume6/protect Small virus killer/protection utility
volume6/atc/part01 Air traffic controller game
volume6/atc/part02
volume6/ff31 File finder, version 3.1
volume6/norad Earth satellite tracker

volume6/mandel Fast Mandelbrot generator
volume6/turbodmo Demo of Turbo-ST
volume6/opus22/part01 Version 2.2 of Opus spreadsheet
volume6/opus22/part02
volume6/opus22/part03
volume6/opus22/part04
volume6/opus22/part05
volume6/opus22/part06
volume6/opus22/part07
volume6/opus22/part08
volume6/opus22/part09
volume6/lc Multicolumn file lister
volume6/vol109 Change disk volume, other disk stuff
volume6/wo Another file-finder
volume6/gfadiff File difference generator
volume6/modula2/part01 Version 1.4 of German Modula-2 system
volume6/modula2/part02
volume6/modula2/part03
volume6/modula2/part04
volume6/modula2/part05
volume6/modula2/part06
volume6/modula2/part07
volume6/modula2/part08
volume6/modula2/part09
volume6/modula2/part10
volume6/modula2/part11
volume6/modula2/part12
volume6/modula2/part13
volume6/modula2/part14
volume6/modula2/part15
volume6/gem2ps/part01 Convert VDI metafiles to PostScript
volume6/gem2ps/part02
volume6/gem2ps/part03
volume6/gem2ps/part04

-- VOLUME 7 --

volume7/nethack3/part01 Game: Hack and slash your way to the top
volume7/nethack3/part02
volume7/nethack3/part03
volume7/nethack3/part04
volume7/nethack3/part05
volume7/nethack3/part06
volume7/nethack3/part07
volume7/nethack3/part08
volume7/nethack3/part09
volume7/nethack3/part10
volume7/nethack3/part11
volume7/nethack3/part12
volume7/nethack3/part13
volume7/nethack3/part14

volume7/nethack3/part15
volume7/nethack3/part16
volume7/nethack3/part17
volume7/nethack3/part18
volume7/arcgsh21/part01 Graphical Arc/Zoo shell v 2.1
volume7/arcgsh21/part02
volume7/arcgsh21/part03
volume7/shar Create/unpack shell archives
volume7/nolock Disable Caps-Lock key
volume7/showdvi/part01 DVI displayer
volume7/showdvi/part02
volume7/showdvi/part03
volume7/showdvi/part04
volume7/minibbs/part01 Another version of the BBS system
volume7/minibbs/part02
volume7/minibbs/part03
volume7/minit931/part01 Terminal program
volume7/minit931/part02
volume7/minit931/part03
volume7/anamod2/part01 Shareware Modula-2 compiler
volume7/anamod2/part02
volume7/anamod2/part03
volume7/anamod2/part04
volume7/anamod2/part05
volume7/anamod2/part06
volume7/anamod2/part07
volume7/anamod2/part08
volume7/anamod2/part09
volume7/anamod2/part10
volume7/anamod2/part11
volume7/anamod2/part12
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volume7/anamod2/part16
volume7/anamod2/part17
volume7/anamod2/part18
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volume7/anamod2/part20
volume7/anamod2/part21
volume7/anamod2/part22
volume7/anamod2/part23
volume7/anamod2/part24
volume7/anamod2/part25
volume7/anamod2/part26
volume7/anamod2/part27
volume7/anamod2/part28
volume7/stedt/part01 Text editor
volume7/stedt/part02
volume7/stedt/part03

volume7/stedt/part04
volume7/stedt/part05
volume7/stedt/part06
volume7/stedt/part07
volume7/stedt/part08
volume7/stedt/part09
volume7/stedt/part10
volume7/stedt/part11
volume7/stedt/part12
volume7/stedt/part13
volume7/stedt/part14
volume7/sttetris Graphic version of That Game
volume7/bibtex/part01 Bibliography filter for TeX
volume7/bibtex/part02
volume7/bibtex/part03
volume7/bibtex/part04
volume7/bootedit Edit boot files (AUTO folder, DESKTOP.INF, etc.)
volume7/macfonts/part01 Macintosh fonts in GDOS format
volume7/macfonts/part02
volume7/macfonts/part03
volume7/macfonts/part04
volume7/macfonts/part05
volume7/macfonts/part06
volume7/macfonts/part07
volume7/macfonts/part08
volume7/tetris2 Watch the Soviet blocks fall
volume7/builds09 Create Motorola S-records from .ttp files
volume7/colorca Cellular automata in color
volume7/truchet Produce random Truchet tilings
volume7/miniinfo Information about MiniTerm 9.31
volume7/dvi2slm/part01 DVI filter for SLM804 laser printer
volume7/dvi2slm/part02
volume7/dvi2slm/part03

-- VOLUME 8 --

volume8/truchet Truchet tilings for monochrome screens (REPOST)
volume8/undoub Remove duplicate lines from files
volume8/degadesk Load a DEGAS .P?3 picture onto the desktop
volume8/dvi2dsk/part01 DVI-to-DeskJet filter
volume8/dvi2dsk/part02
volume8/dvi2dsk/part03
volume8/dvifonts/part01 Fonts for dvi2dsk
volume8/dvifonts/part02
volume8/dvifonts/part03
volume8/dvifonts/part04
volume8/dvifonts/part05
volume8/dvifonts/part06
volume8/dvifonts/part07
volume8/dvifonts/part08
volume8/dvifonts/part09

volume8/dvifonts/part10
volume8/dvifonts/part11
volume8/dvifonts/part12
volume8/dvifonts/part13
volume8/dvifonts/part14
volume8/dvifonts/part15
volume8/dvifonts/part16
volume8/dvifonts/part17
volume8/dvifonts/part18
volume8/dvifonts/part19
volume8/dvifonts/part20
volume8/dvifonts/part21
volume8/dvifonts/part22
volume8/dvifonts/part23
volume8/dvifonts/part24
volume8/dvifonts/part25
volume8/dvifonts/part26
volume8/dvifonts/part27
volume8/dvifonts/part28
volume8/letrhead Print letterheads from GEM image files
volume8/minibbs/part01 The next revision of the PD BBS system
volume8/minibbs/part02
volume8/yaff Yet Another File Finder
volume8/strings Find text strings in files
volume8/more Text file viewer
volume8/sozobon1.2/part01 Intermediate release of Sozobon C 1.2
volume8/sozobon1.2/part02
volume8/sozobon1.2/part03
volume8/setup931 Set up miniterm 9.31 easily
volume8/rainbow Utilities to enhance/fix TOS 1.4
volume8/columns Tetrisoid game
volume8/xscheme0.16/part01 Scheme interpreter
volume8/xscheme0.16/part02
volume8/xscheme0.16/part03
volume8/fract/part01 Monochrome Mandelbrot generator
volume8/fract/part02
volume8/uurename Rename binaries parts to work with uud
volume8/sndshow Show pictures and make noise
volume8/minit932/part01 Terminal program
volume8/minit932/part02
volume8/cstat Character frequency counter
volume8/xxed Hex/ASCII file editor
volume8/drachen/part01 Game (mono only)
volume8/drachen/part02
volume8/nroff/part01 Partial clone of UNIX "nroff" formatter
volume8/nroff/part02
volume8/kbext410 Keyboard remapper
volume8/drachen.eng English docs for "drachen"
volume8/dskmap Analyze disks and show a sector map
volume8/depict Convert DEGAS .PI3 files to MacPaint

volume8/inspec Inspect disks/files
volume8/form/part01 Symbolic math package
volume8/form/part02
volume8/form/part03
volume8/form/part04
volume8/form/part05
volume8/form/part06
volume8/form/part07
volume8/form/part08
volume8/form/part09
volume8/form/part10
volume8/form/part11
volume8/form/part12
volume8/form/part13
volume8/form/part14
volume8/form/part15
volume8/form/part16
volume8/form/part17
volume8/patience/part01 Card game (mono only)
volume8/patience/part02
volume8/patience/part03
volume8/mas/part01 Modula-2 algebra system
volume8/mas/part02
volume8/mas/part03
volume8/mas/part04
volume8/mas/part05
volume8/mas/part06
volume8/mas/part07
volume8/mas/part08
volume8/mas/part09
volume8/dgdb/part01 Monochrome game
volume8/dgdb/part02
volume8/formdoc/part01 Documentation for FORM in ASCII
volume8/formdoc/part02
volume8/formdoc/part03
volume8/formdoc/part04
volume8/formdoc/part05
volume8/formdoc/part06

-- VOLUME 9 --

volume9/dhrystone Dhrystone benchmark program
volume9/gemfst13/part01 AES and VDI bindings, v 1.3
volume9/gemfst13/part02
volume9/gemfst13/part03
volume9/quix Game: fill up the screen
volume9/cleo Enhance the TOS get-input-line routine
volume9/tostrace Trace calls to TOS functions
volume9/tosvers Tell version of TOS
volume9/dcshowit Replace the desktop textfile viewer
volume9/mathcalc On-screen calculator program

volume9/flinker Fast linker for GST files
volume9/cardfile/part01 Address/phone database
volume9/cardfile/part02
volume9/cardfile/part03
volume9/lgsel16/part01 Replace GEM's file selector dialog
volume9/lgsel16/part02
volume9/arcshl21/part01 GEM interface to ARC, LHARC
volume9/arcshl21/part02
volume9/unlzh11 Extract files from LHARC archives
volume9/ramtest Memory test tutorial/software
volume9/arc602/part01 ARC archiver, version 6.02
volume9/arc602/part02
volume9/arc602/part03
volume9/arc602/part04
volume9/unlzh12 Extract LZH archives, version 1.2
volume9/duck31 Delay booting from hard disk
volume9/mdisk Fast floppy copying using a ramdisk
volume9/poolfix2 Fix TOS 1.4/1.6 internal memory management bug
volume9/bm Fast file-searcher
volume9/micrortx/part01 Multitasking TOS extensions
volume9/micrortx/part02
volume9/micrortx/part03
volume9/micrortx/part04
volume9/gnuemacs/part01 GNU Emacs version 18.55
volume9/gnuemacs/part02
volume9/gnuemacs/part03
volume9/gnuemacs/part04
volume9/gnuemacs/part05
volume9/gnuemacs/part06
volume9/gnuemacs/part07
volume9/gnuemacs/part08
volume9/gnuemacs/part09
volume9/gnuemacs/part10
volume9/gnuemacs/part11
volume9/gnuemacs/part12
volume9/gnuemacs/part13
volume9/gnuemacs/part14
volume9/gnuemacs/part15
volume9/gnuemacs/part16
volume9/gnuemacs/part17
volume9/gnuemacs/part18
volume9/gnuemacs/part19
volume9/gnuemacs/part20
volume9/gnuemacs/part21
volume9/gnuemacs/part22
volume9/gnuemacs/part23
volume9/gnuemacs/part24
volume9/gnuemacs/part25
volume9/gnuemacs/part26
volume9/gnuemacs/part27

volume9/gnuemacs/part28
volume9/gnuemacs/part29
volume9/hospital/part01 Virus killer
volume9/hospital/part02
volume9/pyro Screen saver with fireworks
volume9/starstrk Screen saver with moving starfield
volume9/poolfix3 Version 3 of TOS 1.4/1.6 bug fix
volume9/imgcatj/part01 Print several .IMG files to a page
volume9/imgcatj/part02
volume9/lhx10 Extract/list LHARC archives
volume9/kbext414 Keyboard extender
volume9/file/part01 Determine types of files
volume9/file/part02
volume9/mdisk43 A ramdisk that looks like a floppy
volume9/quiklock Prevent unauthorized users from writing to disks
volume9/f77heap Change heapsize of Absoft Fortran programs
volume9/f77link Alternative linker for Absoft Fortran
volume9/splitit Split up and reassemble big files
volume9/wasy/part01 Symbol fonts for Metafont
volume9/wasy/part02
volume9/trees/part01 Fractal "tree" generator
volume9/trees/part02
volume9/trees/part03
volume9/newbell Replace the ST bell with other sounds
volume9/patience.eng/part01 Patch to PATIENCE card game for English-speakers
volume9/patience.eng/part02
volume9/arcgs21c/part01 Version 2.1c of GEM-based ARC shell
volume9/arcgs21c/part02
volume9/mx2net20 Filesystem sharing over MIDI/RS232
volume9/bgif Convert GIF to PI1, PI2, SPU
volume9/tport Transfer files to RAMdisk at boot time
volume9/abc/part01 Friendly interactive programming language
volume9/abc/part02
volume9/abc/part03
volume9/abc/part04
volume9/abc/part05
volume9/abc/part06
volume9/abc/part07
volume9/fft/part01 Perform fast Fourier transforms
volume9/fft/part02

-- VOLUME 10 --

volume10/amoeba.war Multiplayer Life-like game
volume10/abzmon Machine-language monitor
volume10/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume10/oatbran Screen saver, like 8-bits' attract mode
volume10/vault201/part01 Fast hard disk backup system
volume10/vault201/part02
volume10/vault201/part03
volume10/vault201/part04

volume10/vault201/part05
volume10/vault201/part06
volume10/unlzh14 Extract LHARC files, v 1.4
volume10/neotrash Replacement trashcan for NeoDesk
volume10/vkiller/part01 Virus killer, version 3.11
volume10/vkiller/part02
volume10/vkiller/part03
volume10/dlii024/part01 General-purpose disk fixer
volume10/dlii024/part02
volume10/dlii024/part03
volume10/flu Simulate virus symptoms
volume10/pyrocfg Screen saver with configurable delay
volume10/stblank Scrolling-starfield screen saver
volume10/protect4 Protection from boot-sector viruses
volume10/gemini/part01 Enhanced replacement for the Desktop
volume10/gemini/part02
volume10/gemini/part03
volume10/gemini/part04
volume10/gemini/part05
volume10/gemini/part06
volume10/gemini/part07
volume10/gemini/part08
volume10/gemini/part09
volume10/qst2demo/part01 Demo of QuickST display speeder
volume10/qst2demo/part02
volume10/qst2demo/part03
volume10/szadb Debugger for Sozobon C
volume10/fools/part01 Fools' Lisp (scheme interpreter)
volume10/fools/part02
volume10/fools/part03
volume10/dskmap1.04 Check disk integrity, map out files
volume10/wedit100/part01 Fullscreen editor and command line shell
volume10/wedit100/part02
volume10/wedit100/part03
volume10/wedit100/part04
volume10/wedit100/part05
volume10/wedit100/part06
volume10/wedit100/part07
volume10/vceldemo/part01 Demo of animation system
volume10/vceldemo/part02
volume10/vceldemo/part03
volume10/vceldemo/part04
volume10/vceldemo/part05
volume10/vceldemo/part06
volume10/minit933/part01 Terminal program, version 9.33
volume10/minit933/part02
volume10/protect4 Resident anti-virus tool, v. 4
volume10/lharc113 LHArc archiver, version 1.13
volume10/miniview Better pager for Desktop "show file" function
volume10/sam Disk analyzer

volume10/sre Make gulam run programs at startup
volume10/tempcall Use TEMPUS as the ST-Pascal editor
volume10/jove/part01 Emacs variant, v. 4.9
volume10/jove/part02
volume10/jove/part03
volume10/gemini1.1/part01 Version 1.1 of Gemini desktop (in German)
volume10/gemini1.1/part02
volume10/gemini1.1/part03
volume10/gemini1.1/part04
volume10/gemini1.1/part05
volume10/gemini1.1/part06
volume10/gemini1.1/part07
volume10/gemini1.1/part08
volume10/gemini1.1/part09
volume10/gemini1.1/part10
volume10/gemini1.1/part11
volume10/gemini1.1/part12
volume10/antibomb Replace bombs with a text dialog box
volume10/mastdemo/part01 Demo of command-line shell
volume10/mastdemo/part02
volume10/mastdemo/part03
volume10/mastdemo/part04
volume10/mastdemo/part05
volume10/mastdemo/part06
volume10/mastdemo/part07
volume10/catch Catch control-Z and control-C under Master
volume10/play/part01 Play digitized sounds
volume10/play/part02
volume10/play/part03
volume10/minibbs29.3/part01 Bulletin-board software
volume10/minibbs29.3/part02
volume10/xxed11 Version 1.1 of xxed hex editor
volume10/aua_info Information about Atari Users' Association
volume10/rsutil/part01 Convert GEM rsc files from PC <-> ST
volume10/rsutil/part02
volume10/rsutil/part03
volume10/rsutil/part04
volume10/rsutil/part05
volume10/rsutil/part06
volume10/nsyscom Trace system calls
volume10/nmentim Put time and date in menu bar
volume10/dcshow11 DC-ShowIt 1.1 -- replace Desktop file viewer
volume10/dcdesk/part01 Demo of DC Desktop -- enhance the GEM desktop
volume10/dcdesk/part02
volume10/dcdesk/part03
volume10/dcdesk/part04
volume10/dcdesk/part05

4100. v11INF3: Unpacking binaries (and retrieving old ones)

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 01:34:50 UTC
From: koreth@panarthea.ebay.sun.com
Message-ID: <1742@male.EBay.Sun.COM>
Source record: 241139
Cross-posted to: comp.binaries.atari.st,comp.sys.atari.st

Submitted-by: koreth@panarthea.ebay.sun.com (Steven Grimm)
Posting-number: Volume 11, Info 3
Archive-name: unpack.cooked

HOW TO USE COMP.BINARIES.ATARI.ST

by Steven Grimm

Last update: May 6, 1990

A preliminary note, for those of you who know most of the
below already: the official archives on panarthea are NOT
reachable via anonymous ftp from the Internet. Read on for
information about accessing them by mail, or see the table
at the end of this document for a list of alternate archive
sites.

_1. _W_h_a_t _a_r_e _b_i_n_a_r_i_e_s?

Binaries are files that contain information other than
normal text. Usually, a binary that is posted to the net
will contain executable (program) files. Binaries are dis-
tinct from _s_o_u_r_c_e_s, which are the human-readable text files
that are interpreted by a computer and used to produce
binaries. Sources can be modified with relatively little
effort, and are usually pretty easy to read. Binaries are
not intended to be viewed by a human.

_1._1. _U_u_e_n_c_o_d_i_n_g

The programs which transfer network news messages (and
electronic mail) are not always capable of handling a pure
binary file. They are designed to handle textual messages,
and the odd symbols and characters in a binary cause them to
become confused, and often to mangle the binaries. To avoid
this problem, a method called _u_u_e_n_c_o_d_i_n_g is used. Uuencod-
ing translates a binary file into text characters, so that
the news and mail transport programs won't mess up. The
disadvantages are that uuencoded files are about 30% bigger
than the raw binary files they represent, and that you have
to go through one extra step to get the binaries to work on
your computer.

_1._2. _A_r_c_h_i_v_e_s _o_r "_a_r_c _f_i_l_e_s"

Usually, a program will need more than one file to work properly. The extra files might be data files, help files, or maybe some instructions for the user. In order to easily package multiple files together in one binary file, a program called "arc" (short for "archiver") is used. Arc also compresses all the files as it packages them, so that the arcfile take up less disk space (and takes less time to download!) than it would if its contents were just thrown

together.

To confuse matters even more, two new archive programs called "zoo" and "lharc" can also be used to achieve the same effect. Zoo is superior to arc in some respects, slightly inferior in others, as is lharc. Unfortunately, you can't unpack a zoo archive with arc or lharc, or vice versa (arc and lharc are similarly incompatible with each other.)

_1._3. _U_S_E_N_E_T _a_r_t_i_c_l_e_s

The USENET has groups designed especially for transmission of binary files. They are usually called something like "comp.binaries.x," where x is the type of machine that the programs will run on. For Atari ST owners, the group to watch is comp.binaries.atari.st. Most of the binaries groups (including the Atari binaries group) are _m_o_d_e_r_a_t_e_d, which means that you can't send a program directly to everyone on the network. Instead, you send it to someone in charge of the group (the _m_o_d_e_r_a_t_o_r), who makes sure that your program works and contains the proper documentation (or that the lack of documentation is announced), and that it's in the correct format to be sent out to the rest of the USENET.

One of the restrictions of the USENET is that articles can only be a certain length. If a binary is longer than that, it must be split up into several parts, each no longer than 45000 bytes or so. This introduces yet another obstacle to people who want to transform the articles into a useful form, but it can't really be helped until the USENET starts running much more advanced news transmission software. Also, some particularly long programs may be posted over the course of several days; otherwise the net would be overloaded with lots of huge messages, and people would complain.

USENET binaries are grouped into _v_o_l_u_m_e_s, each containing about 100 articles. This is to make life easier for people who are trying to keep track of which articles have been posted. When a new volume is started, the moderator

will usually post introductory articles, including a list of previously published articles.

_2. _H_o_w _d_o _I _g_e_t _b_i_n_a_r_i_e_s?

There are two ways to get binaries: first, by reading the USENET newsgroup comp.binaries.atari.st; you will see new articles within a week (usually much less) of the time they were sent out by the moderator. If, for some reason, your site doesn't receive comp.binaries.atari.st, or if you want to look through previously posted articles, site panarthea.ebay.sun.com has all the binaries stored in its

archives.

The other way to get binaries is to request them from panarthea's archive server. The archive server is a program that intercepts incoming mail messages and looks for commands inside them. You can tell it to list the available binaries, give you help, or send whichever files you're interested in. The requested files will be mailed to you. One thing to be careful of is that multi-part postings aren't placed in the archives until all their parts have been sent out to the USENET at large. This is to prevent people from requesting all 99 parts of a program the first day it appears, thus overloading the net and defeating the purpose of piece-by-piece posting.

To find out more about the archive server, send a mail message containing the word "help" to archive-server@panarthea.ebay.sun.com. Talk to an administrator at your site if that mail address doesn't work. If you don't get any response from the archive server within a few days, something may be wrong; mail archive-manager@panarthea.ebay.sun.com to report the problem.

There are other archive sites, too, such as terminator.cc.umich.edu; they contain most of the comp.binaries.atari.st software as well as some additional programs that have not appeared on the newsgroup. Some sites, such as terminator, also offer something called "anonymous ftp" if you're on the Internet. Say "ftp terminator.cc.umich.edu", and if you connect, use "anonymous" for a username, and your username for a password. See the ftp documentation at your site for more information. A recent, but possibly incorrect, list of alternate archive sites appears at the end of this article. Please send me mail if you know of any that aren't mentioned here, or if my list is incorrect. Note that panarthea does not offer anonymous ftp, as it's on a network that's segre-

gated from the Internet.

Panarthea also offers an "auto-index" service, for people who don't have access to the USENET groups. If you request autoindex service, you will receive copies of the archive-server's index files for the binaries and sources groups whenever new files are added. Note that if your site gets comp.binaries.atari.st, requesting autoindex is pointless and a waste of net bandwidth. Send mail to autoindex-request@panarthea.ebay.sun.com if you'd like to sign up.

_3. _H_o_w _d_o _I _d_e_c_o_d_e _t_h_e _b_i_n_a_r_i_e_s?

As stated above, turning binaries from USENET articles into a more useful form can be a multi-step process. At the least, you will need the uudecode program; it is standard software on most UNIX|- systems and is available in a couple

_____
|- UNIX is a trademark of Bell Laboratories.

of forms on the Atari. Versions for other operating systems do exist, and can certainly be written with little effort. Arc is available for UNIX and other operating systems, but is not standard software. In any case, you will want at least arc on your Atari.

A version of uudecode written in ST BASIC is available in panarthea's archives (see above). It is in volume 1 of the comp.sources.atari.st directory (note that that's _s_o_u_r_c_e_s and not binaries). Once you have that, you should get the files "arc," "arcdoc," and "uucode" from volume 1 of the binaries directory. They contain the arc program mentioned earlier, its documentation, and a much better, faster version of the uudecode program.

Use the BASIC program to uudecode the two encoded files; then use arc to unpack the better version of uudecode. (Arc is documented in "arcdoc.") Note that if you're reading news/receiving mail on a computer (such as a UNIX system) that already has uudecode, you can skip most of this; you will probably just want to uudecode arc there, then download it (using kermit, xmodem, or your favorite transfer protocol - consult your site's administrator and your Atari communication package's documentation for more information. Remember to use binary mode when downloading arc files!)

So far, everything has been small enough to fit in one piece, but you will almost certainly want to try something larger eventually. The Atari "uud" program (whose source code, also suitable for compilation on UNIX systems, is

available in the sources archive) is capable of easily decoding multi-part uuencoded files. Near the top of each part (except the first) will be a line like

begin part c foobar.uac

Rename each file (except part 1, which can be named "part01" or just about anything else) to the name at the end of this "begin" line, in this case "foobar.uac". Then run uud on the file containing part 1; it contains instructions to cause uud to look for the other parts. If you have a text editor or a UNIX style cat program, you can just stick all the parts together in order and run uud on the resulting (big) file; it will try to go on in the first file if it can't find the next part in a separate file. Note that uud won't warn you if it's overwriting an existing file, so don't give any of the parts the same name as the file that's being extracted from them!

On UNIX systems, you can also say (for instance) "cat part* | uud -" without renaming anything.

Using Binaries -5-

If you don't have uud or would prefer to decode your binaries on your larger news computer, the procedure is somewhat more complex. Plain vanilla uudecode doesn't know about multi-part uuencoded files, so you have to fool it into thinking that everything is in one part. First, stick all the parts together (using cat on UNIX). Edit the resulting file. Now remove all the extraneous lines of text in between the parts -- this includes mail headers, any text, lines of the form "include foobar.uad," "table" lines and the lists of characters following them, and "begin" lines other than the one at the beginning of part 1. Once you have converted all the parts into a big uuencoded mass (with no blank lines!), the regular uudecode program will work.

Obviously, this is something of a hassle, and the recommended procedure is to try to install uud on your large computer. You'll usually want to minimize the amount of data you have to send to your Atari, since you'll most likely be downloading it at a relatively low speed, and the uudecoded .arc file is the smallest thing you can download.

Zoo is available from the archives. It is simple to use; refer to the documentation included in zoobin.arc (yes, you need to use arc to extract zoo!) for more information. The uudecoding process is the same for zoo and arc files. Lharc is also available.

Most archives contain documentation; refer to the instructions in a specific program for usage information and the like. If you have problems with a particular program, send mail to the submitter (listed near the top of each part.) The moderator doesn't have time to become very familiar with all the programs that are posted, so the submitter will probably be much more helpful.

_4. _L_i_s_t _o_f _a_r_c_h_i_v_e _s_i_t_e_s

Note: I have not verified these, so this list may be wrong. Mail servers usually respond to the word "help" alone in a mail message. Some of the sites listed below may not contain full archives of comp.binaries.atari.st, and some may have other files.

Address Type Comments

---

wuarchive.wustl.edu ftp,nfs
ux.acss.umn.edu ftp TeX, GNU
terminator.cc.umich.edu ftp Mail server may also exist
him1.cc.umich.edu ftp cd to pc7: directory
dsrgsun.ces.cwru.edu ftp GNU and Minix archives also
xanth.cs.odu.edu ftp
archive-server@

Using Binaries -6-

panarthea.ebay.sun.com mail Official archives
archive@softvax.radc.af.mil mail
unido!archive-server mail European archives
marks%mgse@rex.cs.tulane.edu uucp Ask your site administrator

4101. Zmodem and the ST...

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 02:52:34 UTC
From: logic@wet.UUCP
Message-ID: <1196@wet.UUCP>
Source record: 241163

Is there a terminal program out there which has a good implementation of Zmodem? I'm currently using ZMDM v1.85, which gives fairly good throughput on downloads (~1625 cps on a HST/DS) but doesn't seem to do streaming correctly on uploads (~700 cps on a HST/DS). I've also tried RZ.PRG/SZ.PRG but they don't even seem to work at all. I thought that the Mac terminal situation was bad but recently with Zterm, MP III, and WK, they have at least three programs with good Zmodem whereas we don't have any (that I've found). Anybody have any good ideas or tips?

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

4102. Mac-->Atari Sound Converters

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 04:22:49 UTC
From: ccm020@deneb.ucdavis.edu
Message-ID: <7281@aggie.ucdavis.edu>
Source record: 241142

Does anyone know an FTP site where I could get a utility to convert Mac format sound files into Atari format? So, for example, I could use Kermit to xfer a Mac sound to my Unix account, and then Kermit from my ST to xfer it back, and then use this program to convert it to a useable format. I think there was such a program in STart a while back, but I never got the disk.

Andy Bates | "When you wet the bed, first it is warm,
ambates@ames.arc.nasa.gov | then it gets cold." -- Patrick Stewart
or ccm020@deneb.ucdavis.edu | "Are you calling my flower a dilletante?!?"

4103. Re: Educational discount.

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 05:13:35 UTC
From: fnddr@acad3.fai.alaska.edu
Message-ID: <1990May7.051335.19966@hayes.fai.alaska.edu>
Source record: 241140

In article <35003@shemp.CS.UCLA.EDU>, stephen@oahu.cs.ucla.edu (Steve Whitney) writes...
>Yep... I believe that Atari would pick up _more_ than a few sales by
It has been pointed out numerous times over the years in this group that Atari doesn't want to sell machines in the US, and they are doing an excellent job of it. However, if they ever change their minds, educational discounts would be a good start. I actually recall them advertising a small discount a few years ago as part of a back-to-school promotion.

> 1) Making ST, Mega, TT _available_ at university computer shops in the
> first place.
Very important.
The Atari store is across town from this campus. Many students don't own cars. Those that do have a hard time getting off campus during normal business hours due to classes and classwork. Why should they bother to drive a few miles to check out Atari when they can purchase Apple, IBM, Toshiba, Zenith, NeXT, etc on campus (with the cooperation of the local dealers, I might add)?

> 2) Offering a student dicsount on said machines
I've asked the local Atari dealer several times why they haven't pushed for this. Their answer: "Atari's prices are already lower than anybody else, so why bother?" This is of course false. Also, I've noticed many students seem to believe that if brand X offers a discount and brand Y doesn't, then it must be cheaper to buy the brand X system. Faculty say things like, "the brand X discount program shows that they are committed to higher education; brand Y obviously isn't, so avoid them." Brand Y is, of course, Atari.

> 3) Placing ads in campus rags like Apple, Zenith, IBM, and NeXT do.
The Atari dealer does here, periodically. It seems to help somewhat in offsetting the damage done by lack of (1) and (2), in that there are some students and faculty who have STs.

I would also add:
4) Introduce an ST variant with built-in thinwire ethernet.
On this campus and many others, a machine won't even be considered for classroom/lab use if it can't be networked. And students want to buy the same machines used in the classes and labs so they can use familiar software with it.

>It wouldn't be too tough to do, I imagine. Even step 2 could be implemented
>by itself just to nullify the competetion's power/price advantage.
Sad but true. You can mail-order fast 286 and 386sx systems w/hard disk for the cost of the Megas, and the university discounted Apple and other big-name systems are comparable in price.

>--
>Steve Whitney "It's never _really_ the last minute" (())_-_(())
>UCLA Comp. Sci. Grad. Student | (* *) |
>Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
>GEnie: S.WHITNEY `-----'
I'm not even a student anymore, so I'm not arguing for a student discount because it would do me any good. I would just like to see Atari go for the university market, because it seems to me like one of the few options they have left to find a niche for themselves. Even though my STs are 4 years old, I'd hate to see them orphaned when the parent company dies.
I certainly don't plan to buy more Atari equipment until I see some evidence of intelligent life in Sunnyvale, though.

Don Rice Internet: fnddr@acad3.fai.alaska.edu
Geophysical Institute E-mail: fnddr@alaska.bitnet
University of Alaska Phone: (907) 474-7569
Fairbanks, AK 99775 Loran: 64.86N 212.16E
All of the above is of course personal opinion.

4104. FTP strangeness at dsrgsun (no response to ``dir'')

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 13:14:15 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990May7.131415.5753@diku.dk>
Source record: 241151

When doing anonymous FTP to dsrgsun.ces.cwru.edu, I can't get any response to the ``dir'' or ``ls -l'' commands. FTP opens an ASCII mode connection, waits, and reports that the transmission is terminated; no data is written to the screen.

The reason I'm posting here is that the problem may be dependent on my site (diku.dk, Denmark), and I'd like to know if any others have the same problem.

The problem is really bad when the README file is not updated, and you can't even see the date of any files that may be new and interesting..... .

Jens

jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4105. Re: C++ for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 13:33:13 UTC
From: markr@seqp4.ORG
Message-ID: <492@seqp4.UUCP>
Source record: 241167

Yes there is. Tim Onders (onders@harvard.uucp) has
made available the GNU port to the ST.

An almost complete minimal system was uploaded to CIS :-$,
(no gas Tim.) And I can testify that:

```
cout << "Hello C++ World\n";
```

works.

In addition, Tim will real mail you the complete ST
distribution of the GNU stuff for $35US. Contact him
via e-mail for more information.

And just when I was ready to junk the puppy someone ports
something worthwhile to it!

--
-Mark Roddy
seqp4!markr@m2c.org
m2c!seqp4!markr

4106. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 13:35:10 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990May7.133510.6164@diku.dk>
Source record: 241152

WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK writes:

[...]

>Does anyone have any info on the German Graphics board that will give 8??*6??
>pixels on a multisynch, I have seen it advertised in ST-Computer (Feb 90) and
>I was wondering if anyone could comment on compatibility etc. It is the one
>which costs 249 DM.

From the review in the German magazine c't, March -90

Available resolutions
640 x 608 60 Hz
832 x 624 50 Hz
640 x 480 75 Hz
704 x 496 71 Hz
640 x 400 87 Hz

Mega-ST only (needs the expansion plug)

Needs TOS 1.2 or later.

Only in monochrome mode.

General stuff

Seems to require a multisynch monitor because of the
large number of resolutions. I don't know about
that, what about running with the normal monochrome
monitor in 704 x 496 mode ?? (This mode only, of
couse, but still.)

Made from a Hitachi video controller, and four small
chips (say three normal TTL chips and one PAL). Works
by reprogramming the video timing and using a larger
amount of Atari video memory.

The name is MegaScreen, the manufacturer is WGR
ComputerSysteme (no address given in the test, no ads found
in the magazine).

Should be usable on all ``well-behaved'' programs..... .
I can't see how they could make the 640 x 400 mode
incompatible, as far as placement of video meory goes,
so I should think that in 640 x 400 mode the ``dirty''
programs could write to the screen memeory as they like
(although the programs may break on the higher frequency..).

Comes with software for the AUTO folder, plus a configuration
program.

That's about it, very small test for c't (only two pages, no screen shot).

In the May issue of c't, a card using the INTEL 8xxxxx graphics controller
and 1MB memory, is tested, HOT STUFF !!. Claimed to sell with monochrome
19" monitor for the 1660 x 1200 mode for 5500 DM. The board even
has a socket for the MC68881, so that you don't have to loose your
coprocessor.

Jens

jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4107. Re: Mac-->Atari Sound Converters

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 14:29:55 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May7.142955.25958@wam.umd.edu>
Source record: 241153

In article <7281@aggie.ucdavis.edu> ccm020@deneb.ucdavis.edu () writes:
>Does anyone know an FTP site where I could get a utility to convert Mac format
>sound files into Atari format? So, for example, I could use Kermit to xfer
>a Mac sound to my Unix account, and then Kermit from my ST to xfer it back,
>and then use this program to convert it to a useable format. I think there
>was such a program in STart a while back, but I never got the disk.

You can use the .data files pacakaged with Mac sounds directly on the
ST. You don't need to do any conversion. Just take the .data file,
get it onto your ST, then try it out with play.prg (posted to
comp.binaries.atari.st recently) to get the playback rate right. You
can then use the sound with the Digital Keyclick, Beep, and Digivec
programs recently uploaded to terminator (soon to appear in
comp.binaries.atari.st).

Many of the sounds in the terminator archive are actually Mac samples.
Please upload any interesting sounds you find to
terminator:atari/music/samples
so everyone can try them out...

Dave Baggett
dmb@wam.umd.edu

PS> terminator = 35.1.33.8

4108. Re: 2ND DRIVE FOR MEGAFILE 44

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:06:40 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2705@medusa.informatik.uni-erlangen.de>
Source record: 241146

AKISUJAR@NUSVM.BITNET ("S. Sujarittanonta") writes:

>2. Another problem is: The Mega file 44 has an extra 50 pin connector probably
> for another SCSI drive on the host adapter board, extra power supply plug as
> well as a bracket which pre drilled holes which perfectly match teh mounting
> holes on my Conner hard disk. However, when I connect additional hard disk
> I can't set the SCSI ID of the new drive. Apparently the SCSI ID is to be
> set by the dip switch on host adapter card.The syquest is set at SCSI 0
> from factory and when I try changing Syquest HD to SCSI 1 the hard disk is
> no longer recognise by the computer.

Both SCSI drives in a Megafile 44 have to be selected as SCSI drives 0. The
Conner drive must plug into the first SCSI connector (J2, as far as I remember)
and the Syquest drive into the second one. Moreover, you'll have to flip
DIP switch 1 so that the ATARI hostadapter knows that you're trying to
install a second drive.

Hope this helps,

Claus Brod

4109. Re: break

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:10:59 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <4252@sbsvax.cs.uni-sb.de>
Source record: 241148

In article <3060@ultb.isc.rit.edu>, jdb9608@ultb.isc.rit.edu (J.D. Beutel) writes:
>
> Does anybody know how break (i.e., ^C) works on the ST?
> Is it something in TOS? (I wouldn't think so since I don't
> remember hearing about it, and I know some programs don't break.)

Yes it is done by TOS. But only the GEMDOS functions Cconin/Cconrs/Cconout and Cconws use it. If a program uses BIOS for terminal-i/o, it has to do the ^C trapping itself.

> and I miss multi-tasking and job control. So, thinking about
> device drivers, SIGSTOP, and the like, I really should understand ^C.

Have you seen the demo of Master? This shell has job-control (but no multi-tasking). Jobs are created by system("-i") from C-Code, by 'if exec "-i"' in a batchfile or you can start your program as 'program args |' and then input '!-i<Return>' at the prompt after any full screen of output. Stopped jobs may be restarted by '%<job-id>' in any order.

> I suppose I could just have the cli slip in an isr to monitor
> whatever tty-type input devices, and grap any ^Z that comes along,
> but there'll probably be complications if I don't understand
> what else is going on.

The catch-program posted to comp.binaries.atari.st does it just this way. You can install it in your auto-folder (catch.mmx has to be renamed to catch.prg) and let it catch any ^C/^Z/^\-keypress at any time (even if your program is in an endless loop). If ^C is pressed, you are asked wether you want to break or continue. If ^Z is pressed, an eventually installed shell (at _shell_p) is called interactively. See catch.doc for more uses of this program.
If you want to know more about ^C-trapping, you can also look up the documentation for etv_term (the terminate-vector of GEMDOS).

> J. David Beutel 11011011 jdb9608@cs.rit.edu "I am, therefore I am."

Hope this helps!

- Edgar
--

Mail: Edgar R\"oder E-Mail: roeder@cs.uni-sb.de
Liesbet-Dill-Stra\ss e 3
D-6602 Dudweiler -o- -o-
W-Germany ^
Phone: 06897/74643 '---'

4110. Re: Mixing C and Assembly

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:14:31 UTC
From: dag@persoft.com
Message-ID: <1990May7.151431.15956@persoft.com>
Source record: 241154

The assembler shipped with the Mark Williams C package uses a Unix V7 style syntax. The object file format is also modeled after the Unix V7 object file format, allowing for long symbol names (the object format supports flexnames, the compiler doesn't generate them) and the symbol table is case sensitive.

MADMAC was produced by Atari long after MWC shipped its compiler package and the object file format was pretty much determined.

When the MWC object file format was determined there was no acceptable standard available. As a result they ported their Coherent object format and tools to the 68000 and the Atari ST. (Coherent is a ground-up/clean-room implementation of Unix V7.)

The compiler can be made to generate Motorolla style assembly with an undocumented switch (which I cannot recall at this moment, try -VMOTO or something like that), and there are converters available for MWC->DRI and DRI->MWC object files. Note that the Alcyon/DRI compiler uses the leading "_" on symbol names, whereas the MWC compiler uses a trailing "_". The converters handle this.

Daniel A. Glasser
--
Daniel A. Glasser | Persoft, Inc. | dag@persoft.com (if it works yet)
"Their brains were small, and they died."

4111. Re: Atari documentation.

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:19:16 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2706@medusa.informatik.uni-erlangen.de>
Source record: 241147

n-waters@NIMR.MRC.AC.UK (Nick Waterson) writes:

> So as to Atari, Why cant they produce a set of definative manuals for
>the ST at an affordable price. This would stop mal-programming, would
>encourage more and better quality programmes to be written etc etc. To take
>two examples wouldn't current software be much better if everyone used .IMG
>format for graphics instead of having to fight through 7 or so other specs;
>also wouldn't it be great if we all used GDOS properly, again not having to
>cope with several in house product fonts, the latter by now would surely
>resulted in more GDOS fonts being available (a la Mac), and also more drivers.

ATARI Germany supports a book called "Vom Anfaenger zum GEM-Profi" published
here in Germany. This book tells you lots about current GEM and GDOS standards,
though it's not a complete GEM reference. Other standards (GEMDOS networking
standards et cetera) have been talked about and settled in developper
conferences at ATARI Germany. So things seem to improve gradually.

> So back to Atari. You guys youve got the data, youve got the ability,
>why not do it. Just think of the money.......yes money......

I don't think money is the problem. They have problems in getting the TT out
of the door, and so they don't have any TIME to do much doc by themselves.
At least, this is the way it seems to be.

Claus Brod

4112. Re: Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:39:15 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2707@medusa.informatik.uni-erlangen.de>
Source record: 241149

MALCOLM@tower-vax.city-poly.ac.UK writes:

>1. RLL is a means of formatting a disk to obtain more space at a slight
> time penalty, isn't it? Is it a modulation technique (like MFM)?
> Can it be used with any drive?

RLL is a modulation technique, that's right. Drive manufacturers tell you
not to use RLL controllers with drives that aren't RLL-certified. You can,
however, use many MFM drives with an RLL controller, but nobody guarantees
you it will work.

>2. My understanding is that a hard drive for the Atari ST needs three
> things: a host adaptor (which converts the ST DMA interface to SCSI),
> a disk controller card (various Omti and Adaptec part numbers are bandied
> about), and the drive itself. The controller card can be omitted when
> the drive has embedded SCSI. If I've got this right, it seems that the
> 'controller' board in the Megafile combines the first two functions.
> I'll need to bypass the host adaptor part. Any tips?

You've got it quite well. Nevertheless, I don't know any way to bypass
the host adaptor part of the Megafile's controller board since both
parts have been combined. You might try to get a stand-alone Adaptec
RLL controller from Adaptec or from an old SH204, but I guess it'll
be cheaper and easier for you to get a real SCSI drive and sell your
Megafile.

Claus Brod

4113. Re: STE investigation/ docs discussion [large!]

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:50:19 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2708@medusa.informatik.uni-erlangen.de>
Source record: 241150

J.Derrick@newcastle.ac.uk (J. Derrick) writes:

>The BIOS and XBIOS trap handlers appear much the same as before, but there seems
>to be an extra XBIOS call $40. This seems to look at $FF8A00, and check for a
>bus error. Its purpose is unknown.

XBIOS(64) has been there since TOS 1.2 and is used to detect the blitter status and turn it on or off. It has been documented officially. Looking at $FF8A00
in a non-blitter ST causes a bus error, while a ST with the blitter installed
doesn't mind. This way, you can detect the blitter chip.

>Going through the initialsation stuff, the code is also mostly as before.
>Memory clearence is now faster, with a few extra writes in the loop. To support
>the new hardware, code has been added, notably around $E002C4. The DMA sound is
>initialised [$FF8900] and the tone control acessed via the microwire bus
>[$FF8922,4]. There seem to be a number of new system variables, for instanve
>look at $980 onwards. These locations come complete with text names: _VDO,
>_MCH, SND, _SWI. _SND is set up according to $FF9200, which after a bit of
>experimentation turned out to be the new joystick ports. Again this is for
>information only- their pupose is unknown.

The things you found at $980 onwards aren't new system variables. ATARI
calls it the 'cookie jar', and it is used by TOS and programs to notify
other programs that they were there and they have done something to the
system. All cookies starting with _ are reserved for ATARI, and they
use them to publish machine data to other programs (CPU type, shifter
type etc.).

Claus Brod

4114. Input/Output redirection with Pexec()

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 15:57:42 UTC
From: adp1@csug.cs.reading.ac.uk
Message-ID: <2330@onion.reading.ac.uk>
Source record: 241158

Hello,
Please could anyone tell me how to redirect standard input and output before
a program is Pexec'ed. As far as I can tell, as soon as the program is started,
it resets its standard channels. I am trying to write a simple command shell.

Thanks,
Andrew

==
Andrew Pollard	adp1@uk.ac.reading.cs.csug
Dept of Computer Science	adp1%uk.ac.reading.cs.csug@uk.ac.nsfnet-relay
Reading University	
England	
==

4115. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 16:32:43 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2709@medusa.informatik.uni-erlangen.de>
Source record: 241155

Dear Mr Pratt,

since I don't have regular access to Usenet, this letter might be somewhat late. People have told me about your reactions towards my version of POOLFIX, and I would like to add some comments.

You're right, naming my POOLFIX version "POOLFIX4" was foolish. I've changed that quite a while ago; unfortunately, Chris posted POOLFIX4 before I renamed it to POOLF_CB (just a suggestion, I've not settled yet about the final naming). So if this is your only problem with it - it's been solved. Sorry.

I always thought ATARI had an interest to spread TOS bug fixes as widely and as fast as possible. Everyone owns FOLDRxxx, for example, and ATARI doesn't moan about it - though not everyone has bought an original ATARI hard disk. I didn't want to infringe any copyrights, as you supposed, I have always stated very clearly in the POOLF_CB readme file that this program was originally written by you, that I didn't claim any rights on it, and that I only improved it a bit.

You also felt unhappy about me possibly being a malicious hacker spreading dangerous code under the hood of an original ATARI program's name. POOLF_CB and POOLFIX4 are no Trojan horses, and I've invested much time and effort to verify that it works properly. I've sent POOLF_CB to ATARI Germany hoping that it might find it's way to you. I didn't wait for your approval, true, and I regret this, but I had my reasons: People found out that POOLFIX3 (your version) didn't work when my hard disk driver was running, and soon there were rumours that my driver was faulty. This, however, isn't true, but it started to damage my reputation among European users. I didn't like that, so I sat down to find out more about it, disassembled POOLFIX3, found out why things went wrong, and patched it. Some friends needed this version badly, and so I gave it to them, and I even allowed Chris overhastedly to spread it via Usenet because I felt strong demand for it.

Another point: You were in doubt whether it's worthwhile to optimize the POOLFIX code in order to obtain a smaller program. Well, I think it is. (This isn't much of a surprise for you, I know.) True, it will save you just a few bytes, but if ATARI had done a little-bitzy-eenie-weenie bit of optimization in their ROM code it would have been possible to include GDOS into the TOS ROMs. (When the ST appeared here, ATARI officials always said that GDOS was published separately because it didn't fit into the ROMs.) Think of all the trouble this would have saved us: Thousands of proprietary printer drivers and hundreds of GDOS incompatible programs. It also would have improved the reputation of ATARI's implementation of GEM. If you don't believe me you can

squeeze GDOS into the 192 KB ROMs, ask our German hackers for a version of their improved TOSses. (Besides: I recently did a bit of optimization on the current German GDOS version, AMCGDOS, and it lost some 2 KB in size out of nearly 8 KB. Don't worry, I won't spread it, I'm just using it for my own ST - only the author of AMCGDOS received a copy.) Some of those hackers mentioned above saved so much code that it became possible to include a new Macish DESKTOP, new window features, a complete hard disk driver, and, last but not least, GDOS. Needless to say that they also squeezed TOS 1.6 into 192 KB ROMs. Don't panic, since ATARI doesn't seem to want outside improvements for TOS, they won't spread it. Some of them, however, have written long and detailled letters to ATARI about ways of optimizing TOS, and apparently there has been no reaction. (The bug patched by POOLFIX, for example, has been known here since the 8-8-88 beta version of TOS 1.4, and it has been reported to ATARI before the end of the beta test phase.)

POOLFIX will find it's way into thousands of AUTO folders, so it will cost most of us some of our precious RAM. Yes, I think it's worthwhile investing some effort in it.

I will stop optimizing POOLFIX and copying it to my friends who beg for it if you want me to. But then, I'd like to ask YOU for an official POOLFIX4 version from you that doesn't collide with my hard disk driver and numerous AUTO folder programs any more, so that I can stop wasting time telling readers twice a day that my driver is OK, and that the problem lies in POOLFIX3, and they should use POOLF_CB if they can get it anywhere, but no, I won't copy it because ATARI doesn't want me to, or they should delete POOLFIX3 from their AUTO folder or use another hard disk driver. Please!

I strongly hope we will come to a good compromise that satisfies the needs of all ST users. Apart from that, I really appreciate that you follow this discussion and comment on selected items. It has been a great help for us here in Germany. Keep it up!

Sincerely,

Claus "all-time optimizer" Brod

4116. Re: Phantom

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 18:00:00 UTC
From: micro@imada.dk
Message-ID: <751@imada.dk>
Source record: 241156

We hear about the Phantom all the time, at first I didn`t believe in
`it`... (for a year or so) and then it stroke me in Tempus.

I were able to have `it` for 3 hours (moving the mouse really speeds
things up).

Ok I were able to quit Tempus, returned to the desktop and every thing
still were acted very slow (clicking and moving the mouse simultaneously is
kind of tricky...).

But now to the interesting parts, disconnecting the keyboard on my
MEGA (and thereby Reseting the keyboard cpu) did not affect the phantom,
notice that pressing the reset botton on an MEGA does not reset the keyboard
cpu...

More interesting things, starting new GEM programs did not affect the
phantom either...

BUT NOTICE - starting a non GEM program momentally stopped the phantom.
I started BUG - the debugger from the turbo C package, and everything
was as nothing had happened. I looked after suspicious code on the system
vectores (viruses) but I were not able to find anything.
When returning to the desktop the phantom were there again...

Then I killed the phantom, it`s easy - just press CTRL-ALT-DELETE and off
he goes... (or the little botton at the back called RESET).

Where does this leave us ?
- Not hardware (surely not the keyboard).
- Not in the TOS (Bug uses Gemdos, Bios, Xbios).
- Could be in GEM somewhere (I had a drawing program running too -
so it could not be in the VDI)
+ this leaves us with the AES...
- what about the dispatcher (evnt_xx calls) ??

I guess this problem is for the people at Atari to fix...

- Klaus (micro@imada.dk).

4117. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 19:22:04 UTC
From: woju@neon.UUCP
Message-ID: <1069@neon.UUCP>
Source record: 241157

maranion@motcid.UUCP (Apolonio Maranion) writes:

>Test...

YOUR test was received at NEON......

--
==
Wolfgang Jung Email:woju@neon.UUCP
Germany Phone:0304112949
==

4118. Re: Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 20:22:14 UTC
From: freak@salyko.cube.sub.org
Message-ID: <1312@salyko.cube.sub.org>
Source record: 241160

MALCOLM@tower-vax.city-poly.ac.UK writes:

>3. 30MB isn't much, and the ST238R isn't fast, so at some point in the
> future I'll probably want to swap it for a bigger/faster unit (or add
> a second drive). What will I need to know when choosing which drive
> to buy?

Well, I don't know much about hardware, but I can tell you about this
point. It is possible, and not a bad idea, to put a second drive into
the megafile 30 and on the hostadaptor of it. (Hope you get my
english...)

Well, there are lots of people in the atari.ger.fido (Fido Nets Atari
Board in germany) who discussed this problem some time ago. I myself
want to put a new, second drive in my megafile, as soon as i got the
money. I think about 60 MB, 3,5" and RLL.
Well, the hardware in the megafile is in some way ready to accept a
second unit ! I can't tell you exactly, but there shurley many people
out who know...

The software is the other prob - AHDI is, as far s I know, not prepared
for a second unit. And it has some bugs besides that point ...
I use CBHD SYS. This is a very nice hard disk driver. It is based on the
AHDI and rerwritten and very improved by a german called CLAUS BROD.
He wrote aa nice and good book about floppies, harddisks etc on the st
and inculded a disk within the book. This driver allows you without any
problems to access a second unit in the megafile 30 or to boot from the
partition you want (up to 12 are possible i think)...

Well, overall its a great thing. Claus Brod is unfortunately no more
contactable via usenet, but maybe I could help you a bit...

c u, Freak

```
.....................................................................
: Freak happens to be Alex Reinelt from Munich/West-Germany :
# contact: freak@salyko.cube.sub.org ((Fido-adress is altering)) #
: ~~~~~~~~~~~~~~ direct & vocal: +49-89 68 33 40 ~~~~~~~~~~~~~~~~ :
! Life is a full time occupation - why let it be a situation vacant ?
:.....................................(Rupert Hine/Thinkman)..:
```

4119. Re: Signum, gemini and AMCGDOS

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 20:23:33 UTC
From: freak@salyko.cube.sub.org
Message-ID: <1313@salyko.cube.sub.org>
Source record: 241161

As far as I know, you need Signum Version 2.01 to run it with Gemini and
activated AMCGDOS. But I haven't checked it out myself yet...
Otherwise you only can press "shift" while loading amc...

c u
Freak

```
.....................................................................
: Freak happens to be Alex Reinelt from Munich/West-Germany :
# contact: freak@salyko.cube.sub.org ((Fido-adress is altering)) #
: ~~~~~~~~~~~~~~~ direct & vocal: +49-89 68 33 40 ~~~~~~~~~~~~~~~ :
! Life is a full time occupation - why let it be a situation vacant ?
:.........................................(Rupert Hine/Thinkman)..:
```

4120. Problems With BMS-100 & 520ST...

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 20:27:03 UTC
From: mowgli@dinghy.cis.ohio-state.edu
Message-ID: <80180@tut.cis.ohio-state.edu>
Source record: 241162

I've been having major problems with my ST lately. The system is a 520ST, Z-RAM 2.5M upgrade, BMS-100 HD I/F, & 2 20Meg HDs. The first HD has partitions C, D, E, & F (5M each). The second HD has partitions G (2M), H (3M), & I (15M). And, the RAMDisk is partition J.

The problem is, when I boot with my HD on (using the HD boot disk), the system runs things off both the floppy drive (A) & the 1st HD partition (C). It also copies a whole bunch of files from partition C to the RAMDisk (J). Then, when I get to the desktop, NO ICONS show up at all! This has lead me to the conclusion that the primary FAT is in la-la-land. The files copy from the HD to the RAMDisk properly, so I know the HD is still there SOMEWHERE.

So, does anyone have any other theories as to what has happened? And, more importantly, can anyone point me to tools which will perhaps resurrect the FAT, so that I don't have to reformat my HD to use it again?

Thanks, <Mowgli>
-=-
Address: mowgli@puffer.cis.ohio-state.edu (Mowgli Assor in real life)
Or: mowgli@cis.ohio-state.edu, mowgli@osu-20.ircc.ohio-state.edu
The 2 precepts of Semi-Divinity: (1) Mind Thine Own Business.
(2) Don't Worry About It.

4121. How to do a cold boot.

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 22:54:37 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990May7.225437.26474@ux1.cso.uiuc.edu>
Source record: 241164

Could someone post C or assembly code on how to do a cold boot?

(TOS 1.4, Atari1040 if that's pertinent)

Thanks in advance.

-- Greg

4122. Re: Input/Output redirection with Pexec()

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 22:57:12 UTC
From: cs325ec@ux1.cso.uiuc.edu
Message-ID: <1990May7.225712.26820@ux1.cso.uiuc.edu>
Source record: 241165

adp1@csug.cs.reading.ac.uk (Andrew Pollard) writes:

>Hello,
> Please could anyone tell me how to redirect standard input and output before
>a program is Pexec'ed. As far as I can tell, as soon as the program is started,
>it resets its standard channels. I am trying to write a simple command shell.

Can't one just replace the gemdos trap vector with an address of one's own
routine? Check if it is a output call and buffer or save the output to
a file.

-- Greg

4123. format program

Newsgroup: comp.sys.atari.st
Date: 1990-05-07 23:40:55 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3357@calvin.cs.mcgill.ca>
Source record: 241166

I use Pcommand and gulam frequently, and hate having to leave
the shells to go to the desktop whenever I want to format.
So I decided to start writing a program which works like the
pc formatter, i.e.

format a: /s2 will format a: for double-sided disks.

I am using the example from Laser C which formats disks (pg451 of the
manual) Here is my problem:

I also want to be able to format 10 sectors/track. Unfortunately, the
procedure which writes boot sectors, Protobt, has 4 possible disk
types, none of which are 10sectors/track.

Also, how come the procedure which writes bootsectors to the disk
first writes 0'd buffer to track 0, if presumably, the procedure
is being called right after a format??

And for double-sided disks, isn't it necessary to zero the second
side of track 0 as well [if it is necessary to do the first side].

Oh well. Also, if I am re-inventing the wheel, and you happen to have
done it already, could you send it to me?

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

4124. Re: Mail to David Beckemeyer...

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 04:18:47 UTC
From: david@bdt.UUCP
Message-ID: <2459@bdt.UUCP>
Source record: 241174

In article <3025@ultb.isc.rit.edu> rcc9885@ultb.isc.rit.edu (R.C. Costello) writes:
>Dave,
>
> I have been told that you can use The DCPort with RTX, but I need to
>know how. I don't want to invest alot of time developing a package without
>know how to do this.

I'm answering this here because I couldn't get mail to Mr. Costello and
because a lot of people have asked about this lately.

I have just finished a first cut at RTX DC-Port drivers. I think I will
give the source back to Double-Click and let them decide what to do with
it reather than sell it. The other drivers I have for RTX I sell for $100.

I have posted to GEnie a description of the specifications of the RTX
d_cntrl interface for "standard" TTY drivers (i.e. how you check for carrier
and control DTR, etc.) If there is interest, I can either mail this
documentation to those interested, or perhaps post it.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

4125. Re: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 06:56:43 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510004@hpbbi4.HP.COM>
Source record: 241168

> The normal distribution is about DM 400,-.

^^^^^^

A friend of mine bought smalltalk a year ago. And if things didnot
change the above statement isn't quite correct.
This is NOT the normal distribution. This is a special price
for students. The NORMAL price is about DM 2400.

Stefan

PS:
Add DM 200 for books, the manual is not valuable for
learning smalltalk

4126. Programm searched

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 07:00:44 UTC
From: so01@dmarum8.BITNET
Message-ID: <9005071406.AA28570@Sunburn.Stanford.EDU>
Source record: 241171

Dear Netters,
i search for the former version of ST-Transformer, a programm for
emulation of 8bit Ataris on the ST. It's shareware made by someone in
canada. The current version is of no use for me. Is is somewhere on
the net or can somebody send me a uuencoded copy of?
Thanks in advance
Thomas Neser <so01@dmarum8.bitnet>

4127. Anonymous FTP sites

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 07:05:31 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005071620.AA01582@Sunburn.Stanford.EDU>
Source record: 241176

```
Dear netters,
these are all sites in germany i know, which accept anonymous ftp.
If anyone knows more please send me a e-mail.
Sincerly
Thomas Neser <so01@dmarum8.bitnet>
---------------------------------
Uni Stuttgart 129.69.1.12
129.69.1.9 rusmv8.rus.uni-stuttgart.de
129.217.64.60 unido.informatik.uni-dortmund.de
129.13.10.90 iraun1.ira.uka.de
131.188.1.45 faui45.informatik.uni-erlangen.de
131.246.9.116 minnehaha.rhrk.uni-kl.de
132.230.1.1 sun1.ruf.uni-freiburg.de
134.34.1.2 attis.rz.uni-konstanz.de
134.95.128.208 sier.rrz.uni-koeln.de
134.95.130.211 uvax.rrz.uni-koeln.de
Uni Koeln 134.95.128.215
---------------------------------
```

4128. Re: format program

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 07:50:14 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2712@medusa.informatik.uni-erlangen.de>
Source record: 241173

depeche@quiche.cs.mcgill.ca (Sam Alan EZUST) writes:

>I also want to be able to format 10 sectors/track. Unfortunately, the
>procedure which writes boot sectors, Protobt, has 4 possible disk
>types, none of which are 10sectors/track.

Right, Protobt can give you four different standard disk parameter
sets only. If you want to have your own non-standard format (and
10 sectors are non-standard though perfectly safe) you'll have to
patch your bootsector yourself. No big deal, really, because you can
call Protobt first to create a standard BPB block in your bootsector
and then change some values like sectors per track, sectors per disk
and so on.

>And for double-sided disks, isn't it necessary to zero the second
>side of track 0 as well [if it is necessary to do the first side].

You should zero all FAT sectors and all sectors of the root directory.
Some early formatters wrote a $E5 pattern to the root directory, but
this leads to very long search times in the root dir. ($E5 means "hey,
GEMDOS, this dir entry has been deleted, but there might be some valid
entry after me").

Claus Brod

4129. Re: FTP strangeness at dsrgsun (no response to ``dir'')

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 08:13:02 UTC
From: edwin@praxis.cs.ruu.nl
Message-ID: <3224@ruuinf.cs.ruu.nl>
Source record: 241172

In article <1990May7.131415.5753@diku.dk> jensting@skinfaxe.diku.dk (Jens Tingleff) writes:

| When doing anonymous FTP to dsrgsun.ces.cwru.edu, I can't get any
| response to the ``dir'' or ``ls -l'' commands. FTP opens an
| ASCII mode connection, waits, and reports that the transmission
| is terminated; no data is written to the screen.

Yep. I've the same problem here. Even a simple "ls" fails from one of our systems (Harris HCX-9). Judging from the fancy message of the day that is displayed at dsrgsun, Bammi must be running a hacked up version of FTP; it's probably just a bit to much hacked up ;-)

--[Edwin]--
--
Edwin Kremer (SysAdm), Dept. of Computer Science, Utrecht University
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534104 | UUCP: ...!uunet!mcsun!hp4nl!ruuinf!edwin
Telefax : +31-30-513791 | Email: edwin@cs.ruu.nl [131.211.80.5]

4130. Re: C++ for the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 08:19:18 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7457@mcshh.hanse.de>
Source record: 241169

R.A.W.McGuigan@newcastle.ac.uk (R.A.W. McGuigan) writes:
>Very simply, is there a C++ compiler available for the ST?

Simple answer: Yes. You'll need at least 2.5 MB and g++ from FSF. Price is nice: nothing. I own V1.35.1, which is slightly unstable, but V1.35.1 should be available anywhere. If you have FTP access, you'll have no problem to fetch it. If so, I'll try to find an address for you.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4131. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 11:22:30 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2586@syma.sussex.ac.uk>
Source record: 241170

From article <2709@medusa.informatik.uni-erlangen.de>, by
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod):
>
> to verify that it works properly. I've sent POOLF_CB to ATARI Germany
> hoping that it might find it's way to you. I didn't wait for your
> approval, true, and I regret this, but I had my reasons

I think that one lesson we should all learn from this and from stories
people have told about variations in Developers Kit policy, TOS 1.4
distribution, etc. is: NEVER assume that one bit of Atari will tell any
other bit anything at all. Atari just isn't that organised. I
sometimes wonder how the company keeps going at all.

> Some of those hackers mentioned above saved so much code that it became
> possible to include a new Macish DESKTOP, new window features, a complete
> hard disk driver, and, last but not least, GDOS. Needless to say that
> they also squeezed TOS 1.6 into 192 KB ROMs. Don't panic, since ATARI
> doesn't seem to want outside improvements for TOS, they won't spread
> it. Some of them, however, have written long and detailled letters to
> ATARI about ways of optimizing TOS, and apparently there has been no
> reaction. (The bug patched by POOLFIX, for example, has been known
> here since the 8-8-88 beta version of TOS 1.4, and it has been
> reported to ATARI before the end of the beta test phase.)

Again, if you're not writing directly to the people who maintain TOS,
forget it. Descriptions like these, though, serve as a reminder of just
how much of the ST's potential has been wasted. Getting the original ST
out so fast in 1985 was a terrific achievement, but the follow-through
has been a real disppointment.

Claus Brod has made some good points in a very reasonable way. If his
pool fixing program does what he says it does, and doesn't hurt anything
else, then I can see no reason why it should not be distributed. Why
not let Allan Pratt add his comments (and maybe even POOLFIX3) and let
users decide which version they want to use?

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758 Fax: +44 273 685865

4132. Re: Zmodem and Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 11:28:00 UTC
From: piet@cs.ruu.nl
Message-ID: <3227@ruuinf.cs.ruu.nl>
Source record: 241175

In article <20721@boulder.Colorado.EDU>, millert@boulder (MILLER TODD C) writes:
|
| Does anyone know if it is possible to run zmodem from within Uniterm? I just
|get a TOS error when I try. Is there anyway to make the two get along or am I
|just wasting my time?

You have to make sure that there is enough memory to run Zmodem (or any
other program) from Uniterm. By default Uniterm takes almost all memory for
its buffers. Just make the buffers smaller until you have a fair amount of
TOS memory left.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-30-531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31-30-513791 Internet: piet@cs.ruu.nl (*`Pete')

4133. GCR autoboot problem

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 12:32:55 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May8.123255.26586@cs.dal.ca>
Source record: 241186

I've just gotten a Spectre GCR and have run into an exasperating problem trying to get a partition of my Supra 60 Meg HD to autoboot. It will autoload OK, but although I have tried several different system/finder sets, and also used the System 6.0 install procedure, it absolutely refuses to boot from anything but a floppy. It starts off with a smily face, but then turns it off and requires the floppy.

There are no other System files on the HD, and I have only one Spectre partition (16 Meg). I played a bit with the SCSI unit on the startup menu (in Spectre), but don't know whether I can fix the problem that way.

One thing that may be a factor is that I didn't have an up-to-date system when I started loading the hard drive, so the System folder was not the first item on the partition -- is that a factor? I don't want to go through the hassle of reformatting and starting from scratch unless it is necessary.

I have version 2.65 of the Spectre software. All the manual says on this problem is that "If the boot fails... assume the HD is damaged." Since this is the only problem I have encountered with this HD, is there a better diagnostic?!

Help greatly appreciated. It is frustrating sitting there with a 19 ms HD watching the boot floppy spin endlessly every time I try to do anything!

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4134. Test

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 13:19:00 UTC
From: kaufmann@rz.id.ethz.ch
Message-ID: <12
Source record: 241177

```
volume1 intro
```

4135. Re: Developer's gripes (was STE TOS / TOS 1.4/1.6 etc.)

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 14:22:23 UTC
From: ant@mks.com
Message-ID: <1990May8.142223.28158@mks.com>
Source record: 241185

I have been a 'developer' for about 4 years and I received my last news letter from Atari Canada about 3 years ago. I have always had to phone in about once every two months to find out if there were any new updates to either MadMac, Aln, Db, or the DevDocs. The last update to MadMac I have I think is 1.05 (or is it 1.13). It would be nice if they could even send us a bi-annual newsletter saying something like -- Hi guys, this is Eddy, your... Atari Germany seems to talk to their people, some of us lucky ones have net access and so can ask questions of Allan and Ken, but why do individual Canadian developers have to look outside of Canada for help?

- ant
--
__ "A thousan li journey begins
_ . .-|- / _\ . . |_ _. _ _ . . with just one step."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/|

4136. sw for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 14:36:27 UTC
From: winston@fjcnet.GOV
Message-ID: <269@fjcp60.GOV>
Source record: 241188

```
Atari ST software for sale:

Word Perfect
Personal Pascal v2.0
Mark Williams C Compiler v2.0x
Laser C v2 with source level debugger
Prospero C Compiler

Price: $300 or best offer

Please send email if interested.

Winston M. Llamas
```

4137. prtblk?

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 14:44:22 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750061@hpsad.HP.COM>
Source record: 241178

Could someone post or email me the parameter definitions for
the xbios call "prtblk"? Does this call dump a portion of the
screen to the printer or what? Is there a textfile somewhere
that might contain this info?

Thanks in advance,
Randy

~~~~~~
|\ | | _ | Randy Hosler
|/ |-| /\ < | [] /\ randyh@hpsadpk
|\ . | | \/ _> | _ | (707) 974-3677
~~~~~~

4138. Hard Drives?

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 14:59:17 UTC
From: mck@beach.cis.ufl.edu
Message-ID: <23140@uflorida.cis.ufl.EDU>
Source record: 241184

I am posting this for a friend and I personally have no experience with
the Atari ST. So, please send responses via e-mail to:

mck@beach.cis.ufl.edu

Also, please form your responses so that even a Macintosh person can
understand it (I'm showing my bias).

Anyway, my friend wants to know if a Quantum 105Meg drive for a Macintosh
can be used in an Atari ST since they both have SCSI interfaces? If it
can be done, what needs to be altered (i.e. connectors, cables, etc.)

If there is an easier route, what suppliers would give a good price on a
105Meg HD (Quantum prefered) for the Atari ST. I'm looking for minimal
effort on installation. Also, I need a response as soon as possible as
my friend is leaving for Italy in a couple of weeks.

Thanks in advance.

Mark
--
****
Mark C. Kilby, mck@beach.cis.ufl.edu | I'm graduating in August 90 with an MSEE.
Machine Intelligence Lab, | Robotics, OO, AI and all that good
University of Florida, Gaineville,FL | stuff. Send for free resume today!

4139. <None>

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 15:10:50 UTC
From: onders@raphael.ipl.rpi.edu
Message-ID: <LV7#*D_@rpi.edu>
Source record: 241189

```
Subject: Re: C++ for the ST?
Summary:
Expires:
References: <1990May4.132246.14142@newcastle.ac.uk> <492@seqp4.UUCP>
Sender:
Followup-To:
Distribution:
Organization: Central Services Systems Development
Keywords:

In article <492@seqp4.UUCP> markr@seqp4.UUCP (Mark Roddy,) writes:
>Yes there is. Tim Onders (onders@harvard.uucp) has
Although I would like to be going to harvard, I'm only at
onders@ipl.rpi.edu

>made available the GNU port to the ST.
>
>An almost complete minimal system was uploaded to CIS :-$,
>(no gas Tim.) And I can testify that:
This has been corrected. :)

>In addition, Tim will real mail you the complete ST
>distribution of the GNU stuff for $35US. Contact him
>via e-mail for more information.
This includes shipping within the continental US. Foreign orders may
cost more due to shipping charges, although I have already shipped one
off to Germany.

-Tim Onders
onders@ipl.rpi.edu
brazil@pawl.rpi.edu
```

4140. Re: Phantom

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 15:13:22 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9005081510.AA06370@fsucs.cs.fsu.edu>
Source record: 241183

```
In article <751@imada.dk>, micro@imada.dk (Claus Pedersen) writes:
>We hear about the Phantom all the time, at first I didn`t believe in
>`it`... (for a year or so) and then it stroke me in Tempus.
>
> [.....]
>
>- Klaus (micro@imada.dk).

Does this ever happen in Tempus II? Is this bug fixable?

--

--------------------------------------------------------------------------
---------------------------------+----------------------------------------
Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead
---------------------------------+----------------------------------------
--------------------------------------------------------------------------
```

4141. Re: Phantom Typist

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 15:53:32 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1506@uvm-gen.UUCP>
Source record: 241190

I coulda been a contenda, but.... everybody else has posted interesting info on the Phantom first. My 2 cents is this dump from after my machine crashed when I experienced the phantom typist. I was using Tempus II, under Neodesk 2.03 with Turbo ST enabled. I was typing quickly and goofed (read pressed 2 keys at once) when I deleted. The last two characters typed started to repeat, and when the characters reached Tempus' maximum line length, the machine crashed. Moving the mouse made the characters speed up. Oh yeah, I have Tos 1.0.

A Bus error has occurred (2 bombs)

d0: 00200069 a0: 00000000
d1: 000006DC a1: 00000005
d2: 00002300 a2: 0011A712
d3: 0000004C a3: 0011A732
d4: 00000000 a4: 0011A746
d5: 00000000 a5: 0011A74E
d6: 00000005 a6: 0000799E
d7: 00200000 a7: 00007972

ssp: 00007972
usp: 0012756A
instr.: 1083
sr: 2300 = {t:0 s:1 interrupt:011 x:0 n:0 z:0 v:0 c:0}
pc: 00FE65EA

Good luck, those of you who can figure out what's going on here.

Bob Pegram (Internet: pegram@griffin.uvm.edu)

4142. Re: C Packages

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 15:57:53 UTC
From: wgg@hp-lsd.COS.HP.COM
Message-ID: <7460001@hp-lsd.COS.HP.COM>
Source record: 241179

I would also like information on the main features of the various compilers.

The Mark Williams 'C' has a unix style interface. What about Laser 'C'?
What other 'C' compilers are there?

Any help would be appreciated.

Thanks,

Grant
wgg@hp-lsd.cos.hp.com

4143. Re: Tim Oren's Professional Gem course

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 17:25:00 UTC
From: gwg33762@uxa.cso.uiuc.edu
Message-ID: <46300094@uxa.cso.uiuc.edu>
Source record: 241180

The first 10 lessons of the Professional Gem course are available, archived,
from terminator.cc.umich.edu. They are in the atari/programming directory
and the archive is called PROGEM.ARC (I think that is it. -- They're there...)

Garret Gengler

4144. looking for pscapt.arc

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 17:30:00 UTC
From: BAUMANN@CZHETH5A.BITNET
Message-ID: <9005081531.AA00787@Sunburn.Stanford.EDU>
Source record: 241181

Actually this mail should have got through to Steven Klassen regarding the program pscapt.arc on terminator. As I can't find this file on terminator (35.1.33.8)? and don't have a correct mail address of Steven I am addressing my request to the net.

I would appreciate if Steven or someone else could send the program pscapt.arc (arced or uuencoded) via email to me. This would be really great!

Roland Baumann

ETH (Federal Institute of Technology)
Zurich, Switzerland

E-Mail: baumann@czheth5a.bitnet

4145. Problems with GNU C++ (aka. G++) - version 1.35.0

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 18:26:00 UTC
From: UA1S@DKAUNI2.BITNET
Message-ID: <"90-05-08-11:26:57.23*UA1S"@DKAUNI2.BITNET>
Source record: 241182

Is there somebody out there having some experience with G++?
After installing it to work with Gemini/Mupfel (I had to patch the file 'g++.ttp'; no '+'-chars in names of environmentvars allowed, but G++ requires 'G++LIB' and 'G++INC'), taking the next hurdle: The preprocessor 'gcc-cpp.ttp' has the same name as the preprocessor from GNU CC, but it is especially designed for G++; I discovered some more serious problems:
The usual
printf("hello C world\n"):
program compiles and runs fine, but doing the same using streams:
cout << "hello C++ world\n";
It compiles, but (I think) the linker shows up with the cryptic message
"Bogon alert! wrote 400 syms, expected to write 445"
What does THIS mean???
Another problem is as follow:
Compiling programs with syntax errors often results in dropping two bombs, afterwards, I get the correct error messages about the syntax errors, everything works fine again. This can't be o.K...

Is there anywhere a newer version of G++ than 1.35.0. (I can FTP from here.)
Does any other C++-Compiler exist for the ST?
Any comments, any help welcome!

Andreas Wiethoff

Andreas Wiethoff Veilchenstrasse 5 D-7500 Karlsruhe 1
Tel.: 0721/614534
eMail: UA1S@DKAUNI2.BITNET

4146. Where is GUI_DEMO.LZH (from ZNET #518)

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 20:48:48 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3226@rodan.acs.syr.edu>
Source record: 241194

Can someone point me towards an FTP site that has the above demo (guitarist program) as described in ZNET #518 (most recent issue)??

---jb

4147. Re: Phantom

Newsgroup: comp.sys.atari.st
Date: 1990-05-08 21:16:59 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990May8.211659.19468@ccu.umanitoba.ca>
Source record: 241199

In article <9005081510.AA06370@fsucs.cs.fsu.edu> boyd@nu.cs.fsu.edu (Mickey Boyd) writes:
>>We hear about the Phantom all the time, at first I didn`t believe in
>>`it`... (for a year or so) and then it stroke me in Tempus.

> Does this ever happen in Tempus II? Is this bug fixable?

Yes, as least one user has reported being struck by the phantom in
Tempus II.

Fixable? Well, first we gotta find it before somebody can figure out
a fix.

BBB
--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

4148. Problems with drive light....

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 02:15:05 UTC
From: tmwhitehead@miavx1.acs.muohio.edu
Message-ID: <1377.264736da@miavx1.acs.muohio.edu>
Source record: 241200

I've been noticing a problem with the disk drive on my 1040 ST.

When it's been on for a little while, the drive light comes on, and stays on.

I dont hear a spinning, the light just comes on. If I access the drive, the light will go off when it is done, and sometimes it comes back on, other times it doesn't. The drive has had problems recognizing a media change for a long time now, but I usually just change the right protect status of the disk, and it reads teh new disk.

One other thing, when I boot, after it loads all of the auto programs, the desktop appears, but it remains white for a few seconds before it turns green. This didn't use to happen before. It used to go to green right away.

Auto programs:
AHDI PLAY
BEEP SKULL
CLICK STARTGEM (RUNNING NEODESK)
FATSPEED SUPERBT
FOLDR100 UISII
OATBRAN VACCINE
WATCHER

Accessories:
MOUSEKA
NEOQUEUE
TURBOST
CALLUIS

Any suggestions would be appreciated....
Thanx!
--

____
/ _ _/ _/ Todd Whitehead
/ /_/ /_/ /_/ Miami University
Oxford, Ohio
If it looks like I said it, I probably did...

I'm graduating in May as a Systems Analysis Major!
Anybody wanna hire me?

4149. Re: Problems with drive light....

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 04:14:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May9.041443.21862@wam.umd.edu>
Source record: 241002

In article <1377.264736da@miavx1.acs.muohio.edu> tmwhitehead@miavx1.acs.muohio.edu writes:
>I've been noticing a problem with the disk drive on my 1040 ST.
>
>When it's been on for a little while, the drive light comes on, and stays on.

I admit it; it's my fault!

The drive light problem is caused by either click.prg, beep.prg, or both.
(Probably both.) It's completely harmless, but I admit it's somewhat
disturbing.

Good news, though: I think I've fixed the problem. I'm going to test the
new versions of the programs for a few days, then post them to terminator
again.

>One other thing, when I boot, after it loads all of the auto programs, the
>desktop appears, but it remains white for a few seconds before it turns green.
>This didn't use to happen before. It used to go to green right away.

Are you running digivec also? Digivec waits a couple seconds after GEM
loads to install its vectors. This could be some bizarre side effect.
(I doubt it, though.)

Also, wait version of TOS are you running?

(Please reply via email.)

Dave Baggett
dmb@wam.umd.edu

4150. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 04:29:12 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May9.042912.22032@wam.umd.edu>
Source record: 241003

grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>Claus Brod has made some good points in a very reasonable way. If his
>pool fixing program does what he says it does, and doesn't hurt anything
>else, then I can see no reason why it should not be distributed. Why
>not let Allan Pratt add his comments (and maybe even POOLFIX3) and let
>users decide which version they want to use?

The problem was not with the program itself, but with the author's
attitude. Allan Pratt may not be perfect, but then again if you've
every released software to the world you know that getting everything
absolutely right the first time isn't likely no matter how careful you are.

The original poolfix4 posting was one of the most pompous and obnoxious
messages I've ever seen in this newsgroup. There was more of an
"I'm a better hacker, Nyyaah!" feeling there than an "I'm trying to help
out" attitude. If I'd been Allan I would have been annoyed too.

My AUTO folder has poolfix3.prg in it.

Dave Baggett
dmb@wam.umd.edu

4151. CONNER CP3500F HARD DISK

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 07:05:20 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9005090705.AA20892@ucbvax.Berkeley.EDU>
Source record: 241007

Hello from Singapore,

Could any one be kind enough to tell me how can I disable the SCSI parity on the Conner CP3500F, 200MB hard disk. There is no jumper on this one and the drive comes with SCSI parity enabled from factory. On the 100MB Conner, there are 2 pins that I can put the jumper on to disable SCSI parity.

ICD host adapter requires the Hard disk with SCSI disabled. Is it possible to modify the ICD card to accept the SCSI parity enabled hard disk?

Any advise would be most appreciated.

Suthipuntha. School of Architecture, National University of Singapore
AKISUJAR@NUSVM.BITNET

4152. Wanted - Mod for 1.44MB Drives

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 10:33:58 UTC
From: chris@tharr.UUCP
Message-ID: <695@tharr.UUCP>
Source record: 241198

I remember someone on the net mentioning a hardware fix that
would let you use 1.44MB drives on the ST. If anyone has the
details on this I'd be very grateful if they could mail it
to me.

Thanks in advance,

chris allen.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

4153. Re: DCDESKTOP

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 10:49:59 UTC
From: ripley@tubopal.UUCP
Message-ID: <1455@opal.tubopal.UUCP>
Source record: 241008

I tried to install DC-Desktop and the following happend:
Itstarts all active moduls and instead of launching the desktop,
it simply reboots. I tried it on an extra disk (didn't want to puzzle with
my HD's auto-folder ;-) and without any accessories...
No luck.

The system: 520STM (1 MB) with german TOS 1.4 and SM124. The harddisk
is connected via the c't-omti adaptor, but as I rebooted without it,
I think the problem is elsewhere.

And yes, I did follow the instructions of the .doc-file (especially
concerning the sequence of the programs).

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4154. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 11:13:15 UTC
From: ripley@tubopal.UUCP
Message-ID: <1456@opal.tubopal.UUCP>
Source record: 241009

In article <1396@carroll1.cc.edu> dnewton@carroll1.cc.edu (Dave Newton the Late) writes:
]In article <1327.2639e4d8@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu writes:
]> [uw references]
]>Anyway, has anyone got it to run?
]
] Yes, I got it to work on my mono 1040. Unfortunately, the host side was
]written (apparently) for VAX VMS, which I did not have the inclination to
]port (uw, not VMS :-).
] So, if anyone has a SysV version of the unix window host side, let me
](us) know...

Here we have a BSD-Server up and running (under SunOS 4.x). A sys5-server
might be nice though, as the version currenctly available will not
run under Xenix (which the other side I read News on runs.)

BTW: Is there any usable documentation about the uw-protocol? I browsed
through the archive-list of our version here and didn't find such a thing.
I don't want to browse the sources in order to find out how the protocol
works.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4155. Re: Fading SM124 inverse video

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 12:21:30 UTC
From: ripley@tubopal.UUCP
Message-ID: <1457@opal.tubopal.UUCP>
Source record: 241012

]In article <9004271625.a015851@nabla.electrical-engineering.umist.ac.uk>
idh@NABLA.ELECTRICAL-ENGINEERING.UMIST.AC.UK (Ian D Hawkins) writes:
]When I use my SM124 monitor with inverse video (white on black)
]I find that the characters become increasingly dim, eventually
]becoming illegible; most especially when the screen is almost
]entirely black already. Has anyone else found this/got a
]solution ?.
I have it, too.
The solution is quite simple. You only need a 20k-potentiometer and solder
it parallel to a condensator. As I don't have the curcuit-map of the monitor
handy at the moment, I can't tell you which one it was, though.
This patch was sent to me by Volker Brandt from Bonn (vbrandt@dbnuama1.bitnet,
I don't know if he still has this account, I only remember dimly there
changed something). Volker, if you are still around, can you tell which
condensator it was?

Greetings,
RIPLEY

Disclaimer: I still haven't installed this (sigh). I can't guarantee, that
it works.

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4156. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 12:33:45 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2718@medusa.informatik.uni-erlangen.de>
Source record: 241010

dmb@wam.umd.edu (David M. Baggett) writes:

>The problem was not with the program itself, but with the author's
>attitude. Allan Pratt may not be perfect, but then again if you've
>every released software to the world you know that getting everything
>absolutely right the first time isn't likely no matter how careful you are.

>The original poolfix4 posting was one of the most pompous and obnoxious
>messages I've ever seen in this newsgroup. There was more of an
>"I'm a better hacker, Nyyaah!" feeling there than an "I'm trying to help
>out" attitude. If I'd been Allan I would have been annoyed too.

Well, right, the first readme file that I sent to some friends who needed
a patched POOLFIX version was a bit provocative. I've changed that
meanwhile, and I apologized for allowing Chris overhastedly to post it.
Maybe you would understand my attitude in the readme file if you know
how you feel like after an evening of disassembling and patching a
foreign program in order to solve a SEP (somebody else's problem) which
ATARI should have known about and cared for for a long time.
(Remember: The bug has been reported! BTW: It isn't the only bug
in the pool manager, but this is another story and we're currently
trying to find out more about it.)

Alas, if you could read some of my articles in German ST magazines or
my book, you wouldn't have been very surprised to find unusual readmes
from me. My readers seem to like it, and so far nobody really did mind.

Allan Pratt's message that I've seen didn't mention the readme file,
so it seems he wasn't particularly upset because of this. His point
was different: Publishing the program as POOLFIX4, and failing to ask
before. I really do regret doing this, and I hope Allan will someday
forgive me. But on the other hand, there's a real demand for patches
and programs like this, and we're fed up with waiting for ATARI to
do it for us in Germany. We have learnt a lesson: Don't wait for ATARI
to fix it, fix it yourself. This is a main reason why ATARI is so
successful over here: They are supported by their users. It should
be the other way round, though.

Don't forget this is a personal opinion derived from a 4-years-experience
with the ST and ATARI; others will disagree or have experienced much more
feedback from ATARI. Maybe I'm the only one who feels a lack of support.

I hope that Allan will come up with his own POOLFIX4 version and end
this discussion.

Claus Brod

4157. Re: Problems with drive light....

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 12:37:27 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2719@medusa.informatik.uni-erlangen.de>
Source record: 241011

tmwhitehead@miavx1.acs.muohio.edu writes:

>When it's been on for a little while, the drive light comes on, and stays on.
>I dont hear a spinning, the light just comes on. If I access the drive, the
>light will go off when it is done, and sometimes it comes back on, other times
>it doesn't. The drive has had problems recognizing a media change for a long
>time now, but I usually just change the right protect status of the disk, and
>it reads teh new disk.
>desktop appears, but it remains white for a few seconds before it turns green.
>This didn't use to happen before. It used to go to green right away.

First try to disable your AUTO folder programs and ACCs and see what happens.
Nobody here can detect the problem when you've installed so many programs
that might interfere with each other. Do some testing, then let us know.

Claus Brod

4158. Re: More on The Vault / The Key

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 12:49:11 UTC
From: ripley@tubopal.UUCP
Message-ID: <1458@opal.tubopal.UUCP>
Source record: 241013

In article <1124@bambam.UUCP> mcallist@bambam.UUCP (Steve McAllister) writes:
]The Vault and The Key are both great. I lost my hard drive, complete with
I agree. There are only two minor problems which hit me:

Copying the auto-folder results in (sort of) garbage. The files each
for itself ar OK, sure, but they're resorted afterwards.
Well, I used tar and compress and all went fine. ;-)
(Zoo and arc did no good. Either I invoke them for each file again, then
they're sorted in when copying the rest of the archive around. If I do
"zoo -a archive *" from within gulam, they're sorted. If I do "zoo -a
archiv '*'", zoo sorts the filenames itself. Arc reacted this way, too.
What also worked was using the MT C-Shell and doing "ls -u1 | zoo aI archive"
thus listing the contents of auto without sorting and each entry on its
own line and piping these into zoo, reading filenames from stdin.)

The other one: empty directories aren't backup'ed and therefore aren't
copied back. I do have some directories which are essential, though empty
most of the time (you know things like /usr/spool/uucp, don't you? ;-)
Well, I did a "du c d e f g > dirlist" and manually edited the logfile
to a gulam-script to mkdir all missing directories.

Greetings,
RIPLEY

--
Greetings from RIPLEY | UUCP: ripley@tubopal.UUCP (ripley@opal.cs.tu-berlin.de)
Hans-Christian Eckert | ...!unido!tub!opal!ripley (Europe)
D-1000 Berlin 30 | ...!pyramid!tub!opal!ripley (World)
Regensburger Str. 2 | BITNET: ripley%tubopal@DB0TUI11.BITNET (saves $$$)

4159. Re: Zmodem and Uniterm

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 13:17:05 UTC
From: woju@neon.UUCP
Message-ID: <1081@neon.UUCP>
Source record: 241187

millert@boulder.Colorado.EDU (MILLER TODD C) writes:

> Does anyone know if it is possible to run zmodem from within Uniterm? I just
>get a TOS error when I try. Is there anyway to make the two get along or am I
>just wasting my time?
> Thanks in advance -- Todd

Of course you can run external Programs out of Uniterm.
Just increase the System Memory in the Buffers Dialog(SETTINGS->BUFFERS-...)
and you will see, that most Programs, you need can be started...
I used to use Z-Modem....

ALL
====
By the way: does anyone has a real nice working Z-Modem?
I only have the Version which waits every 1024 Byte Block for the receiver
to ACK... If you are sending Files from an UNIX-Maschine, you will see,
that you get mostly an undisturbed Datastream... Should anyone out there
has a Version, which does that in just both Ways ST->UNIX UNIX->ST, then
send me a note....

Greetings

--

===
Wolfgang Jung Email:woju@neon.UUCP
Germany
===

4160. Lanier and Quark HDs on the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 13:19:23 UTC
From: PHB100@psuvm.psu.edu
Message-ID: <90129.091923PHB100@psuvm.psu.edu>
Source record: 241018

Greetings and salutations,

I recently bought a used Lanier word processor system (for the hard drive) and a used Quark QC10 10 MByte hard drive (for appleII/III/macintosh systems). I bought these on spec hoping I could hook either one of them up to my ST.

The Lanier has "ST506" stamped on the side of the HD mechanism. I've been told that this is useable with the ST, but that is all I know about it (I don't even know how big it is...:). The Quark I've not had apart yet (perhaps tonite), but it has 2 3-position rocker switches on the back which are used to select which apple computer it hooks up to.

Does anyone know if either of these could be used with my 520 ST (upgraded to 1 Meg, color monitor, dual double sided floppies)? Someone told me that I would have to get a host adapter and plug the drive mech into that. True? False? Maybe? Being a poor and struggling college student, I would prefer to go with the cheapest solution possible. :)

If you don't feel this warrants a posting, please feel free email me directly at this account.

Thanx in advance for any and all replies...

In the dark, no one can hear the color of your eyes...

Paul Baughman | Senior Student Consultant
AKA Unka Paul | Student Support Initiative
AKA The Man From UNKA |
AKA The Cloned OP | 227C Computer Building
AKA The Consultant's OP | University Park PA 16801
AKA The OP's Consultant | (814) 865-2160

4161. Re: Comments on N_SYSCOM.ACC

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 14:42:00 UTC
From: KRUYSBER@HNYKUN53.BITNET
Message-ID: <9005110722.AA02445@ucbvax.Berkeley.EDU>
Source record: 241191

Open answer to:
Howard C. Johson
hcj@lzsc.att.com

Re:Re: N_SYSCOM.ACC

I developed and updated this program. So about the three criticisms:

>1. Do not clear the screen at startup. An ACC loads after other programs
> in the AUTO folder and I like to see what they have to say.

The 1.1 version DID clear the screen at startup. HOWEVER: as soon as GEM
is started the screen is cleared! The fact that this program has to be
started as an accessory means that the screen is already cleared for me.
The 1.2 version does not clear the screen, so you will be able to see the
information from other accessories (and only from them ...).

>2. A means to slow the display and/or log the system calls is really needed.
> As it is now, there is just a blur. Pretty, but not useful.

The fact that it is a blur means that your Atari is working and working ...
I am sorry that your computer is that fast. Slowing the display down (i.e.
holding the information but not interfering with the computer speed) is
not a wise thing to do, because all you get is an abstract of the executed
commands: you're loosing the sequence. So all I can offer is slowing the
computer down. I hate to do that (finally able to buy a nice ST and then
slowing the thing down to IBM compatibility ...). But I'm afraid that's
the only way to do it. So version 1.2 has the ability to slow your ST down
in 2 ways ('Much' and 'Little'). I do not have the intention at this moment
to make something like a log file. This software (merely meant as a
gimmick ...) would then become too professional ...

>3. Did you purposfully scramble the letters in the ASCII strings? It sure
> makes simple fixes a pain.

Well, why should I? This was due to a tiny little buggy: instead of adding
extending d0.b to d0.w before adding d0 to a0 I added d0.b: the other byte
contained garbage every now and then, which led to a pointer to somewhere
in memory, where there was 'garbage'. I never had this problem, because
I am using N_SYSTEM.ACC (a multipurpose accessory) all of the time, and
that one clears d0 in its VBL routine, so adding d0.b to a0 causes no
problem. This has been fixed in version 1.2: NOW available at your
local (?) panarthea.

I am always open to suggestions and criticism; version 1.2 is mainly
based upon other peoples wishes!

Noud van Kruysbergen
NICI Nijmegen
The Netherlands
kruysbergen@hnykun53.bitnet
kruysbergen@knupv1.psych.kun.nl

4162. Re^2: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 14:48:58 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7460@mcshh.hanse.de>
Source record: 241022

buggs@cup.portal.com (William Edward JuneJr) writes:
>Bummer that, now there's two I want! SmallTalk & Turbo C, boy Atari USA sure
>should ENCOURAGE dealers to import this STuff, though I'd NEED English docs.

ParcPlace Systems is located at Palo Alto. Therefore Documentation is in
English. Thanks god, all this foreign people understand English. Fine,
isn't it? O.K., ask them, whether they'll sell it for the same
students nice price. It's normaly at aprx. US$ 1000,-. Images are
interchangeable with Sun and all the other big brothers.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4163. WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 14:54:28 UTC
From: SA44@liverpool.ac.UK
Message-ID: <9005092019.AA06214@Argus.Stanford.EDU>
Source record: 241192

Does anyone know where I can get pinhead from???????
I've looked on terminator but can't find it.
Clearing my 2.5M everytime is becoming a pain. I've fixed most
programs with a little cruncher I wrote a while back. (I know it was
crap but it does have one use)
It seems that GEMDOS doesn't clear the memory if a program has no
relocation data (last word in GEMDOS header == FFFF)
My little cruncher tacks some code on that uncompresses the original.
This code doesn't need relocating so a crunched program runs
instantly it is loaded. I use this to speed up most programs, but a
few don't like to be crunched.
BTW using my cruncher after PACK2 usually knocks off a further 1 or 2K
!!!!!! Not much but it saves the space that the uncruching code uses
and I get speedy execution for less disk space.

Nsfnet : sa44%ibm.liv.ac.uk@nsfbet-relay.ac.uk
Uucp : ...!mcvax!ukc!liv-ib!sa44

4164. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 15:09:09 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3236@rodan.acs.syr.edu>
Source record: 241014

In article <1990May9.042912.22032@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>grahamt@syma.sussex.ac.uk (Graham Thomas) writes:
>>Claus Brod has made some good points in a very reasonable way. If his
>>pool fixing program does what he says it does, and doesn't hurt anything
>>else, then I can see no reason why it should not be distributed.

[stuff deleted]

>The problem was not with the program itself, but with the author's
>attitude.

[stuff deleted]

>The original poolfix4 posting was one of the most pompous and obnoxious
>messages I've ever seen in this newsgroup. There was more of an
>"I'm a better hacker, Nyyaah!" feeling there than an "I'm trying to help
>out" attitude. If I'd been Allan I would have been annoyed too.
>
>My AUTO folder has poolfix3.prg in it.
>
>Dave Baggett
>dmb@wam.umd.edu

I think everyone is missing the major problem with the poolfix4. The choice of "poolfix4" implies that it is the next version of "poolfix3" and since poolfix3 came from Atari, people will assume poolfix4 also came from Atari. I'm sure that some people would be confused by this and go to Alan Pratt for support/questions/whatever... I don't think it matters how pompous and obnoxious the original post was. If the original name was "POOLPTCH" or something like that, I bet nobody would have complained at all (unless of course it didn't work).

---jb

4165. Professional GEM

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 15:49:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9005110726.AA02663@ucbvax.Berkeley.EDU>
Source record: 241193

If you can't access Terminator, Tim Oren's GEM articles are available from the Lancaster PD server.

This is a UNIX machine at Lancaster University, UK and its JANET numerical address is 000010403000 (UK.AC.LANCS.PD, I think). Although it's a UNIX machine, it runs a hybrid shell that will accept most popular commands. The ST stuff is kept in micros/atari, with a full index in micros/atari/index

You can pull stuff across to your own site via FTP.

Hope this helps,

Regards,
Mathew

(Mathew Lodge; JANET: SOCS18@uk.ac.york.vaxa)

4166. ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 15:54:00 UTC
From: SOCS18@vaxb.york.ac.UK
Message-ID: <9005110727.AA02704@ucbvax.Berkeley.EDU>
Source record: 241195

If you're not interested in UK computer magazines, and ST World in particular, then press n now.

Regular readers of comp.sys.atari.st may recall that ST World (UK) and Europress (ST User) recently merged to form Interactive Publishing, and I suggested that it wouldn't be long before things changed...

Today I received a letter from Interactive publishing, together with the Programmer's Clinic that I submitted at the end of last month. The letter says that:

"Both ST World and Atari ST User are now produced by the same editorial team.. ..the magazines are to be relaunched with a brand new look.

"One of the changes being made... ...is the transfer of your Programmer's Clinic feature from the pages of ST World onto the Cover Disk of Atari ST User. The Cover Disk will contain its own magazine..."

I'm not very happy with the way they've cut and changed the last clinic to fit on the cover disk. I can understand the desire for a smaller clinic, but it's just the way they've changed the article, and the fact that they didn't consult me.

ST World will now be quarterly, and "more of a buyers guide". I don't know what will happen to subscribers to ST World, given that they've now got a subscription to a totally different magazine.

Regards,

Mathew Lodge
****
* c/o Dept. Computer Science * "Baldrick, fetch me a turkey _so *
* University of York * big_, you'd have thought its mother *
* Heslington * had been rodgered by an Omnibus" *
* York, UK * *
* YO1 5DD * JANET : SOCS18@uk.ac.york.vaxa *
****

4167. Phantom Typist and IKBD

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 16:13:36 UTC
From: RiddCJ@computer-science.birmingham.ac.UK
Message-ID: <9005091713.aa01761@pooh.Cs.Bham.AC.UK>
Source record: 241196

A recent post mentioned that the PT must be fairly high up in the AES code, possibly when the AES interacts with the IKBD. Well... I definitely get the PT *a lot* whilst in Spectre (any version) - noticeably in HyperCard and THINK C 4.0 (I don't type many "'s anywhere else).

It mostly strikes when I type a ", which for the UK is Shift-2. I don't press two keys quickly or anything, but I've got into the habit now of pressing ", checking the screen, and then hitting Backspace a couple of times :-(.

This clears GEM, it seems to me (it's quite a good scapegoat for general wierdness on the ST though). The problem *must* be in the IKBD - someone mentioned a bug with two keys in the IKBD buffer getting repeated (Claus Brod?) - so obviously the 6301 firmware has been disassembled. Are any more bugs visible in it?

-- Chris Ridd, Computer Science, Birmingham Uni, UK -- RiddCJ@Cs.Bham.Ac.Uk --

"'It's going to look pretty good, then, isn't it,' said War testily, 'the One Horseman and Three Pedestrians of the Apocralypse.'" - Sourcery

4168. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 16:19:16 UTC
From: freak@salyko.cube.sub.org
Message-ID: <1318@salyko.cube.sub.org>
Source record: 241197

Well,

I am some normal-average user, who doesn't know very much about programming the st and internal codes...
But I gotta d something to Claus Brods mail: I support these kind of guys, who spend their time and invest a lot of work to patch some errors of all the original atari programms - where would I bee without them?

As far as I can see, Atari really invest their main programmer-power in developping the TT, means, there are all the problems with the TOS 1.4 bugs and so on and on and on...

So, I, as buyer of SM124, Mega2, megafile 30 (other words: all original atari products) and maybe more hardware in future count on these guys, who improve and patch all the original code. And even if you have to admit, you're not the best, if a user from germany sends you correction and improvments of your programm, it would be a great achievement, if you were prepeared for coorperation, if you worked together with them.

Why not? In the end, it's more success for you and the company, if you allow spreading some patched versions of your programms and if you check them out and support them, then it would be if you prohibit them and don't get some reliable versions out...

Well, I hope you got some of my thoughts and messages, although my english needs a drasticall improvement...more than TOS needs...

greetings

....
: Freak happens to be Alex Reinelt from Munich/West-Germany :
contact: freak@salyko.cube.sub.org ((Fido-adress is altering))
: ~~~~~~~~~~~~~~ direct & vocal: +49-89 68 33 40 ~~~~~~~~~~~~~~~ :
! Life is a full time occupation - why let it be a situation vacant ?
:.....................................(Rupert Hine/Thinkman)..:

4169. Re: Phantom

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 17:11:53 UTC
From: kron@aiki.Eng.Sun.COM
Message-ID: <260@exodus.Eng.Sun.COM>
Source record: 241019

Just a note I haven't been following the phantom dicussion closely but I
ran into the problem the other day while running Word Perfect 4.1.
Just thought I'd add a data point. And quite by accident I also discovered
(as has been mentioned) that moving the mouse helps speed things up0>

kk
--

Kenneth Kron

The opinions I gave were mine, the opinions you form are yours.

4170. ST Penpals list

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 18:38:55 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9005110714.AA02005@ucbvax.Berkeley.EDU>
Source record: 241001

ST Penpals List

For those of you who have not heard, there is now a Snail mail list of ST enthusiasts available. This list is especially useful for those of us who have, or or soon will have, *NO* Email access (Final year students). To join the list all you need to do is send me your full name, Snail mail contact address, a list of your areas of interest and optionally upto five lines by 70 characters of free form text about yourself or any other topic you wish. To join or find out more contact me at the address below (use Snail mail or Email) and I will get back to you. This is a worthwhile cause and it's in your interests to join (I get nothing out of this) and it's free! No information passed to me is sold to commercial organisations!

| Simon Chappell, B.Sc(Hons) Computing and Informatics (Final Year)
| 51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ, UK.
| JANET: s61304@uk.ac.psw.pa (Until the end of June 1990)
|
| Holder of the ST Penpals list. Join now and beat the Christmas rush!!
|
| "The box said nothing, only this time louder!" - Terry Pratchett

4171. Archive-related questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 18:46:48 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990May9.184648.21657@chinet.chi.il.us>
Source record: 241027

Two questions:
At chinet, the introductory postings and the descriptions of files in the panarthea archive got cancelled about a day after they appeared. Did this happen net-wide? Should it have happened?

There was some talk about 6 months back of re-instituting a mail server at terminator. I would be grateful for an update on this (even a 'we decided not to after all'). It seems that the key sites for Atari ST stuff are panarthea, terminator and dsrgsun; the overlap isn't anything like total, and two of them are accessible only by ftp.

This brings up: for a while there, I was able to have things sent to me by bitftp@pucc.BITNET. It doesn't work any more. Information about any parallel servers, or offers of help untangling bitnet-to-usenet mail would be welcome.

Steve J.

4172. Re: Programming self-help

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 18:54:20 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <21953@dartvax.Dartmouth.EDU>
Source record: 241017

saj@chinet.chi.il.us (Stephen Jacobs) writes:

>There are a lot of questions of the form "How do I get the ST to do job X
>in language Y". These are well answered with small example programs. It
>gets messy to try to save all of these examples in any kind of organized
>manner, and there's a tendency to forget whether a particular question has
> ...

Ok. I will volunteer. I don't have a lot of free time but I can dedicate
a constant amount each week to it. What I expect to happen is I will get a
lot of contributions and it will take a month or two to get the first version
made. Then I will send a copy to each volunteer to review. After that I will
post something once a month that will indicate where to find the file/files
and how to use them.

Here is what you should do:

a) Ignore this message and wait a few months for this to come together
or die a horrible death.

b) Send me contributions. It can be as small as you want or as big
as you want, C-code or text describing whatever. All submissions
should be Public Domain or Free use if author's name remains in
comments. I will not accept anything that is copywrited, shareware
or has any 'catches' except for inclusion of the submitter's name.
When you make your submission let me know if you want to be a
reviewer of the document before it gets posted.

I would like source code for working GEM programs even if you don't
want the code itself posted. I would like some example GEM programs
to play with. Simple or complex. When you send in stuff keep in
mind I am a c-hacker by trade but I have a very limited knowledge of
Atari internals.

On another note. A few months ago I posted asking if there was any
interest in a GCR mailing list. I recieved 1 reply. I am still willing
to run one if I get enough people on the list.

dav@dartmouth.edu

4173. Splitting comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 19:01:56 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9005110715.AA02059@ucbvax.Berkeley.EDU>
Source record: 241004

On the subject of the proposed split of the comp.sys.atari.st newsgroup
I vote against!

Whilst I can see the points made by Mr Baggett I think that there is more
to be gained from pulling the troublemakers into line, than by casting off
from them! We need everyone we can get in this world, we ST owners are
not so numerous that we can ignore half of our retinue! Besides, how do
you define an expert? I am expert at some things, yet at others I am so
embarrisingly inept that they wont let me near their computer! So, am I
an expert or clutz??

I have learnt so much from reading this newsgroup for the last two years
that possibly I will never feel that I have repaid the debt! This is part
of the reason that I started the ST Penpals List! (Had to mention that :-)
I think that reading the words of the wise has done me good, and as for the
many flame wars, well, even though they were a bit hostile at times, it
should be remembered that most of the topics covered were valid, even
if their presentation lacked that certain something!

I think that we should make a concerted effort to bring the bad guys into line
before we lock ourselves in a little world where only experts can come in!
This is not the way forard. I feel that the new monthly posting of the
"Welcome to c.s.a.s" should help greatly, from what I have seen in the first
issue, it covers very important topics (Bomd errors etc) of technical
interest, but also the equally important topic of net manners. We all have
to live along side each other in this big wide world, so the sooner we
learn how, the better! When I was a little sproglet, I used to go around
bashing anyone who didn't have the same computer/cpu/anything else as me,
looking back I realise that this made me a fool rather than a wise man!
Everyone should grow up eventually, and it is our job to help them.

There, I think that I have wandered around the point that I was trying to make
and possibly even arrived at what I meant to say! Sorry about the length
though, oh well, at least it isn't pages of quotes, like some messages
I can think of!!!!!!!!!!!!

Regards,

Simon.

| Simon Chappell, B.Sc(Hons) Computing and Informatics (Final Year)
| 51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ, UK.
| JANET: s61304@uk.ac.psw.pa (Until the end of June 1990)
|
| Holder of the ST Penpals list. Join now and beat the Christmas rush!!
|

| "The box said nothing, only this time louder!" - Terry Pratchett

4174. GEM Docs or tutorials

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 19:07:20 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9005110718.AA02234@ucbvax.Berkeley.EDU>
Source record: 241005

Does anyone have any recomendations for documentation about GEM
programming? I have the Abacus Internals book for the BIOS, XBIOS and GEMDOS
stuff (3rd Ed) and the Abacus GEM Reference, but the GEM reference is just
that, a reference and nothing more, I want some help starting!

I have heard that there is something called the GEM professional programmers
series available in the public domain, is this true? Where can I get it?
[I have no access to Terminator :-( ]

All suggestions are welcomed.

Regards,

Simon.

| Simon Chappell, B.Sc(Hons) Computing and Informatics (Final Year)
| 51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ, UK.
| JANET: s61304@uk.ac.psw.pa (Until the end of June 1990)
|
| Holder of the ST Penpals list. Join now and beat the Christmas rush!!
|
| "The box said nothing, only this time louder!" - Terry Pratchett

4175. Re: INFO-ATARI16 Digest V90 #519

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 19:11:30 UTC
From: rochman@ECF.TORONTO.EDU
Message-ID: <90May9.151136edt.20989@ecf.toronto.edu>
Source record: 241006

```
UNSUBSCRIBE INFO-A16
```

4176. Uniterm/Tektronix 4100 terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 19:16:11 UTC
From: ashwin@gatech.edu
Message-ID: <19931@mephisto.UUCP>
Source record: 241015

Hi... I'm a long-time user of UNITERM but I've been a little behind on
upgrades. What is the latest version available?

I now need a Tektronix 4100 terminal (actually, anything in the 410x or 420x
series). Does UNITERM emulate any of these terminals, and if not, would it
be possible to add these without much trouble? I'd imagine it would only be
a matter of adding the escape sequences to UNITERM's database.

Are there other Tektronix emulators available for a monochrome Atari ST?

If some version of UNITERM (or some other program) handles 410x or 420x,
could you either mail it to me or tell me where I can get it from?

Thanks a lot,

-- Ashwin.

Ashwin Ram
Georgia Institute of Technology, Atlanta, Georgia 30332-0280
UUCP: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!ashwin
Internet: ashwin@ics.gatech.edu, ashwin@pravda.gatech.edu
--
Ashwin Ram
Assistant Professor, School of Information and Computer Science
Georgia Institute of Technology, Atlanta, Georgia 30332-0280
UUCP: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!ashwin
Internet: ashwin@ics.gatech.edu, ashwin@pravda.gatech.edu, ashwin@prism.gatech.edu

4177. IBM-PC emulator for the Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 19:37:01 UTC
From: ashwin@gatech.edu
Message-ID: <19932@mephisto.UUCP>
Source record: 241016

Is there a good IBM PC emulator for the Atari 1040ST? How good is it (e.g., completeness, speed), and how much does it cost? Which IBM PC does it emulate? Either hardware or software emulation would be fine.

Thanks in advance for any and all opinions and recommendations.

Ashwin Ram
Georgia Institute of Technology, Atlanta, Georgia 30332-0280
UUCP: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!ashwin
Internet: ashwin@ics.gatech.edu, ashwin@pravda.gatech.edu
--
Ashwin Ram
Assistant Professor, School of Information and Computer Science
Georgia Institute of Technology, Atlanta, Georgia 30332-0280
UUCP: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!ashwin
Internet: ashwin@ics.gatech.edu, ashwin@pravda.gatech.edu, ashwin@prism.gatech.edu

4178. .zoo files

Newsgroup: comp.sys.atari.st
Date: 1990-05-09 22:30:09 UTC
From: msb@gondolin.endor.cs.psu.edu
Message-ID: <E-!!!d8@cs.psu.edu>
Source record: 241020

What do I have to do to be able to use these files? I have only recently started to ftp files and this is the first time I have run across .zoo files.

Much thanx!

Mike Barthelemy

4179. Term program which supports zmodem

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 03:27:00 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3382@calvin.cs.mcgill.ca>
Source record: 241026

Just wanted all of you to know that on terminator.cc.umich.edu
in atari/telecomm is a file called stterm.arc

For those of you who got it personally from me, this is the same
file.

For those of you who arelooking for a decent ST program which supports
zmodem, this is it! I am very happy with it, even though it is
a .tos program (as opposed to gem), and have been using it for
the last 3 years (and still have no desire to change).

And to anyone who is wondering - it was written by Matt Singer of
Comnet systems, same people who put out forem-st, and I got permission
from the author to distribute it.

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

4180. Re: FTP strangeness at dsrgsun (no response to ``dir'')

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 04:04:06 UTC
From: bammi@picasso.ces.cwru.edu
Message-ID: <BAMMI.90May10000406@picasso.ces.cwru.edu>
Source record: 241023

In article <3224@ruuinf.cs.ruu.nl> edwin@praxis.cs.ruu.nl (Edwin Kremer) writes:

> In article <1990May7.131415.5753@diku.dk> jensting@skinfaxe.diku.dk
> (Jens Tingleff) writes:
>
> | When doing anonymous FTP to dsrgsun.ces.cwru.edu, I can't get any
> | response to the ``dir'' or ``ls -l'' commands. FTP opens an

> Yep. I've the same problem here. Even a simple "ls" fails from one
> of our systems (Harris HCX-9). Judging from the fancy message of the
> day that is displayed at dsrgsun, Bammi must be running a hacked up

we are running the new (paranoid) in.ftpd that tries to
inverse map your hostname, to make sure that you are calling in from a
valid host. another "feature" of this version of ftpd is that it
does'nt run the usual "ls", and thats why "dir" or "ls -<anything>"
does'nt work. straight "ls" works. our sysop is looking into the
problem. in the mean while you may use
picasso.ces.cwru.edu or sandy.ces.cwru.edu

they still run the old in.ftpd (and yes, they have the motd).
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4181. Conflict between Hard Disk Driver and Click

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 05:11:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May10.051140.9289@wam.umd.edu>
Source record: 241028

There seems to be a conflict between Supra's hard disk driver and Digital Keyclick. Booting a hard drive with only the Supra driver and click.prg in the AUTO folder causes click to run without printing an error message, but also without playing the samples. (So I am told by a frustrated user.)

Can anyone think of a reason why a hard disk driver would interfere with trap #13 (bios)? The only way click.prg could be installed but not play the samples is if

A) Something is blowing away trap #13 or preempting click
B) Something is messing with the CONTERM variable (specifically, clearing the high bit).

Anyone have any clues here? I've fixed the drive light problem; it would be real nice if I could get this thing working with the Supra driver before I release it again.

Anyone else have any problems getting click.prg or beep.prg to work?

Those of you who are running these successfully: could you send me a quick note describing your system configuration (including TOS version)?

Sorry to beta test on you guys, but I guess that's the price you pay for getting it first...

Thanks a lot,

Dave Baggett
dmb@wam.umd.edu

4182. How do I create metafiles? Where is Tim Oren's complete series?

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 05:42:10 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2648FF33.3380@maccs.dcss.mcmaster.ca>
Source record: 241021

Greetings fellow netlanders.

I have 2 questions tonight:

1. I want to know how to create metafiles that could be printed out with programs like OUTPRINT.PRG. I'm a bit at a loss here and I would greatly appreciate some help. Some sample source in Personal Pascal or C would do nicely, if available. Does GDOS have to be loaded in order to do this? Are there bindings for functions like vm_pagesize() etc or do I have to make them up myself? What has to be put into the intin[] and ptsin[] arrays? Are work stations possible on the ST or do I have to stay with virtual workstations? Is that the way it is done? These are some of the questions I have been asking myself.

2. Tim Oren wrote a series of articles on GEM programming on the ST. I saw the list on a BBS that has since lost their files and I cannot get at the series any longer. There were around 18-20 articles. However, I can only find the first 11 on the ftp sites that I looked at. Where are the rest of them? Do that many actually exist or is it just something I'm dreaming about?

If there is any interest and if I can put something together that actually works, I'll post some sample source here.

Thanks for any help.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

4183. Re: .zoo files

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 06:22:13 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2147@laura.UUCP>
Source record: 241029

In article <E-!!!d8@cs.psu.edu>, msb@gondolin.endor.cs.psu.edu (Michael Barthelemy) writes:
|>What do I have to do to be able to use these files? I have only recently
|>started to ftp files and this is the first time I have run across .zoo files.

You should read article <1742@male.EBay.Sun.COM> (Subject: v11INF3: Unpacking binaries (and retrieving old ones)) posted here only a few days ago.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4184. ST-Term?

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 06:47:59 UTC
From: logic@wet.UUCP
Message-ID: <1210@wet.UUCP>
Source record: 241040

Does anyone have a copy of ST-Term (latest version 3.6?) that they could mail to me? I've been told by several people that it has a good implementation of Zmodem.

If you don't have a copy, but know of which online service which does (CIS, GEnie, Delphi, etc.), please pipe up so I can grab it myself or convince someone I know to. :-)

Thanks a bunch.

P.S. To: S. Alan Ezust, thanks for the offer of sending ST-Term to me. I tried to mail you back but the message bounced even though I tried four different routes! If you see this, please do mail me ST-Term. Thanks!

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

4185. Re: Tim Oren's Professional Gem course

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 07:43:55 UTC
From: bammi@picasso.ces.cwru.edu
Message-ID: <BAMMI.90May10034355@picasso.ces.cwru.edu>
Source record: 241030

In article <46300094@uxa.cso.uiuc.edu> gwg33762@uxa.cso.uiuc.edu writes:

>
> The first 10 lessons of the Professional Gem course are available, archived,
> from terminator.cc.umich.edu. They are in the atari/programming directory

there should be 17 parts + appendicies. if you cannot find them there,
grab progem.zoo from dsrgsun.ces.cwru.edu (or picasso.ces.cwru.edu).
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4186. Re: Smalltalk-80

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 08:49:48 UTC
From: marten@tpki.uucp
Message-ID: <a129462@feki>
Source record: 241024

>From: buggs@cup.portal.com (William Edward JuneJr)
>Date: 6 May 90 22:28:17 GMT

>>CU Carsten.
>>Smalltalk-80 from ParcPlaceSystems at Georg Heeg at Unido.
>>I do not know, whether he is allowed to distribute it outside Germany.

You see,Atari ST is quite good used in Germany! Atari-US really should look
at TURBO-C to produce the TOS. With the release 2.0 of this compiler, one
can produce absolute-code!

With ST-80: you just can get version 2.3 from them. Objectworks is not
supported and will not be in the future (so said at the CEBIT), because
it needs so much memory, that even a Mega-ST4 will not satisfy it. Never
version will be supported, when ParcPlace releases better Memory-Manager.

Perhaps they will port Objectworks to the TT...

V2.3 works with the big screens from Matrix and (sometimes with a little patch)
from Atari. The performance of the implementation:

Standard-ST-Benchmarks: 40-42
with Hypercache (16 MHZ Accelerator): 70

Quite good for this lovely machine. With a 386-machine, 20 MHZ, I could get
with Objectworks V2.5 just an Index of 102.

Marten

M. Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
SUBNET:marten@feki DNET\EUNET\USENET:marten@tpki.de

4187. Re; poolfix3,poolfix4,....

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 09:09:12 UTC
From: marten@tpki.uucp
Message-ID: <a911428@feki>
Source record: 241025

>From: csbrod@medusa.informatik.uni-erlangen.de (Claus Brod)
>Date: 7 May 90 16:32:43 GMT

>
>Dear Mr Pratt,
>
>since I don''''t have regular access to Usenet, this letter might be somewhat
>late. People have told me about your reactions towards my version of POOLFIX,
>and I would like to add some comments.
>[.....]

Good answer -- a lot of ST user here in Germany think the same way.
Well done, Claus!

Marten

M. Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
SUBNET:marten@feki DNET\EUNET\USENET:marten@tpki.de

4188. Re: Lanier and Quark HDs on the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 09:43:09 UTC
From: brianp@ernie.Berkeley.EDU
Message-ID: <36178@ucbvax.BERKELEY.EDU>
Source record: 241039

In article <90129.091923PHB100@psuvm.psu.edu> PHB100@psuvm.psu.edu writes:
-> I recently bought a used Lanier word processor system (for the hard drive)
->and a used Quark QC10 10 MByte hard drive (for appleII/III/macintosh systems).
->I bought these on spec hoping I could hook either one of them up to my ST.
...

[*** some intervening site confounded my "R"eply, thus, I "F"ollowup... ***]

In article <90129.091923PHB100@psuvm.psu.edu> you write:
->The Lanier has "ST506" stamped on the side of the HD mechanism. I've been tol
->that this is useable with the ST, but that is all I know about it (I don't eve
->know how big it is...:). The Quark I've not had apart yet (perhaps tonite),

Yes, it is useable. You need more stuff, though.
First, the Atari DMA port is not QUITE standard. Its format is called
"ACSI" (stands for something or other). You need to have a board to
convert that to SCSI (small computer standard interface, or so).
SCSI is a standard for the electrical connection between devices,
(such as computers and drives), and for the format of data that goes
thru. There can be 8 (I think) SCSI devices all hooked together on a bus.
They each have their own number.
Second, you need to have a hard drive controller board. It is one of
those SCSI devices. It will have jumpers, dip switches, or whatever
to set the SCSI number. It takes the SCSI info, and translates it into
ST506 (if it's an ST506 controller, of course). It tells the ST506 drive
what to do, stuff like moving its heads and stuff, I think.
Some controllers can have two drives connected to them, as part of the
same SCSI device.
Third, you need a power supply for the ACSI->SCSI, the controller, and
the hard drive. It has I think 12 and 5 volts, ground, and maybe a negative
also.
Fourth, you need a fan, in case all that hardware gets warm.
Fifth, you need some sort of box for all that stuff.

I don't know anything about the Quark, You might get a look at the actual
drive mech and see if it also says "ST506", or see what the brand and model
is, and look up the type. Maybe also there is a SCSI controller in it, too.

->have to get a host adapter and plug the drive mech into that. True? False?
->Maybe? Being a poor and struggling college student, I would prefer to go with
->the cheapest solution possible. :)

There is a company called Berkeley Micro Systems which makes the converter
board, and also sticks it into a kit with a controller and all the other
stuff. You supply the actual hard drive, and plug it all together.
I happen to live nearby, and walked my drive over there and came back

with a working hard disk drive package. They also fixed something when it went kafooey.
The converter was a hundred something, also the controller. You might have power supplies and boxes and fans with the stuff you got. You might even have a controller or two for the ST506 drive(s?).

I don't really know much about the controllers, but maybe someone else has sent you a bunch of info, too. Here's a phone # and address (possibly current):
Berkeley Microsystems
P.O. Box 20119
Oakland, CA 94620
(415) 465 6956

Good luck!
Brian

4189. Re: Lanier and Quark HDs on the ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 09:56:03 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2721@medusa.informatik.uni-erlangen.de>
Source record: 241031

PHB100@psuvm.psu.edu writes:

> I recently bought a used Lanier word processor system (for the hard drive)
>and a used Quark QC10 10 MByte hard drive (for appleII/III/macintosh systems).
>I bought these on spec hoping I could hook either one of them up to my ST.

>The Lanier has "ST506" stamped on the side of the HD mechanism. I've been told
>that this is useable with the ST, but that is all I know about it (I don't even

Right, you can use a ST506 drive with your ST, but you'll have to get a
host adapter which translates the ATARI ACSI bus (DMA port) to SCSI and
a controller which translates SCSI to ST506. ACSI-SCSI host adapters
are available in all flavors. ICD makes good host adapters. You might
want to use a Adaptec 4000A SCSI-ST506 controller; this is the same
controller as in the SH205 or SH204. If you're lucky, you'll find someone
with an old SH204 and use the parts in there. This might be as simple
as plugging the old drive out and plugging yours in. You can also use
two ST506 drives with the Adaptec in a SH204/5, but then you're running
into slight problems with power and space (especially in the SH204 or
in the SH205 equipped with a 5.25" drive).

Claus Brod

4190. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 10:03:31 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2722@medusa.informatik.uni-erlangen.de>
Source record: 241032

jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:

>I think everyone is missing the major problem with the poolfix4. The choice
>of "poolfix4" implies that it is the next version of "poolfix3" and since
>poolfix3 came from Atari, people will assume poolfix4 also came from Atari.
>I'm sure that some people would be confused by this and go to Alan Pratt for
>support/questions/whatever... I don't think it matters how pompous and
>obnoxious the original post was. If the original name was "POOLPTCH" or
>something like that, I bet nobody would have complained at all (unless of
>course it didn't work).

Right you are, and I've done something about it. The whole thing happened
more or less accidentally: I disassembled POOLFIX3, then transferred the
source into my integrated assembler environment. There I did some patching
and saved it; the file selector suggested naming it 'POOLFIX3'; I didn't
want to overwrite the old version of the text and changed the last letter
from '3' to '4'... that's how the whole thing started. Somehow I forgot
to change the name before sending it to some readers. Yessir, it's my
own stupid fault, and I apologize for that. Everyone who owns POOLFIX4
now is asked to change the name to POOLF_CB or something like that;
please don't blame Allan if there are any problems with it. Hell,
what can I do more to clean up the mess...

Claus Brod

4191. Re: Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 10:08:31 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2723@medusa.informatik.uni-erlangen.de>
Source record: 241033

freak@salyko.cube.sub.org (Alexander Reinelt) writes:

>Well, I don't know much about hardware, but I can tell you about this
>point. It is possible, and not a bad idea, to put a second drive into
>the megafile 30 and on the hostadaptor of it. (Hope you get my
>english...)

It's not quite as easy as in a SH205. There you'll just have to plug
in the new drive, find some room for placing the new drive and retarding
switch-on power for the second drive in order not to bring down the weak power
supply in the SH205.

>The software is the other prob - AHDI is, as far s I know, not prepared
>for a second unit. And it has some bugs besides that point ...
>I use CBHD SYS. This is a very nice hard disk driver. It is based on the
>Well, overall its a great thing. Claus Brod is unfortunately no more
>contactable via usenet, but maybe I could help you a bit...

I've managed to obtain access again, you can e-mail me. But please don't
expect me to answer via e-mail; please include your snail mail address
in your e-mail to me.

Claus Brod

4192. Virtex and TFM's

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 11:09:42 UTC
From: clubok@husc4.HARVARD.EDU
Message-ID: <2886@husc6.harvard.edu>
Source record: 241045

Does anybody know in which directory I need to put the TFM files for Bammi's Virtex? Whenever I try to load fonts, it tells me that it can't find them, even when I include a pathname. If the default is on F: partition, then I'm out of luck, since I only have partitions through E:. Also, I don't have enough memory to call virtex from a shell, so I can't change the path through environment variables. I have no problem with going into the .ttp file and changing the default pathname with a sector editor, but I haven't had any luck finding the place to change. If anybody has any useful suggestions, I will be eternally grateful.
BTW, Thanks to Bammi for this *incredibly* useful program. Now that I have the new showdvi.prg that will work in color, I can really have fun!

Ken Clubok
clubok@husc4.bitnet
clubok@husc4.harvard.edu

4193. Re: Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 11:20:56 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2725@medusa.informatik.uni-erlangen.de>
Source record: 241037

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

>>Well, I don't know much about hardware, but I can tell you about this
>>point. It is possible, and not a bad idea, to put a second drive into
>>the megafile 30 and on the hostadaptor of it. (Hope you get my
>>english...)

>It's not quite as easy as in a SH205. There you'll just have to plug
>in the new drive, find some room for placing the new drive and retarding
>switch-on power for the second drive in order not to bring down the weak power
>supply in the SH205.

Boy, when you start commenting your own messages you know you badly need
a break. I forgot to say what to do to a Megafile 30/60 when putting a second
drive in it. ATARI has made two slight modifications on the controller
board:

1. Locate the 20-pin-plug for the second drive. Pin 17 has been connected
to grounds via a resistor. Cut the resistor (upper board side).

2. Pin 18 of the same plug has been soldered to grounds, too. Remove
this connection (lower board side).

Claus Brod

PS: For techs: Pin 17 and 18 are +RLL READ and -RLL READ, respectively.

4194. deskjet driver for the mac

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 11:24:16 UTC
From: dujardin@MADONNA.INRIA.FR
Message-ID: <9005101124.AA09293@davina.inria.fr>
Source record: 241034

Hi all,

I have a friend who's planning to buy an HP deskjet, and I
dowloaded a driver so that he'll be able to use it with
Spectre. I found it at ricevm1.bitnet (version 2.1). The
trouble is, we don't know if it's a really good driver,
and if it's really better than his Nec 24-pin printer . Does
anybody here use the same hardware/software combination ?
I remember having read some messages about this here. Do graphics
and letters look 'as good' as on a laser printer ? Does it
have a reasonable speed ?
The help file that came with the driver was badly corrupted,
even if decoding it didn't show any problem. Does anybody
have a good one ?
Thanks for any information,

Eric

Eric Dujardin - INRIA Rocquencourt
Ecole Superieure d'Electricite (SUPELEC)

dujardin@madonna.inria.fr

4195. st hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 12:45:32 UTC
From: winston@fjcnet.GOV
Message-ID: <270@fjcp60.GOV>
Source record: 241044

```
For Sale (cartridges for the ST):

Spectre 128 cartridge (roms included)
Discovery cartridge (option 0)

Both for $250.00

Leave email if interested.

Winston M. Llamas
```

4196. Toadfile 88

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 12:57:00 UTC
From: 01659@AECLCR.BITNET
Message-ID: <90May10.085812edt.57432@ugw.utcs.utoronto.ca>
Source record: 241035

I want to get a Toadfile 88 (dual SyQuest 44 meg disks) to:

1. use with my 1040ST and Mega 2

2. back up SyQuest disks from an AT

3. back up internal hard disks on Mac SEs

Number 2 should be straightforward as the ST should consider the AT disk info as native ST info. However, I am unsure if the Toadfile can be connected to a Mac from the SCSI port on the drive. Do I have to disconnect the ICD host adapter? Is there any special cable needed?

Toad Computers said they had no experience with using their Toadfile drives on a Mac and could not help me out. Dave Small, are you out there and can you answer this one? Anyone else?

4197. ST hard/soft emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 13:06:23 UTC
From: pyr579@psc90.UUCP
Message-ID: <1331@psc90.UUCP>
Source record: 241036

Hello out there in net land,

I was recently reading ST-Informer and came across an article about a board and software for the IBM which is a full blown ST, and allows you to turn your IBM into and ST. Unfortunately it was a very vague article and I would like to get more info. Firstly are there any requirements on the IBM end, for example EGA or better graphics display? Who makes this mysterious little device, I think it said in the article but I forgot the name, and when will it actually be ready. Any info at all would be great, I'm very interested in this as I used to own an ST and enjoyed it very much.

____
/ \
| Is this my life or is it just and incredible, high-speed, simulation? |
\/\/\/

4198. Re: prtblk?

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 13:26:49 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <26496C19.6496@maccs.dcss.mcmaster.ca>
Source record: 241038

This is what Atari ST Internals from Abacus says about Prtblk.

C: void Prtblk(parameter)
long paramter;

Assembler:
move.l parameter,-(sp)
move.w #36,-(sp)
trap #14
addq.l #6,sp

This function resembles and is used by the function Scrdmp (20). The function expects a paramter list, however, whose address is passed to it. This list is constructed as follows:

long blkprt Address of the screen RAM
int offset
int width Screen width
int height Screen height
int left
int right
int scrres Screen resolution (0, 1, or 2)
int dstres Printer resolution (0 or 1)
long colpal Address of the color palette
int type Printer type (0-3)
int port Printer port (0=Centronics, 1=RS-232)
long masks Pointer to half-tone mask

Example:
move.l #parameter,-(sp) Address of the parameter block
move.w #36,-(sp) prtplk
trap #14
addq.l #6,sp
...
parameter dc.l ...

Hope this helps.

--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns

4199. Atari Stock again (groan) :-)

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 13:37:28 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May10.133728.20499@cunixf.cc.columbia.edu>
Source record: 241043

Well, Atari stock drooped again yesterday to $5 a share. I do
believe that is an all-time low (except for the morning after
black monday -"the crash") when it sold at 4 1/2. It is
interesting to note that the market as a whole has been
rising steadily over the same period that Atari's stock has
fallen. Makes you wonder....

BTW, CBM stock was up yesterday in moderate trading. :-)

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4200. Re: What is wrong with Terminator's directory??

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 14:26:15 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750062@hpsad.HP.COM>
Source record: 240951

Yes, I've had this problem. The read bit is not set for others. I just noticed this about a week ago. My ST was busted for a month prior to that so I don't know when the change occured for sure.

I always checked the dates on the atari/new directory also to see if there was anything "new" to get. Kind of a bummer that I can't read it now.

Could the people who run terminator fix this?

Randy

4201. indent for the ST.

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 15:25:20 UTC
From: rcc9885@ultb.isc.rit.edu
Message-ID: <3124@ultb.isc.rit.edu>
Source record: 240969

I'm looking for a version of indent, the c source code formatter, for
the ST. If a version hasn't been ported yet, where can I get the
source code to port it myself.

Thanks,

--------------------------+---
Robert Costello | 01000100010011010101001101000100010011010101001 1
rcc9885@ultb.isc.rit.edu | Digitally Mastered Software
rcc9885@ritvax.BITNET | 01000100010011010101001101000100010011010101001 1
--------------------------+---

4202. German TOS 1.4

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 15:51:47 UTC
From: eiselt@nprdc.navy.mil
Message-ID: <7376@arctic.nprdc.arpa>
Source record: 241046

Hi german netters,
ich brauche hier in San Diego, CA. dringend die deutsche Version
von TOS 1.4. Kann mir irgendeiner mit einer deutschen Versandadresse
weiterhelfen, wo ich die ROMs mit Einbauanleitung bestellen kann. Da ich
noch ein Bankkonto in Deutschland habe, ist die Bezahlung kein Problem

Wolfgang (eiselt@nprdc.arpa)
NPRDC
San Diego, CA. 92152-6800
Tel: 619-553-7603

4203. Unix Window's Kermit

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 18:40:45 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <1761@dali>
Source record: 241047

Has anyone gotten the Kermit file transfer to work inside a Unix window?
It works fine when the uw server is NOT running but Kermit "croaks" (sorry)
after the uw server is started.

I issue the Send or Recieve command from C-Kermit on the Unix side and then
the appropriate Kermit command from Unix windows. Then, nothing happens with
the exception of an occasional timeout message. Has anyone gotten this to
work? This Kermit option excites me. Right now, though, it's pretty boring.
I assume that this is the newest version of Unixwind. I just got it from
Terminator today. Please, ANY and ALL help is appreciated!

Craig

--
/ Craig Pratt / Montana State University, Bozeman MT/
/ Craig.Pratt@msu3.oscs.montana.edu / " Practically odor-free! " /
/~~~~~~/
/ "Facts are stupid things." - Ronald Reagan, 1988 Republican Convention /

4204. Re: Unix Window's Kermit

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 20:04:37 UTC
From: icsu8053@attila.cs.montana.edu
Message-ID: <1763@dali>
Source record: 241048

In article <1761@dali> icsu8053@caesar.cs.montana.edu (Craig Pratt) writes:
>--
>
>Has anyone gotten the Kermit file transfer to work inside a Unix window?
>It works fine when the uw server is NOT running but Kermit "croaks" (sorry)
>after the uw server is started.

Well, I figured this out and, instead of killing the article I figured I should inform the world about this "totally cool" setup. To be short, the trick was to get the new version (4.2) of the Unix Windows server as well. Result: I am, right now, downloading and typing this message pseudo-simultaneously. I HIGHLY recommend this setup! Get it. Use it. It's awesome. I'm sorry if this isn't news to everyone, but it must be to some. The newest version of Unix Windows allows you too execute a child program such as a CLI as well. Unfortunately, downloading does stop when you do this. The slowdown isn't as bad as I thought when downloading either.

Thanks go out to Hans-Martin Mosner, Brad Bosch and Brian Katzung for their excellent adaptation.

Craig

--
/ Craig Pratt / Montana State University, Bozeman MT/
/ Craig.Pratt@msu3.oscs.montana.edu / " Practically odor-free! " /
/~~~~~~/
/ "Facts are stupid things." - Ronald Reagan, 1988 Republican Convention /

4205. Smalltalk 80 price

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 20:11:45 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7466@mcshh.hanse.de>
Source record: 241041

stefan@hpbbi4.HP.COM (#Stefan Bachert) writes:
>> The normal distribution is about DM 400,-.
> ^^^^^^
>A friend of mine bought smalltalk a year ago. And if things didnot
>change the above statement isn't quite correct.
>This is NOT the normal distribution. This is a special price
>for students. The NORMAL price is about DM 2400.

For the special price you get the normal distribution. Everthing clear
now? It was meant to be aware of the fact that nothing is missing.

>PS:
> Add DM 200 for books, the manual is not valuable for
> learning smalltalk

Indeed. This also proves for GNU-Smalltalk.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4206. Re^2: Smalltalk ??

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 20:19:35 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7467@mcshh.hanse.de>
Source record: 241042

stefan@hpbbi4.HP.COM (#Stefan Bachert) writes:
>> The normal distribution is about DM 400,-.
>This is NOT the normal distribution. This is a special price
>for students. The NORMAL price is about DM 2400.

For the special price you get the normal distribution. Everthing clear
now? It was meant to be aware of the fact that nothing is missing.

> Add DM 200 for books, the manual is not valuable for
> learning smalltalk

Indeed. This also proves for GNU-Smalltalk.

And now, I have to tell you how nice I find ParcPlace
Smalltalk-80, since otherwise I have included more
than I tell you now. And then, the mailing system
would reject this a third time.

I think this is crazy, since I had to include that much
to give the context.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4207. Re: Still trying to get Omti MFM, ICD interface and Seagate 4038 working

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 20:40:22 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1728@engage.enet.dec.com>
Source record: 241049

In article <1990May6.121900.17507@cs.wayne.edu>, pbh@pandora.cs.wayne.edu (Patrick B. Haggood) writes...
>I purchased a 30M hard drive a while ago, and it formats fine, partitions
>fine, but when using ICD's hdutil.prg, the program reports that it cannot
>find a partion that can support autobooting. I set up all the partitions
Is it the only HD you have connected to your system? If have more than one HD connected the try disconnecting all of the drives except the one you are trying to get working. I ran into similiar trouble one time with multiple drives (actualy multiple controlers/drives), it's been a while so I don't remember the details but I think it had to do with one drive being formated with old ICD software and the other (the one I was trying to set as bootable) formatted with the newer ICD software (V4.xxx).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

4208. Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-10 23:43:19 UTC
From: mg40+@andrew.cmu.edu
Message-ID: <saGTmLu00WB3I2Ykgy@andrew.cmu.edu>
Source record: 240954

I've heard a lot about uw, and it sounds really interesting. However, the only version I've seen said it only worked in monochrome. Is there, by any chance, a version that runs in color too? I would really appreciate it if I could find such a thing.

Thanks,
Michael Garland
mg40+@andrew.cmu.edu

4209. Questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 00:11:38 UTC
From: S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK
Message-ID: <9005110710.AA01662@ucbvax.Berkeley.EDU>
Source record: 240961

OK, Here's some thought provoking stuff:
Easy ones first!

1. How do get hold of stuff like SALAD and the PEXEC Cookbook?

2. Can you call line-a routines from within C? (Sozobon in particular)

3. Can you tap into interupts and have a C routine called x times per second
via a system interupt? In the Abacus internals (3rd ed) there was something
about a list of routine addresses that could be supplied to the VBL interupt,
am I mistaken, or seriously out of my depth here? Obviously this would
allow the start of a multi-tasking system.

4. How much difference is there between GEMFAST 1.2 and 1.3 GEM libraries?
I have the 1.2 is it worthwhile my getting the new stuff?

Thank you for your time.

Regards,

Simon.

| Simon Chappell, B.Sc(Hons) Computing and Informatics (Final Year)
| 51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ, UK.
| JANET: s61304@uk.ac.psw.pa (Until the end of June 1990)
|
| Holder of the ST Penpals list. Join now and beat the Christmas rush!!
|
| "The box said nothing, only this time louder!" - Terry Pratchett

4210. ZOO

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 02:13:57 UTC
From: qralph@dna.lth.se
Message-ID: <1990May11.021357.6418@lth.se>
Source record: 241050

Hi,
Just a simple question. Packing up with subdirectories I use -x//, right.
That works, but how do I PACK the stuff with subdirectories in the first
place???

|--|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

4211. MMU on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 02:15:22 UTC
From: rcb@netcom.uucp
Message-ID: <11977@netcom.UUCP>
Source record: 240955

I'm wondering if there are any possibilities of replacing the MMU on the ST with one that gives memory protection. I'd like to upgrade to Unix and not have to buy an expensive new machine. I realize there are people out there interested in this idea, so has anyone had any luck?

Roy Bixler
rcb@netcom.uucp

4212. ST Controls VCR?

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 02:43:20 UTC
From: mjw06513@uxa.cso.uiuc.edu
Message-ID: <1990May11.024320.15165@ux1.cso.uiuc.edu>
Source record: 240952

I've been told that there is a program for the Atari ST which allows an ST to control a VCR (via the Control-L jack on the back). I believe the program in question used the VCR to record animation output from the computer, but I'm not interested in this specifically. My true goal is to use the computer as a video editing controller.

Does this sound familiar to anyone out there? Where can I obtain a copy of this program (preferably with source code)? It seems to be designed to work with Sony VCRs via the Control-L jack - will it work with other brands as well?

Any pointers or information will be appreciated. Thanks!

--
uv@f69.n233.z1.fidonet.org
Suffering from PMS (Presentation Manager Syndrome)

4213. Re: Unix Windows

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 04:38:04 UTC
From: katzung@i88.isc.com
Message-ID: <1990May11.043804.29849@i88.isc.com>
Source record: 240965

In article <2990@ultb.isc.rit.edu> jdb9608@ultb.isc.rit.edu (J.D. Beutel) writes:
|I don't think `uw` is possible without job control.

Uw is possible without job control, but it does require pseudo-ttys.
I ported the BSD host version to a System V system that has the
Wollongong TCP/IP package.

There are some work-arounds for Wollongong implementation details that
make it somewhat painful to use (a port watcher/reader process which
doubles the input overhead and no XON/XOFF support). XON/XOFF support
could be approximated with a trade-off between correctness and overhead,
but I have not done this.

I am not in a position to distribute code, but if there is interest,
send me mail and I will describe briefly what changes are required.

-- Brian Katzung katzung@i88.isc.com

4214. Re: ZOO

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 06:39:39 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2152@laura.UUCP>
Source record: 240956

In article <1990May11.021357.6418@lth.se>, qralph@dna.lth.se (Ralph Haglund) writes:
|>Just a simple question. Packing up with subdirectories I use -x//, right.
|>That works, but how do I PACK the stuff with subdirectories in the first
|>place???

First, you will use "x//" instead of "-x//". Second, to pack a whole directory tree into a .ZOO file you have to type "a//". The original Zoo does not have this but Daan Jitta put it in for the ST version.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4215. Anonymous FTP

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 07:06:55 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005101744.AA05097@Sunburn.Stanford.EDU>
Source record: 240958

Dear netters,

forgotten to tell you that here in Mannheim is a server named
unima.rz.uni-mannheim.de 134.155.100.32
Greetings
Thomas Neser <so01@dmarum8.bitnet>

4216. Anonymous FTP

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 07:08:19 UTC
From: So01@Dmarum8.BITNET
Message-ID: <9005100809.AA04529@Sunburn.Stanford.EDU>
Source record: 240959

Dear netters,

after publish the german anonymous list to be actual the postmaster
of Koeln canceled anonymous ftp on two machines. Only the on down is
available. The Postmaster of Saarbruecken announced the node
sbsvax.cs.uni-sb.de 134.96.252.31 to me. Itr has atari things also.
Please be all so fair to ftp only on non prime hours local time.
Uni Koeln 134.95.128.215
Thomas Neser <so01@dmarum8.bitnet>

4217. Re: Virus questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 07:09:05 UTC
From: woju@neon.UUCP
Message-ID: <m0hR6sS-0001eHC@neon.uucp>
Source record: 240960

In bit.listserv.info-a16 you write:

>Does anyone out there know if viruses that attach themselves to files
>exist on the st? The anti-virus programs I have seen are all concerned
>with the boot sector only. Does this mean that I can safely copy the files
>one-by-one off of a disk that is suspected to be infected and onto another
disk
>without risking cross-contamination?

There are several of those Virusses(called Linkvirus) but I never encountered
such an Virus.

CU
Wolfgang

4218. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 07:24:14 UTC
From: PR1P@DLRVMKP.BITNET
Message-ID: <9005110723.AA02502@ucbvax.Berkeley.EDU>
Source record: 240964

```
send sources/volume1/make part01 part 02 part 03 part04
send sources/volume1/make part05 part 06 part 07
```

4219. Re: MMU on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 08:18:41 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2726@medusa.informatik.uni-erlangen.de>
Source record: 240957

rcb@netcom.uucp (Roy Bixler) writes:

>I'm wondering if there are any possibilities of replacing the MMU on the
>ST with one that gives memory protection. I'd like to upgrade to Unix
>and not have to buy an expensive new machine. I realize there are
>people out there interested in this idea, so has anyone had any luck?

In practice, you'd have to design your own MMU that does all the standard
MMU stuff (RAM refreshing, shifter controlling et cetera) plus memory
protection. I wouldn't feel very inclined to do chip designing for
ATARI, would you?

Moreover, controlling a coprocessor with a 68000 isn't quite as
practical as with an 68020/68030. Some people in the US and in
Germany have announced 68030 boards, and the 68030 has a built-in
MMU. This might solve this problem someday. Anyway, you'd have to
port UNIX to the ST - probably you'd be better off waiting for the
TT/UNIX.

Claus Brod

4220. Re: Phantom Typist and IKBD

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 08:26:28 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2727@medusa.informatik.uni-erlangen.de>
Source record: 240962

RiddCJ@computer-science.birmingham.ac.UK (Chris Ridd) writes:

> This clears GEM, it seems to me (it's quite a good scapegoat for
>general wierdness on the ST though). The problem *must* be in the
>IKBD - someone mentioned a bug with two keys in the IKBD buffer
>getting repeated (Claus Brod?) - so obviously the 6301 firmware has
>been disassembled. Are any more bugs visible in it?

It wasn't me mentioning a IKBD buffer bug. There has been a series
of articles on the IKBD in the German "ST-Computer" by someone who
really disassembled the IKBD ROM stuff. Maybe I'll ask him to come
to our rescue. Have there been any comment from ATARI to this
question? I can't believe nobody at ATARI ever experienced it.

I remember someone posted a msg and supposing that the bug was
probably due to sync problems between the IKBD and the TOS keyboard
interrupt routines; this might be a solution. Dave Small or some
other Spectre programmer: Does Spectre use internal TOS routines,
i.e. does it call BIOS or XBIOS routines or does it use the TOS
IKBD routines or does it talk to the IKBD directly? If we knew,
we could perhaps settle the question whether it's a low-level TOS bug
or a IKBD bug.

Claus Brod

4221. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 08:36:59 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2728@medusa.informatik.uni-erlangen.de>
Source record: 240963

S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes:
>2. Can you call line-a routines from within C? (Sozobon in particular)

I don't own Sozobon C, but yes, you can call LINE-A from C. No prob.
But remember: ATARI won't support LINE-A for the new TT resolutions
officially. The first TT developper machines, however, have LINE_A
for all of their resolutions, but you can't rely on it in the future.
Unfortunately, one sometimes needs the negative LINE-A variable, and
I hope ATARI will support them in the future.

>3. Can you tap into interupts and have a C routine called x times per second
> via a system interupt? In the Abacus internals (3rd ed) there was something
> about a list of routine addresses that could be supplied to the VBL interupt,
Yes you can have C interrupt routines. But remember: VBL interrupt routines
have to be kept fast, so you should do it in assembler. However, nobody
prevents you from placing a pointer to one of your C routines into the
VBL queue. Remember to first find out the number of VBL tasks already
installed (look at $454) and to locate the VBL queue (look at $456).
Don't assume that the VBL queue resides at $4ce! Remember that GEM
overwrites the first VBL task pointer in the queue during AES start-up,
so if you're writing an AUTO folder program that installs a VBL routine,
start looking for a free entry from the second entry onwards.
.
> allow the start of a multi-tasking system.

Well, you'll need something more than just a bunch of VBL tasks to have
multi-tasking. Besides, you can have non-preemptive multi-tasking using
the AES event manager.

Claus Brod

4222. getting argv[0]

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 10:51:10 UTC
From: stefan@spcc386.UUCP
Message-ID: <597@spcc386.UUCP>
Source record: 240966

Ok, I have a question.
Maybe I am getting senile, but how do you read the name of the current
program in let's say GfA Basic or Assembler?
I looked around the basepage and stuff, I even scanned the whole memory
for the name but it was nowhere to be found.
Am I being stupid or is it really hard to find?
--

"Oh my God, it is the attack of the Half-Crazed Mutant Teenage Alien Computer
Junkies!!" +-----------------------------------
"Relax! It are just some SPCC employees" | uunet!mcvax!spcc386!stefan

4223. Re: getting argv[0]

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 11:24:10 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2731@medusa.informatik.uni-erlangen.de>
Source record: 240967

stefan@spcc386.UUCP (Stefan Posthuma) writes:

>Ok, I have a question.
>Maybe I am getting senile, but how do you read the name of the current
>program in let's say GfA Basic or Assembler?
>I looked around the basepage and stuff, I even scanned the whole memory
>for the name but it was nowhere to be found.
>Am I being stupid or is it really hard to find?

Hi Stefan, fine to meet to you on the net. No, you're not senile, it is really a problem. If you're being started from DESKTOP or GEMINI via shel_write, you'll get your own name via shel_read(). (Hope I didn't mix up some names.) If your program has been called via Pexec without shel_writing the name before, you're out of luck - except if the calling program uses Xarg. Julian, can you help out? I didn't implement Xarg yet.

This means that AUTO folder programs can't get to their names legally because they are being started via Pexec during the start-up process, and since GEM hasn't been initialized in the AUTO folder, the BIOS reset routine can't shel_write the name before, and your program can't shel_read the name. Moreover, the BIOS AUTO folder routine doesn't use those Xarg tricks yet.

Claus Brod

4224. Re: ST hard/soft emulator for IBM

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 11:28:21 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2732@medusa.informatik.uni-erlangen.de>
Source record: 240968

pyr579@psc90.UUCP (Technoid) writes:

> I was recently reading ST-Informer and came across an article about a
>board and software for the IBM which is a full blown ST, and allows you
>to turn your IBM into and ST. Unfortunately it was a very vague article and
>I would like to get more info. Firstly are there any requirements on the IBM
>end, for example EGA or better graphics display? Who makes this mysterious
>little device, I think it said in the article but I forgot the name, and when
>will it actually be ready. Any info at all would be great, I'm very interested
>in this as I used to own an ST and enjoyed it very much.

I think you mean the VME ST boards made by proVME in Germany. These are complete STs on a VME board and plug into a VME bus which is probably available for PCs. As far as I know these STs use their own video shifter and have a separate video output to connect an SM124. I think the VME STs were mainly made for engineering purposes in complete VME systems.

No warranty for this information, as I didn't follow the development very closely. Can somebody help?

Claus Brod

4225. Tim Oren's Gem articles/ftp/lancaster.pdsoft

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 12:14:08 UTC
From: M.A.Holloway@SYSE.SALFORD.AC.UK
Message-ID: <11.May.90.13
Source record: 240953

There are 13 of Tim Oren's Professional Gem Programming articles at
Lancaster:
The issues currently online cover the following topics:
1. Windows, part 1
2. Windows, part 2
3. The dialog handler
4. GEM resource structure
5. Resource tree structures
6. Raster operations
7. Menu structur
8. User interfaces
9. VDI graphics : lines and solids
10. VDI graphics : text output
11. GEM hooks and hacks
12. GEM events and program structure
13. A new form manager

If you can't FTP these using the JANET/pss FTP address given by Mathew Lodge
then you can use the server at the :
archive-server%uk.ac.lancs.pdsoft@ukacrl (or try @edu.cuny.cunyvm)
To get all the articles send the message:
send micros/atari/m06/*
To get a full list of the commands understood email:
send help/server
There is also mac,amiga and ibm stuff there. There seems to be a lot of
interesting stuff at terminator but can I get to it? I ask as I don't know
anything about anonymous FTP and there doesn't seem to be a server there.
Anyone on JANET: Is it possible to FTP stuff from there?
Thanks in advance for any help offered.

Marc

4226. Re: What is wrong with Terminator's directory??

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 12:48:45 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90May11134845@ghiggins.hpl.hp.com>
Source record: 240970

> Yes, I've had this problem. The read bit is not set for others. I just
> noticed this about a week ago. My ST was busted for a month prior to that
> so I don't know when the change occured for sure.

> I always checked the dates on the atari/new directory also to see if there
> was anything "new" to get. Kind of a bummer that I can't read it now.

> Could the people who run terminator fix this?

One of the difficulties in having a world-writeable, world-readable "new"
directory for uploads is that otherwise, there's virtually no control over
what's uploaded --- and immediately made available for download. Think about
all the fuss that there would be if someone (Hey, with the *very* best
intentions) uploaded some expensive, proprietary and unprotected DTP package
(for example). Having the read bit not set is terminator's only protection.
There are a number of people busy sorting out the terminator archives
(including adding comp.binaries/sources.atari.st volumes). I would imagine that
it won't be all that long before "Readme.new.uploads.received" (or near offer)
will be available, along with "Readme.the.definitive.index".

--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

4227. Re: Phantom Typist and IKBD

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 13:31:20 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90May11143120@ghiggins.hpl.hp.com>
Source record: 240971

I have noticed the PT using AlphaPop under Spectre.
--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

4228. Re: Splitting comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 13:49:33 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90May11144933@ghiggins.hpl.hp.com>
Source record: 240977

++ We need everyone we can get in this world, we ST owners are
++ not so numerous that we can ignore half of our retinue!

How true. The UK magazine STWorld --- a "serious" ST-ers mag and unarguably the best on the market, has recently been taken over. Guess what ... Despite the protestations (on a UK-wide BBS) of the editor that everything *really was* going to be OK, STWorld is now to be a **quarterly** magazine and the publisher is putting most of the effort into STUser. STUser is currently about 50% games reviews. Under the new regime, it will be upgraded into a "good" ST mag --- and will "only" have 14 pages of games reviews. I think I can guess the kind of features we will see ...

"How to insert a disk into the disk drive *and* get it right way up",

"BASIC made easy."

"'C' -- an esoteric systems programming language. (includes 'Hello world' demo)"

"GEM revealed: what those strange little window corner symbols are for."

"In-depth technical feature: adding a second floppy disk drive."

ad nauseam.

I am really p****d off about it, a very valuable technical forum relegated to a quarterly (which will last all of two issues) in order to open the market for another B****Y games mag, S**T! S**T!! S**T!!! S**T!!!! (You can tell that I'm upset, can't you?)

Depressedly yours ...

--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

4229. Handbook for Internet users including FTP and Mail services

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 14:06:00 UTC
From: JOHNBARNES@ENH.NIST.GOV
Message-ID: <9005121027.AA28532@ucbvax.Berkeley.EDU>
Source record: 240990

Now that many of the students who use INFO-ATARI16 are gone for the
summer things have quieted down. It might be a good time to come up with a
handbook that can be distributed by Internet mail to people who ask questions
like:
1)> What is FTP
2)> How do I deal with .zoo files?
3)> Where do I find TeX material?
4)> Where are the FTP sites?
5)> Why am I on the Internet anyway?

Steve Grimm's postings for the UUCP side of things are a wonderful help,
but it would be nice to have something comparable that could be sent out to
people who are trying to use the Internet facilities.

I will be glad to try to coordinate a project for writing such a handbook
if people will send me material and suggestions.

The design goals that I se right now are to get a document that can be
e-mailed to anyone who posts a message that indicates that they are unsure of
what they are doing. The document should be short enough to pass through
most mailers.

If such a document were available it might help novices make good use of
the facilities without having to take up capture buffer space with questions
that get asked over an over again. The contnet of the INFO-ATARI16 digests
might be improved thereby.

Suggestions, comments, and submission should be sent to

JOHNBARNES@ENH.NIST.GOV.

Thank You
John Barnes

4230. 2 SPECTRE QUESTIONS: PARKING A HD AND MEG-A-MINUTE

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 14:40:31 UTC
From: MAXG@SUVM.BITNET
Message-ID: <9005120706.AA22311@ucbvax.Berkeley.EDU>
Source record: 240984

1. Is there some way to park an MFM hard disk in an ICD setup from Spectre mode? or do I have to reboot my system and then use my park program in GEM (as I've been doing)? For that matter, is it really necessary to park the hard disk from Spectre mode? (I'm using v 1.9 to maintain compatibility with Translator1, but I do have v2.65...I don't know if this would make a difference.)
2. I see in the Spectre manual that meg-a-minute was published through Start. Is there anyway to get this program now? i.e. do I have to purchase it from Start (if that is possible), or is it shareware? pd? posted somewhere?
Thanks very much in advance. You can email to me directly, or post to the net.
--Gerry
maxg@suvm (bitnet)
ggreenbe@rodan.acs.syr.edu

4231. LYNX ON TV IN LA

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 15:00:40 UTC
From: paulm@ccicpg.UUCP
Message-ID: <70922@ccicpg.UUCP>
Source record: 240983
Cross-posted to: comp.sys.atari.st,rec.games.video

Wednesday night at 10 PM on the channel 5 news broadcast here in
Los Angeles CA. they had the LYNX on TV. They were showing it playing
the Gauntlet III game. Pretty impressive!
Hows that for free advertisement ?

--

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4232. Re: Questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 15:42:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1431442603@thelake.mn.org>
Source record: 240976

[In article <9005110710.AA01662@ucbvax.Berkeley.EDU>,
S61304@PRIME-A.POLY-SOUTH-WEST.AC.UK ("Simon Chappell") writes ...]

> OK, Here's some thought provoking stuff:
> Easy ones first!
>
> 1. How do get hold of stuff like SALAD and the PEXEC Cookbook?

So far as I know, the only way is to be a developer. I have not located
an comprehensive+comprehensible Line A document that can be distributed.

Bammi's Line A header file (for C) is available, but it's not a tutorial.

I don't know what's in the Pexec Cookbook.

> 2. Can you call line-a routines from within C? (Sozobon in particular)

Sure. Line A routines don't work with arguments passed on a stack, though.
They're more like GEM -- i.e., you put magic numbers into magic mailboxes
and then wave a magic wand. :-) See Bammi's header file.

Sozobon has an asm() feature for inline assembler that will allow you
to do something like this:

```
char *A000() /* return address of the line A parameter block */
{
asm("dc.w $A000"); /* put illegal opcode A000 into text segment */
}
```

... but it's simpler just to write the calls in assembler. Remember that
Sozobon assembler labels should have a leading underscore in order to make
them visible to C. Example:

```
.globl _A000
_A000:
dc.w $A000 * define constant.word $A000, which is illegal opcode
rts
```

Note: Do not feed these to the Sozobon optimizer.

Some of the $A??? opcodes clobber important registers. I don't know which
ones.

> 3. Can you tap into interupts and have a C routine called x times per second
> via a system interupt? In the Abacus internals (3rd ed) there was something
> about a list of routine addresses that could be supplied to the VBL interupt,
> am I mistaken, or seriously out of my depth here? Obviously this would
> allow the start of a multi-tasking system.

Yes. I don't have any examples, though. I've seen a textfile on the technique; if you're seriously interested I can track it down and mail it to you.

If it's multitasking you're after, why not just use Micro RTX?

> 4. How much difference is there between GEMFAST 1.2 and 1.3 GEM libraries?
> I have the 1.2 is it worthwhile my getting the new stuff?

There are some bugfixes. I think it's worth getting.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

4233. GCR Boot

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 16:33:13 UTC
From: gheesling@krypton.arc.nasa.gov
Message-ID: <1609@mountn.dec.com>
Source record: 240982

It doesn't matter where the System Folder is. Here's my suggestions:

Be sure Mac partition is the last one on the bus. Check the Spectre menu so that it is set for boot from HD. Be sure you can see the name of the MAC hard di disk from the Spectre menu.

Can you access other files OK once it's booted? Mine works with most System versions.

Bob

4234. Quick CIS

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 17:33:13 UTC
From: ignac@electro.UUCP
Message-ID: <1771@electro.UUCP>
Source record: 240978

Before anyone starts to innundate Branch Always Software about
questions regarding the Quick CIS program in the binaries
newsgroup, I just want to say the Branch Always Software is in
NO WAY associated with this piece of software. Our software
line uses the prefix "Quick", and unfortunately so does this
program, so there may be some people out there that would assume
that we've wrote Quick CIS. We didn't.

(btw: we've actually had people write to us for the latest upgrade for
Quick CIS!!!! this proves that users out there DO NOT read accompanying
documentation!!!!!)

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

4235. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 17:37:33 UTC
From: WOODALLP@VAX1.COMPUTER-CENTRE.BIRMINGHAM.AC.UK
Message-ID: <9005121026.AA28481@ucbvax.Berkeley.EDU>
Source record: 240988

An enquiry was recently posted concerning the Deskjet+ and spectre, I have a few coooments/questions on the matter. I have a DJ+ and am considering spectre so here goes.

i) Certainly the DJ+ is nearer to Laser than it is to 24 pin, its faster, better quality and you dont have problems with 180/180, 360/180, 360/360 dpi choices, It is a great value printer unless you intend your work to be read under water.

ii) As quickdraw scales the screen fonts to the printer you are probably going to do better scaling them from 72 to 300dpi (4 ish times) than you are from 72 to 180 dpi (2.5) though 5x at 360 is a good but SLOW bet.

Questions:

HP has released the deskwriter for the Mac, does this use the same codes as the DJ+, i.e. will a deskwriter driver run the DJ+.

Is there anyone out there running spectre with a DJ+ (or even a real mac).

Finally and almost unrelated, are there any good Mac PD sites I can get to by mail as I cannot FTP except within the U.K. (I know about Lancaster).

Keep up the good work Dave......

Thanks

Phil Woodall

WOODALLP@UK.AC.BHAM.VAX1
Phil Woodall, Elec Eng Dept, University of Birmingham, Birmingham B15 2TT ENGLAND, feeling grotty after n pints of real ale and a curry!

4236. Re: MMU on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 17:38:27 UTC
From: ericco@stew.ssl.berkeley.edu
Message-ID: <1990May11.173827.16571@agate.berkeley.edu>
Source record: 240972

In article <11977@netcom.UUCP> rcb@netcom.uucp (Roy Bixler) writes:
>
>I'm wondering if there are any possibilities of replacing the MMU on the
>ST with one that gives memory protection.

Humm, I`ve often wondered if the current MMU could be used for process memory protection. Imagine a process controler (PC) that starts up after all the accessories have modified that high physical memory limit. Each task that is invoked gets a specfic hunk of memory. The PC knows the high limit imposed by the accessories, the low limit imposed by TOS, and each processes memory area. So instead of leaving the high and low memory limits fixed, make them more restrictive. The PC would set these limits before invoking each task, and would catch the appropriate interrupts when the limits were acrossed in user mode.

Humm,
Eric

ericco@ssl.berkeley.edu

Eric
ericco@ssl.berkeley.edu

4237. X Subset for the ST???

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 17:58:46 UTC
From: Bill_Von_Hagen@TRANSARC.COM
Message-ID: <0aGjpKn0BwwfICZ208@transarc.com>
Source record: 240973

After reading the recent mail about UW port available for the ST, I was wondering if there was a version of X (any subset would do!) available anywhere for the ST? All I really want to do is to be able to connect to a remote system and run an X-based utility from home. (I have both a monochrome and color monitor.) Anyway, the idea seems reasonable to me - I'd hate to buy an X Terminal when I have an ST sitting there, begging to do the job.

While I'm here, what is uw, anyway? I've gleaned its functionality from recent posts, but never heard of it before.

Any tips/pointers/info would be VERY MUCH appreciated!!!!

Thanks!

4238. LINT

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 17:59:47 UTC
From: S61304%UK.AC.POLY-SOUTH-WEST.PRIME-A@CORNELLC.CIT.CORNELL.EDU
Message-ID: <9005121025.AA28453@ucbvax.Berkeley.EDU>
Source record: 240986

LINT!

Where can I get it?

I want/need this program! Preferably with source, but I'll take what I get.

Regards,

Simon.

| Simon Chappell, B.Sc(Hons) Computing and Informatics (Final Year)
| 51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ, UK.
| JANET: s61304@uk.ac.psw.pa (Until the end of June 1990)
|
| Holder of the ST Penpals list. Join now and beat the Christmas rush!!
|
| "The box said nothing, only this time louder!" - Terry Pratchett

4239. Linker formats

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 18:13:00 UTC
From: SOCS18@vaxa.york.ac.UK
Message-ID: <9005120709.AA22452@ucbvax.Berkeley.EDU>
Source record: 240987

The GST linker format is well described in the manual for Metacomco's Macro Assembler Version 12.0. Now Metacomco have left the ST market (the company was shut down by one of its senior partners because he needed the money for his expanding hotel business!), so you might find the assembler going cheap somewhere.

Not much of a solution, I know, but it's the only place I've ever seen the GST format documented.

Regards,
Mathew Lodge

(JANET: SOCS18@uk.ac.york.vaxa)

4240. MASTER drive from Oceanic?

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 18:29:40 UTC
From: dbrooks@osf.org
Message-ID: <7973@paperboy.OSF.ORG>
Source record: 240974

I finally got a 2-sided drive when my old 1-sided went back home. My dealer sold me a:

MASTER 3S drive from Konyo International

which is said to have a TEAC mechanism.

Prolem it, it doesn't seem to detect media change. I take out a write-enabled floppy, put in another, hit escape in the GEM directory: nothing moves. As far as I remember, this means the drive isn't setting "write-protect" during the transition.

(a) Does anyone know this drive: is it a design flaw or a bad unit?

(b) Assuming I can stand closing and reopening the window, will anything else go badly wrong? In particular, should I beware software disk caches?

--
David Brooks dbrooks@osf.org
Open Software Foundation uunet!osf.org!dbrooks

4241. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 19:15:37 UTC
From: news@uflorida.cis.ufl.EDU
Message-ID: <23187@uflorida.cis.ufl.EDU>
Source record: 240975

Followup-To:
Distribution:
Organization: UF CIS Department
Keywords:
From: cr1@beach.cis.ufl.edu (Anubis)
Path: beach.cis.ufl.edu!cr1

In article <1990May9.042912.22032@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>My AUTO folder has poolfix3.prg in it.
>
>Dave Baggett
>dmb@wam.umd.edu

Well, MY auto folder has Poolfix 3 in it too, but only because I can't
get a copy of poolfix 4. Can anyone send me a copy of poolfix 4?

--
=-=-=-

4242. Neodesk incompatibilities...

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 19:32:00 UTC
From: AMEIJ@vax.oxford.ac.UK
Message-ID: <9005120709.AA22460@ucbvax.Berkeley.EDU>
Source record: 240985

Hello chums,

We have just got Neodesk 2.05 here (5 months after we ordered it, thanks, Electric Distribution Ltd!) and we love it with deep and abiding passion.

Today however it refused to work (2 bombs trying to do anything from Neodesk, including quitting) and after a little fiddling I found that it didn't like copyfix.prg, which came with our HD (ICD adaptor). Well, I now know, having read the manual, that Neodesk solves that bug itself, but I thought I'd ask...

a) Any suggestions as to why the system ran all right yesterday, but died today, when as far as we know nothing was changed, and

b) If there are any programs notoriously incompatible with Neodesk, which we and other Neodesk virgins out there could be warned not to try in advance and

c) Why Atari don't buy it , blow it into the ROMS and blow the socks off the old desktop (Don't worry A.P., I don't really want an answer, this is rhetorical)

Love and kisses,

Jan Ameij and the boys,

O.U. Department of Applied Metaphysics *
ameij % uk.ac.oxford.vax @ janet

* People keep asking me what this is. In short, we are a semi-commercial group, finding commercial applications for current metaphysical thinking, developing them and selling them to industry through a link company.

4243. Unix windows... Where is it (FTP site)??

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 21:26:49 UTC
From: techjw@jetson.uh.edu
Message-ID: <6174.264ae7c9@jetson.uh.edu>
Source record: 240979

In article <saGTmLu00WB3I2Ykgy@andrew.cmu.edu>, mg40+@andrew.cmu.edu (Michael Jeffrey Garland) writes:
> I've heard a lot about uw, and it sounds really interesting. However, the only
> version I've seen said it only worked in monochrome. Is there, by any chance,
> a version that runs in color too? I would really appreciate it if I could
> find such a thing.
>
> Thanks,
> Michael Garland
> mg40+@andrew.cmu.edu

I have an even simpler problem... Where can Unix windows be found (by anonymous ftp)??? Also, how much mem does it require, does it a hard drive, etc...


```
-----------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" --------------------- |
| --------------------- |
| 129.7.1.2 TECHJW@Elroy.UH.Edu |
|_______________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

4244. Printer spoolers/drivers....in Pascal

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 21:38:43 UTC
From: techjw@jetson.uh.edu
Message-ID: <6175.264aea94@jetson.uh.edu>
Source record: 240980

I have a question for anyone who has done any type of work on printer drivers/print spoolers for the ST.

I would like to know how I would go about in intercepting any printer output (as in a print spooler) but instead of spooling it, I want to add on a cover page to the stream, then continue with the stream. Of course, the cover page would be an option. I want to have it installed as either a desk acc. or as an auto program. I am also planning on writting this in Pascal. Anyone want to help?


```
-------------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" ---------------------- |
| ---------------------- |
| 129.7.1.2 TECHJW@Elroy.UH.Edu |
|_____________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

4245. Parabellum PD Game

Newsgroup: comp.sys.atari.st
Date: 1990-05-11 22:28:24 UTC
From: dalessio@motcid.UUCP
Message-ID: <2914@feldspar23.UUCP>
Source record: 240981

Does anyone have the public domain game Parabellum?
It is a jumping-climbing platform game. I have only
seen it mentioned in a UK magazine (ST Format,
November 89, page 37). If someone has it, can you
please send it to me (UUENCODEd). Thanks in advance.

Mario D'Alessio

4246. Re: Programming self-help

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 04:04:41 UTC
From: kgg@zinn.MV.COM
Message-ID: <702@zinn.MV.COM>
Source record: 240904

J. David Beutel suggests that an index file could be made available
for the archive of examles (and other useful things, he points out),
such that a well-known request could cause it to be mailed to the
requester, who could then search it using 'grep' or equivalent.

Another way to do this would be to store the examples (etc) as 'blobs'
in a relational database, indexed by things like related hardware,
system calls names, related software, language, submission date, author,
arbitrarily-assigned keywords, whatever. The the requesting mail msg
could contain a relational expression specifying the thing to retrieve
and mail back. e.g. (using (ugh!) SQL) WHERE HARDWARE == 'DISK' AND
SYSCALL == 'BIOS' AND KEYWORD LIKE '%FORMAT%'

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572

4247. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 04:17:52 UTC
From: kgg@zinn.MV.COM
Message-ID: <703@zinn.MV.COM>
Source record: 240903

```
and what does it fix?
```

4248. UUPC/ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 04:42:02 UTC
From: kgg@zinn.MV.COM
Message-ID: <704@zinn.MV.COM>
Source record: 240905

A year or so I came into possession of a copy of UUPC for the ST,
where UUPC is an implementation of UUCP (originally-) for the IBM PC.
It explained itself as a *very* early version, what might be called
"pre-alpha release" of the Atari port, mentioning that the author
had essentially been harassed into releasing it "before its time".
I don't have the details in front of me at the moment, but some of
the names asociated with it were Stuart Lynne, Steven Grimm, and
Lawrence Harris. I mention these names not to get them in trouble,
nor in hopes that anyone will hunt them down, but only to help
identify this package to other readers who have it.

It sounded like things were going great guns. What happened?
I got my copy running (more or less) under Mark Williams MicroShell.
I seem to have a problem that mail messages I send from the ST
have <RETURN>s in them, which confuses mailers on Unix boxes,
but I can receive mail okay. Also, the mail utility itself is rather
primitive. In spite of these problems, the package seems promising,
so I'd like to find newer versions that might fix these problems.
Anybody know what happened to this project, or where I can get newer
versions?

Failing that, does anyone know of another implementation of UUCP for
the ST that they could recommend, and where to obtain it?

(In the addresses below, "rr" is my ST, "zinn" is my UUCP partner,
where I also have a guest account.)

TIA,
-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572

4249. BOOKS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 08:32:08 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990May12.083208.23909@newcastle.ac.uk>
Source record: 240991

A few years ago I found a very good book on basic ST gem programing:

Applications programing on the Atari ST : By Pollack and Webber.

Does anyone know the publisher? This is so that I can order more
copies of this book direct from the States as no UK Book shop has been
able to get hold of it.

Thanks,

Dave H.

(D.C.halliday@newcastle.ac.uk)

4250. Re: INFO-ATARI16 Digest V90 #529

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 10:27:04 UTC
From: AKISUJAR@NUSVM.BITNET
Message-ID: <9005121026.AA28519@ucbvax.Berkeley.EDU>
Source record: 240989

Ref: Toad File 88

Hello from Singapore,

Do you really want to own 2 Syquest Removable Hard disks?
I am now using the Megafile 44 (one Syquest) I think that it is already more than I can handle. I have 4 cartridges one each for SperCharger (MsDos format), Atari format, Spectre format and Macintosh format. When I want to connect it to Macintosh I just disconnect the Syquest from the Atari Host adapter card and connect the drive with home made cable as explained in the Spectre Manual.
I also have ICD card. with ICD host adapter card you can make a cable with the 50 pin sockets to connect Syquest and ICD card and have one end of the ribbon extended to connect to DB25 Pin for connection to Mac SCSI port. When you want to use the Drive with Mac, Just unplug or switchoff the 5V supply to the ICD card. I use CMS HD util version 5.2.2 to format in Mac mode. The mac cartridge can also read and write under Spectre. I mentioned one Syquest is more than enough for me because after 3 months with Megafile 44 I have lost several parti tions of my cartridges. I will definitely install 2nd Hard disk inside the Mega file 44 and use Syquest only for backing up. If you think of backing up a cart- ridge with another one, I came across discussion in INFO-APPLEII mentioned about a program (for Apple IIgs) which can perform cartridge to cartridge copy with one Syquest drive. However I have not yet come across such a program for Atari.
My problem now is to disable SCSI parity on my Conner CP3200F, 200MB drive so I can install it in the Magafile 44 box.

If you want to know more about my experience with Syquest 44 you can e-mail me. There are more detail which wont be of much interest to other netter that I can tell you.

Hope this help,

S. Sujarittanonta, School of Architecture, National University of Singapore,
AKISUJAR@NUSVM.BITNET

4251. Re: getting argv[0]

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 13:16:27 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May12.131627.19217@cs.dal.ca>
Source record: 240992

In article <2731@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>
>This means that AUTO folder programs can't get to their names legally
>because they are being started via Pexec during the start-up process,
>and since GEM hasn't been initialized in the AUTO folder, the BIOS
>reset routine can't shel_write the name before, and your program
>can't shel_read the name. Moreover, the BIOS AUTO folder routine
>doesn't use those Xarg tricks yet.

Huh? How do things like FOLDRXXX.PRG get their name then? In fact, I
wrote a utility several years ago so support RAM disks that ran from the
AUTO folder and read its own name to find out what to do. I don't
remember how the code worked, although I probably still have the source
around somewhere, but it was written in TDI Modula-2 and reading the
name of the program seemed straghtforward.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4252. Re: GCR Boot

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 13:26:34 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May12.132634.19813@cs.dal.ca>
Source record: 240993

In article <1609@mountn.dec.com> gheesling@krypton.arc.nasa.gov writes:
>It doesn't matter where the System Folder is. Here's my suggestions:

I received several replies to my request for help (how to get a GCR to autoboot). The correct response came from the President of the local Mac user group (Peter Gergely of MUGNS) who told me to do the following:

Drag the System and Folder together onto the HD icon (NOT onto the desktop). They then appear on the desktop. This apparently moves their directory entries into the boot area.

Drag them back into the System folder. The Mac screen looks just the way it did when you started.

The system now autoboots (assuming that you have followed all the other instructions in the manual about setting the proper Spectre options, which I had done).

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4253. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 15:23:22 UTC
From: geoff@nluug.nl
Message-ID: <1413@epd74hp.nluug.nl>
Source record: 240908

Re the merger of ST World and Atari ST User, I hope that something worthwhile rises from the ashes, but somehow I doubt it... I only ever bought ST World because the content interested me - the heavy games bias of ST User interests me not one whit. Now that it sounds as though ST World is to be emasculated, I suspect I'm not going to buy either in future...

There seems to be a growing dearth of good ST mags on the market - the US mag START is getting more flimsy with every issue, and I suspect is not long for this earth. The only decent mags appear to come from Germany, but since I can't read German, this ain't much good to me.

What's a girl to do??...

4254. Re: Neodesk incompatibilities...

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 16:31:47 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May12.163147.11218@wam.umd.edu>
Source record: 240994

In AMEIJ@vax.oxford.ac.UK ("Jan Ameij, BA", Oxon) writes:
>Today however it refused to work (2 bombs trying to do anything from Neodesk,
>including quitting) and after a little fiddling I found that it didn't like
>copyfix.prg, which came with our HD (ICD adaptor). Well, I now know, having
>read the manual, that Neodesk solves that bug itself, but I thought I'd ask...

2 cents more: copyfix.prg doesn't jive with Laser C either, at least
on my system.

I suspect copyfix.prg is doing something _very_ impolite/undocumented.

Dave Baggett
dmb@wam.umd.edu

4255. Determining Own Name

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 16:37:06 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <886@ncs.dnd.ca>
Source record: 240995

Ref question on how a program knows its own name. Since there is no provision for a pointer to prog name in the basepage (surely an oversight) programs like cachexxx determine their names as follows:

a. Do an Fgetdta() to determine the dta location.

b. The prog name (just the name, not the path) is at offset 30.

Notes:

1. This is left over from the Fsfirst/Fsnext call that located the program so the name is in directory format - i.e. 8 + 3 + null byte.

2. Get it quick before the dta is used for other things.

Bob

4256. Re: Pro GEM Tutorials

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 17:09:52 UTC
From: dac@ukc.ac.uk
Message-ID: <2999@gos.ukc.ac.uk>
Source record: 240999

As many have pointed out, the tutorials are available at the Lancaster archive in England. I've actually had these for almost a year now, but Lancs only have the first 13 parts.

If you could mail me parts 14 - 17 + appendices, Howard, I'll pass them on to Lancaster.

Thanks,

Dave.
(No FTP, limited international mail. Oh the joys of being an undergraduate!)
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

4257. Phantom Typist(s) [very long!!]

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 17:13:15 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1990May12.171315.12165@ccu.umanitoba.ca>
Source record: 240998

A Poor User's Guide to the Phantom Typist(s)

[This is very long -- about 13K -- so hit 'n' now if you're not interested. You were warned.]

I'm typing this in Word Perfect, with the phantom typist screwing around in my machine. I've a few details to report on the care and feeding of the critter.

(I'd better reboot first; typing with the phantom in tow is just too painful.)

There, that's better. To begin with, a point of clarification. There are TWO distinct phenomena which have been referred to as the "phantom typist".

The symptoms of the first are that you'll be typing away, and suddenly the last few characters you typed will start slowly repeating themselves over and over again on your screen. (I _think_ it's always been 3 chars in my case, but this may be accidental.) This bug is quite rare, and quite DEADLY. (I've seen it maybe 4 times in two years of heavy usage; in fact I'd forgotten all about it until it struck a couple of days ago -- @#$%^&*!) Once it hits, you're toast. Keyboard and mouse input have no effect whatever, so there's no opportunity to save your file; all you can do is sit and watch the same few chars get repeated until your machine crashes (20 seconds or so, in my experience). A warm boot makes it go away.

If I'm not mistaken, the term "phantom typist" was originally coined by someone at WPCorp. to refer to this behaviour. I believe they claimed that it was due to a bug somewhere or other in TOS, but that they couldn't get Atari Corp. to listen. Let's call it the "phantom repeater" to avoid confusion.

The second phenomenon that is sometimes referred to as the phantom typist is the system slowdown that's been much discussed of late on the net. (Call it the "phantom slowdown"; it may or may not be related to the phantom repeater.) Typical symptoms are that you'll be typing away and keyboard/mouse input suddenly slows to the speed of molasses. No chars actually appear other than those you type; it's just that your mouseclicks/keypresses take effect painfully slowly (ranging from numbers of seconds to minutes). Moving the mouse around makes the keypresses or button clicks take effect immediately, however. You can usually save

your document and exit normally to the desktop, but the phantom persists at the desktop level. A warm boot makes it go away.

It was the phantom slowdown that was afflicting my machine a few minutes ago. It struck not long after I booted WP, and before exorcising it I decided to do a bit of experimenting. Here's what happened.

I was typing in WP (my usual speed, not too fast but not too pokey -- maybe 40 words/min), and everything was fine. I paused to read what I had written, cursored up a few lines, then down a few lines (a curious habit that most computer authors seem to pick up sooner or later), and wham, the phantom had me. Whether it was there before I hit the up-arrow key, I don't know. I do know that it didn't show any symptoms before I hit the up-arrow key, because I watch the screen pretty carefully when I write.

Anyway, I hit F7 to save my work, exited to the desktop, and decided to experiment a bit before rebooting. Someone had recently reported that the slowdown appears to affect only GEM prgs, so the first thing I tried out was some non-GEM stuff. Sure enough, Moshe Braner's GNOME.TTP was a speedy as ever. DC SHOWIT also worked fine; I could cursor up and down through text files with no slowdown at all. (Thanks, Mike; great hack!) Then I tried DCOPY312.PRG; it's a non-GEM prg which optionally allows you to select files with the GEM file selector. Keypresses took effect immediately at the main menu, but as soon the file selector was invoked the phantom reappeared in all its sticky-molasses glory. Hmmm.

While I was playing around with the GEM selector in DCOPY I noticed something that I hadn't before: when the phantom is active, you can short-circuit the wait between keypresses and actions not only by moving the mouse, but also by hitting the Shft, Ctl, or Alt keys. I thought that warranted more investigation, so I exited DCOPY and ran WP again.

The first thing I noticed was also something that hadn't occurred to me before: When the phantom is active at the desktop, auto key repeat works as normal (as evidenced by the keyclicks -- the chars still don't appear in dialogues until you move the mouse); whereas the phantom disables auto repeat in WP. Auto repeat also works in GEM accessories invoked from the desktop, but not when they're invoked from within WP.

OK, now what about the Shft/Ctl/Alt thing? Sure enough, hitting an alphanumeric key and then pressing (L-or-R) Shft caused the key to take effect immediately in WP. There was some weirdness with the Ctl and Alt keys, though. (As it turns out, this wierdness appears to be due to the way WP maps the keyboard.) What seemed to happen is this:

If you want an alpha char in your document, just press alpha (doesn't matter whether you release it or not) and then press Shft; the char will appear on your screen as soon as the Shft key makes contact. If you want to input a Ctl/Alt-alpha combination, however, then you press alpha _followed_ _by_ Ctl/Alt. I.e., when the phantom is active in WP, alpha followed by Ctl/Alt does what Ctl/Alt-alpha does under normal circumstances.

This also works for function keys (and this time all of Shft/Ctl/Alt work the same). If you want shifted F1 (invokes the super/subscript menu), you press F1 by itself (again, doesn't matter if you release it or not), and then as soon as one of the Shft keys makes contact the super/subscript menu will appear. Similarly, F1 followed by Alt gives you the thesaurus, while F1 followed by Ctl invokes the shell (or rather, it would if WP-ST allowed access to a shell).

How do you invoke commands bound to _unshifted_ fn keys? (To get a normal alphanumeric you hit the alphanumeric followed by Shft, but doing this with fn keys gives you the _shifted_ fn key command.) Simple: You just hold down either Ctl or Alt (_not_ one of the Shft keys; that won't do anything at all), then hit the fn key you want, and then as soon as you _release_ Ctl/Alt the _unshifted_ fn key command will take effect. (That's simple, right? :-) A similar sequence works for shifted alpha-numerics: if you want a capital R, e.g., you hold down Shft, then hit the r key, and as soon as you _release_ Shft the R appears. (This appears to be about as close to normal behaviour as the phantom will tolerate in WP.)

As mentioned, some of this weirdness appears to be due to the way WP maps the keyboard. I had STalker (the terminal accessory) resident when the phantom struck, so I also played around with it for a bit. Pressing any alphanumeric followed by any of Shft, Ctl, or Alt caused the char to be immediately sent to the modem. STalker also uses Shft/Ctl/Alt combinations for various commands; to get them when the phantom is active you hold down Shft/Ctl/Alt, then hit the appropriate alpha or function key, and when you release Shft/Ctl/Alt the command takes effect (just like the shifted alphanumerics in WP).

Incidentally, hitting any of Shft/Ctl/Alt also makes chars appear immediately in desktop dialogues.

To sum up so far (and generalizing somewhat):

1. The phantom slowdown appears to afflict only GEM windows and dialogues (for more on this point, see below). When it's active, keypresses can be forced to take effect immediately by changing the state of one of the Shft/Ctl/Alt keys. Commands that would normally be invoked with a Shft/Ctl/Alt combination can be invoked when the phantom is present either by pressing the appropriate key first and then the Shft/Ctl/Alt key (WP), or by

holding down Shft/Ctl/Alt, pressing the appropriate key, and then releasing the Shft/Ctl/Alt key (STalker, upper case in WP).

A few other interesting facts I ran across in my experimentation:

2. When the phantom is active, multiple key presses are buffered, but only up to exactly 9 chars. (?!) I.e., if I hit <9 alphanumerics in a row, and then pressed Shft, all of the chars would appear immediately. But if I hit >9 alphanumerics before pressing Shft, exactly the first 9 appeared on the screen; the rest were lost forever. Caveat: The foregoing applies to both WP and to desktop dialogues. In STalker, however, while things worked similarly, exactly _8_ chars were buffered instead of 9 (??!!; beats hell out of me).

3. STalker supports fn key macros which can be up to 40 chars in length. Interestingly, the 8-char buffering limit doesn't apply to these macros. I.e., if I hit F1, and then hit Shft to temporarily short-circuit the phantom, all 40 of the chars in the F1 macro would immediately appear on the screen.

4. This one virtually guarantees that the phantom resides somewhere "higher up" in the OS, and that it's not (at least not exclusively) a problem with the IKBD. I use a corner clock called JCLOCK7 (by John Stanley, I think; thanks John, if you happen to read this). JCLOCK7 toggles its am/pm indicator from lower to upper case to indicate the status of caps lock. WP also has its own caps lock indicator in the status line at the bottom of the active window. When the phantom was active in WP and I hit the caps lock key, the JCLOCK7 indicator would invariably update at once. The WP indicator would update, however, only when I moved the mouse or pushed one of the Shft/Ctl/Alt keys. I.e., the caps lock key was being read and processed immediately, but somehow or other the phantom was blocking the transmission of its status to GEM. Moving the mouse or changing the state of Shft/Ctl/Alt temporarily unblocks the transmission, at least for the last nine keyboard events.

5. I'm not sure what relevance this one has (I've included it mainly because I'm going to send a copy of this note to the ST programmer at WPCorp., and it may give him a better idea of where the phantom actually resides). When you hit F10 in WP ("Save"), the program puts up the GEM file selector so that you can select the name of the file to save. When you hit 'OK' the GEM selector disappears, then WP checks the disk directory to see if the file you specified already exists, and if so, asks whether you want to replace it.
That's what should normally happen. When the phantom is active, however, and you invoke the Save command (which again, you can do without moving the mouse only by holding down Ctl/Alt before hitting F10), things work a bit differently. You press

Ctl-F10, and when the Ctl key is released the GEM selector pops up. Hit Return to use the default filename. Nothing happens (as expected; the phantom is blocking transmission of the Return, and we haven't done anything to unblock it yet). Now hit Shft. The GEM selector immediately disappears, but then....nothing. What _should_ happen at this point is that WP should check the directory to see if the specified file exists, and then put up the "Replace?" prompt. But it's not doing anything at all (I'm quite certain of this, because I removed the disk and then reinserted it before I hit Return, in order to insure that the directory wasn't cached). It's just sitting there.
If you now press Shft a second time, however, the directory gets read at once and then the "Replace?" prompt comes up. In other words, in this case we need to unblock the phantom TWICE, with two separate presses of Shft. The first one unblocks the Return, while the second one unblocks -- well, who knows what?

I guess that's all I have for now. I have no idea whether the phantom slowdown is due to an OS bug, or a bug in WP, or a bug in one of the multitude of TSR's and accessories I normally use. I know for a fact that some of the latter wouldn't pass muster as "well-behaved" (JCLOCK7, e.g., won't run under TOS 1.2 (I'm using 1.0), so it must be doing something naughty). On the other hand, the sheer number of people that have reported the problem in a variety of contexts makes it a priori unlikely that it's due to a bug in any single program, suggesting that it's due either to an OS bug or to a very common applications programming mistake.

But on yet another hand (doesn't everybody have three? :-), there's the fact that some users have recently reported the phantom appearing under Spectre; which doesn't jibe very well with the fact that its characteristic behaviour in native ST mode seems to be to block transmission of keyboard events to GEM. (Dave Small, are you out there?).

What really baffles me is that all of the stuff that I normally like to run can co-exist very happily together for days or weeks on end; and then all of a sudden, wham, the phantom appears out of nowhere. Anyway, as mentioned, I'm going to send a copy of this to WPCorp. in hopes that it will give them a few ideas on where to look. In the meantime, let's keep trying to narrow down the hypotheses.

[And to the good folks at Atari: You've been awfully silent about the phantom since kbad suggested the "chicken blood on the keyboard" fix. Any and all suggestions, hints, advice, whatever would be most appreciated. Have any of you experienced the phantom slowdown yet? What do you think I should try the next time it strikes?
[Maybe you could suggest to the boys "upstairs" that they

offer a reward to the first person that isolates the problem and figures out a fix -- a couple of free TTs, say, when they become available? Seems to me it would be well worth it. Whether the phantom is an Atari bug or someone else's, the person who finally tracks it down is someone you definitely want developing on your new machines.]

BBB

--
Bob Bright <bright@ccu.umanitoba.ca>
Dept. of Philosophy
University of Manitoba
Winnipeg, Man R3T 2N2 (204) 474-9680

4258. Re: Determining Own Name

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 17:15:14 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <887@ncs.dnd.ca>
Source record: 240997

I goofed in my previous post on how a program can determine its name.
Missed it by one byte!

The name you want is still at offset 30 from the DTA but its format
is:
name 8 bytes padded with spaces
ext 3 bytes padded with spaces
attr 1 byte (attributes)
null 1 byte

Bob

4259. Re: Uniterm/Tektronix 4100 terminal emulator

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 17:17:52 UTC
From: woju@neon.UUCP
Message-ID: <1087@neon.UUCP>
Source record: 240996

ashwin@gatech.edu (Ashwin Ram) writes:

>Hi... I'm a long-time user of UNITERM but I've been a little behind on
>upgrades. What is the latest version available?

So far i think the latest version is UNITERM V20E 011
If' there is a newer Version off Uniterm, it would be nice, if
the one post it to the binaries...

CU

--
==
Wolfgang Jung Email:woju@neon.UUCP
Germany
==

4260. MOGLI: MOdula-2 GEM LIbrary for all Modula-2 ST compilers

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 19:21:32 UTC
From: brahm@incas.informatik.uni-kl.de
Message-ID: <4415@incas.informatik.uni-kl.de>
Source record: 241000
Cross-posted to: comp.lang.modula2,comp.sys.atari.st

```
MOGLI - MOdula-2 GEM Library for the ATARI ST Computer Series.

MOGLI IS available now for: FTL (HiSoft) Modula-2
TDI Modula-2 (Shareware from Uwe Brahm)
SPC Modula-2
Momos Modula-2

MOGLI WILL BE available for: JPI Modula et al. on the PC. soon.

MOGLI is fighting against the growing Modula-2 binding jungle on the ATARI ST.

MOGLI gives access to all availiable functions on the ATARI ST
To obtain a copy of MOGLI send 20 DM (or 10 $) to:

Uwe Brahm
Carlo-Schmid-Strasse 15
D-6750 Kaiserslautern
West Germany

After receiving your money, you will get the original red 3 1/2 disk,
containig AES.DEF, VDI.DEF and OS.DEF and all the files your compiler needs.

Uwe Brahm
"Have you heard already? - Madonna is looking for dancers, just phone her!"
.
```

4261. Re: Unix windows... Where is it (FTP site)??

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 19:33:07 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12009@stag.math.lsa.umich.edu>
Source record: 240901

Let's kill a couple birds with one stone here...

Unix Windows is a terminal program that can multiplex many terminal sessions over a single serial line, when communicating with a host running a uw server. Each session has a graphic window to itself. It's pretty decent, although it only supports adm-31 emulation at present.

The protocol, server, and user program were originally designed for the Mac. The Mac uw client also has a tektronix emulator, and a few other nice features.

Everything relevant to the program can be found on terminator, in the directory atari/telecomm. The files uwbin.arc and uwsrc.arc contain full Atari binaries and sources. The file uw.arc contains only the program with no support files. I believe this is also an outdated version of the program.

The file uw.tar.Z contains the distribution as gotten from the author. This compressed tar file contains the full source for the Unix server, the uw programming library, and binaries for the Mac. I haven't looked for a newer release in several months, this file is from November '89.

If anyone is interested in hacking on uw, I suggest you get the tar file and read through the protocol description. There's a lot allowed for in the protocol that the Atari client doesn't address. Could add something to the emulation... A really nice add would be to make it work with Micro-RTX, so you could not only open terminal windows, but TOS windows as well, and run them concurrently.

It's got a lot of potential, but like so many other things about the ST, it's going untapped...
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4262. copyfix.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 20:58:51 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3271@rodan.acs.syr.edu>
Source record: 240902

Sorry I don't know how to include the previous messages in my own, but there were (at least) two messages stating that copyfix.prg, which comes with icd hard drive set ups, causes problems with other programs (one was Neodesk). Well, I'm going to add another: DCDESKTOP. When I finally got around to including copyfix.prg in my autofolder, it let dcdesktop load, but it messed up the desktop that had various icons on it, AND it did not show hard disk icons with my three partitions. In fact, it only showed one partition, and showed that partition using a "folder" icon.
Just out of curiosity, is copyfix.prg something one really needs? Based on the description of what it does, I can't tell what practical use it has. Maybe it is only something that is valuable to programmers? (which I'm not)
--Gerry

4263. Re: BOOKS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-12 23:57:48 UTC
From: steve@thelake.mn.org
Message-ID: <A2537034924@thelake.mn.org>
Source record: 240907

[In article <1990May12.083208.23909@newcastle.ac.uk>,
D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes ...]

> A few years ago I found a very good book on basic ST gem programing:
>
> Applications programing on the Atari ST : By Pollack and Webber.
>
> Does anyone know the publisher? This is so that I can order more
> copies of this book direct from the States as no UK Book shop has been
> able to get hold of it.

The publisher is Bantam Books, 666 Fifth Avenue, New York NY 10103.
The ISBN number is 0-553-34397-1. The first, and probably only, printing
was in September 1987. I've heard that the book is out of print, but I
have not contacted the publisher.

It's a very good intro to GEM programming and includes quite a bit of
Atari-specific information. It's not the most in-depth book you might wish
for, and some of the information is just plain wrong, but I have not found
anything better.

It has C header files listed in the back that let me figure out how to
write a library of AES bindings for the Sozobon compiler before GEMFAST
became available. Line A, on the other hand, merits only a paragraph or two.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

4264. Re: INFO-ATARI16 Digest V90 #528

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 01:22:30 UTC
From: $QMA037@LSUVM.BITNET
Message-ID: <9005130708.AA00101@ucbvax.Berkeley.EDU>
Source record: 240910

```
UNSUBSCRIBE INFO-ATARI16
```

4265. Re: INFO-ATARI16 Digest V90 #528

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 01:24:24 UTC
From: $QMA037@LSUVM.BITNET
Message-ID: <9005130709.AA00117@ucbvax.Berkeley.EDU>
Source record: 240911

```
UNSUBSCRIBE INFO-A16
```

4266. Hagterm

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 02:45:08 UTC
From: schaper@pnet51.orb.mn.org
Message-ID: <2461@orbit.cts.com>
Source record: 240906

Would the author of Hagterm please e-mail me, if he reads this, let me know if the new, commercial, Hagterm program will have a disconnect line feature, and if it will allow me to automatically log on to various BBS's and record newsgroups to disk while I sleep ie, it needs to have a clock reading function to call during the night, various BBS's in a session (with the computer on and the program loaded, of course). If so, I want it.
Thank you!
Steve

UUCP: {amdahl!bungia, uunet!rosevax, chinet, killer}!orbit!pnet51!schaper
ARPA: crash!orbit!pnet51!schaper@nosc.mil
INET: schaper@pnet51.cts.com

4267. Re: BOOKS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 04:55:05 UTC
From: buggs@cup.portal.com
Message-ID: <29856@cup.portal.com>
Source record: 240909

>Applications programing on the Atari ST : By Pollack and Webber.

It's published by Bantam Books.
I've been told it's out of print. EVERYWHERE I've tried to get it, nadda....
If you find one, I'd DEFINATELY want one!

Ed June
buggs@cup.portal.com
Fido node 1:133/403

4268. STs and the NEC/MultiSync GS2A monitor

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 06:37:28 UTC
From: Z4648252@SFAUSTIN.BITNET
Message-ID: <900513.00372718.004135@SFA.CP6>
Source record: 240912

A couple of months ago, I mentioned on the net that my monochrome
monochrome died and no parts could be found to repair it. I reported that I
would try various multisync monitors and report back my findings, in case
anyone is eyeing the 'superior' multisyncs.
Well, ambitions gave way to time constraints but here is a very
limited summary. Two monitors that I am using are the Mitsubishi
Diamond Scan (14" one) and the NEC/MultiSync GS2A monitor. I'll be
concentrating on the latter but want to mention the Diamond Scan first.
If you are used to using the crisp and sharp Atari monochrome monitor,
then you will be VERY UNHAPPY with the Diamond Scan. The characters, in
monochrome mode are just too fuzzy. One can adjust the contrast and
brightness, and can make internal adjustments, and the fuzziness just won't
go away. For backup use, or for occasional monochrome use, the Diamond
Scan would be more than adequate, but for regular use, I think the user
will be disappointed when going to monochrome mode. Color, on the other
hand, is beautiful. Rich, sharp, neon-like. Controls in the back are a
bad no no, though.
The NEC/MultiSync GS2A monitor is the only way to go for monochrome
use. It is crisper and much sharper than the Atari monochrome monitor
and certainly more controllable. The screen's size can be easily
adjusted from the front. The cost is within $50.00 of the Atari monitor.
Ok, what about hooking these things up? Well, the ST's voltages
and what not appear to be perfect, as the various tech articles on the
nets indicate. Two things can be done: Buy the various connector
boxes, such as Talon's OmniSwitch (boo, hiss -- I'll explain later), or
build your own cable using the ST's pin-out and the monitor's pin-out
diagrams. I was mildly surprised that with the use of test leads and
only three wires, connecting horizontal sync, vertical sync, and video,
to the corresponding pins on the monitor cable for the ST, that I was
able to get a perfect picture for monochrome. It was that easy.
The Talon box is the pits, in my opinion. It has two multisync
connectors: 9 pin and 15 pin. The 15 pin connector smeared the
charactors when using it as the 'interface' between the ST and the
NEC. It wasn't until I discovered that the DB casing was NOT grounded
that I was able to get a clean picture. I grounded the casing and
the smearing disappeared. I then was rewarded with sharp charcters but
slightly noticeable shadowing. My home-brew cable with the test leads
produced a sharper image.
I then removed the plug on the NEC and replaced it with a nine pin
connector, using the pin out diagrams for both computer and monitor.
Perfect image. Hint: never use the 15 pin port on the OmniSwitch.
Another problem...
The NEC/MultiSync GS2A monitor has 'unlimited gray scaling' but
there is nothing that I can do to get the monitor to work in color

mode. I get a very enlarged picture. The theory is that colors are converted into gray scales. Can anyone in the know comment on this and if it can be done with the Talon box?
Summary: The NEC/MultiSync GS2A monitor is superior to the Atari monochrome monitor at a price of about $225 locally.

The Mitsubishi Diamond scan is barely acceptable as a monochrome monitor but excels as a color monitor.

The Talon OmniSwitch is the pits in that modifications have to be made (connecting the DB 15 pin connector out case to ground). Also, it produces light shadows and ghosts. The 9 pin connector seems to be less prone to the shadowing and ghosting.

The NEC/MultiSync GS2A monitor is capable of gray scaling and supposedly can support color mode. I have not been successful in getting this to work.

If anyone can comment or confirm my Talon report and to offer a solution for the gray scaling problem, I'd be appreciative and will sum up on the net.
Closing remark: The NEC/MultiSync GS2A monitor is incredible and affordable. HIGHLY RECOMMENDED.

Larry Rymal: |East Texas Atari 68NNNers| <Z4648252@SFAUSTIN.BITNET>

4269. Re: BOOKS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 07:01:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29859@cup.portal.com>
Source record: 240916

Dave Halliday asks:
>A few years ago I found a very good book on basic ST gem programing:

>Applications programing on the Atari ST : By Pollack and Webber.

>Does anyone know the publisher? This is so that I can order more
>copies of this book direct from the States as no UK Book shop has been
>able to get hold of it.

The title is "Atari ST Application Programming" by Lawrence J. Pollack
and Eric J.T. Weber, published by Bantam Computer Books.

The "ISBN" number is: 0-553-34397-1

Good luck... most Atari ST books have gone the way of the Dodo bird...

BobR

4270. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 07:43:30 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9005130644.AA28744@Sunburn.Stanford.EDU>
Source record: 240913

Z-RAM video flicker
Newly installed zram on 1040 taken to 2.5m now shows annoying video horizontal flicker..... the text remains steady, but the line screen can't decide where to unblank and start the white part reliably. The right edge of

4271. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 07:50:14 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9005130650.AA28761@Sunburn.Stanford.EDU>
Source record: 240914

ZRAM video flicker
as I was saying... the left and right borders of what I see on a mono monitor jump back and forth several chars worth. The rightmost char gets wrapped around to the next line. All this on a 1040 taken to 2.5, with all the rf shields left off. The ZRAM sits right on top of the video shifter.
Any help appreciated.... I'll try to get in there again and shield what I can.... but, right now, the jitter has stopped and I'm merely right shifted several chars. Thanks for any comments.
J Harris Fairbanks/Alaska

4272. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 08:06:01 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9005130706.AA29130@Sunburn.Stanford.EDU>
Source record: 240915

```
ZRAM encore
Previously mentioned h flicker of display w/ 2.5m in ZRAM seems to be
related to NeoDesk w/ A-REAL 3.3 clock installed/QuickST/UIS2 in auto,
with NeoDesk launched by STARTGEM in auto.
Normal desktop (yuk) is stable w/ QuickST1.8/UIS2 in auto.
Any help again appreciated........ thanks j harris
```

4273. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 08:40:07 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <22828@eagle.wesleyan.edu>
Source record: 240919

In article <9005130650.AA28761@Sunburn.Stanford.EDU>, FTJLH@ALASKA.BITNET ("Prinz_Arcturus") writes:
> ZRAM video flicker
> as I was saying... the left and right borders of what I see on a mono
> monitor jump back and forth several chars worth. The rightmost char gets
> wrapped around to the next line. All this on a 1040 taken to 2.5, with
> all the rf shields left off. The ZRAM sits right on top of the video
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

This is probably the source of the problem.

> shifter.
> Any help appreciated.... I'll try to get in there again and shield
> what I can.... but, right now, the jitter has stopped and I'm merely

What do you want help with? You've already indicated the problem and the most likely solution, so what can we say?

> right shifted several chars. Thanks for any comments.
> J Harris Fairbanks/Alaska
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

4274. (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 10:16:14 UTC
From: FTJLH@ALASKA.BITNET
Message-ID: <9005130916.AA29491@Sunburn.Stanford.EDU>
Source record: 240917

Z_RAM flaky video?
Further trials/much errors indicates my 2.5M Z-RAM upgrade conflicts
with ETERNAL ramdisk, giving shaky video borders. Any alternate reset
proof ramdisks available/workarounds? Thanks j harris

4275. Re: Re-using a Megafile

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 11:48:36 UTC
From: freak@salyko.cube.sub.org
Message-ID: <1383@salyko.cube.sub.org>
Source record: 240918

Hi cb,

Could you send me your complete adresses to access you via e-mail?
I tried the path given in your postings, but it didn't work, somewhere
something must have crashed. I could make use of a bang-path and all the
over stuff...send me, what you can get, I try it somehow...

(By the way - are you still in "ame" in erlangen? as far as i know this
system may be connected with our system in future?)
(Sorry to post this here...)

greetings...

```
.....................................................................
: Freak happens to be Alex Reinelt from Munich/West-Germany :
# contact: freak@salyko.cube.sub.org ((Fido-adress is altering)) #
: ~~~~~~~~~~~~~~ direct & vocal: +49-89 68 33 40 ~~~~~~~~~~~~~~~~ :
! Life is a full time occupation - why let it be a situation vacant ?
:.....................................(Rupert Hine/Thinkman)..:
```

4276. WANTED: Miscellaneous Advice

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 13:56:28 UTC
From: cstxqdl@warwick.ac.uk
Message-ID: <530@lily.warwick.ac.uk>
Source record: 240920

A few questions about the STe. I would appreciate any help you guyz can give me.

1) Just how "intelligent" is the STe keyboard? Is it so hard to replace with something better, or would it be possible to plug something into the new analog input sockets?

2) If I wanted to use a comms link for my Psion Organiser ("A WHAT" I hear you cry) to an STe, can I just use any RS232 comms software? If not, is there anything around to do it, and could you give me the name of a good package either way? (Pref. PD - I'm only a poor student after all!)

3) Anyone know how to do overdubbing on the Mastersound sequencer from Kempston? I've done everything the manual says but it keeps recording straight over the original track. (Actually that's a lie, it did work once, but I don't have a bloody clue what I did differently!)

4) I want to use the graphics facility on First Word+. Which is the best IMG package to use. (PD preferred again)

That's it, answers either via the net or on the back of a postcard to:

cstxqdl@uk.ac.warwick.cu

4277. tsrcom programs

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 21:24:13 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3398@calvin.cs.mcgill.ca>
Source record: 240941

Greetings all.

[note - for those of you who don't know, TSR stands for Terminate and
Stay Resident - aka Memory Resident programs]

On the PC, I use a set of utilities under the name of TSRCOM - there are
three of them which are really useful

mapmem - describes what is in memory
mark - sets a mark in memory
release - releases all memory upto and including the mark

This is useful if for example, I want to have a TSR program in memory
sometimes but I want to get rid of it without rebooting. I do a mark
first, then run the tsr program, and then when I want to get rid of it,
I do a release.

Is there something like this available for the ST?

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

4278. Re: BOOKS for the ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 21:52:53 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2737@medusa.informatik.uni-erlangen.de>
Source record: 240921

D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:

>A few years ago I found a very good book on basic ST gem programing:

>Applications programing on the Atari ST : By Pollack and Webber.

>Does anyone know the publisher? This is so that I can order more
>copies of this book direct from the States as no UK Book shop has been
>able to get hold of it.

Bantam Books, Datatech Publications, ISBN 0-553-34397-1.

Claus Brod

4279. Re: copyfix.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 21:56:43 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2738@medusa.informatik.uni-erlangen.de>
Source record: 240922

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>Sorry I don't know how to include the previous messages in my
>own, but there were (at least) two messages stating that
>copyfix.prg, which comes with icd hard drive set ups, causes
>problems with other programs (one was Neodesk). Well, I'm
>going to add another: DCDESKTOP. When I finally got around
>to including copyfix.prg in my autofolder, it let dcdesktop
>load, but it messed up the desktop that had various icons on
>it, AND it did not show hard disk icons with my three
>partitions. In fact, it only showed one partition, and showed
>that partition using a "folder" icon.

When TOS 1.0 or TOS 1.2 copy files the target files are time-stamped
with the current date and time instead of the original time-stamp.
Copyfix tries to fix this one, but it assumes that filenames can
only start at even addresses. Therefore, it bombs with some
programs. The GEMDOS docs don't require the name to start at an
even address, so I guess it's a copyfix bug.

Claus Brod

4280. Re: poolfix3, poolfix4; naming conventions.

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 22:03:16 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2739@medusa.informatik.uni-erlangen.de>
Source record: 240923

kgg@zinn.MV.COM (Kenn Goutal) writes:

>and what does it fix?

It fixes a bug in the GEMDOS memory pool manager in TOS 1.4 and TOS 1.6.
You don't need it if you have TOS 1.0 or TOS 1.2 in your ST.

Claus Brod

4281. Re: Re; poolfix3,poolfix4,....

Newsgroup: comp.sys.atari.st
Date: 1990-05-13 22:22:55 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2740@medusa.informatik.uni-erlangen.de>
Source record: 240924

marten@tpki.uucp (Marten Feldtmann) writes:

>>From: csbrod@medusa.informatik.uni-erlangen.de (Claus Brod)
>>Date: 7 May 90 16:32:43 GMT

>>
>>Dear Mr Pratt,
>>
>>since I don''''t have regular access to Usenet, this letter might be somewhat
>>late. People have told me about your reactions towards my version of POOLFIX,
>>and I would like to add some comments.
>>[.....]

>Good answer -- a lot of ST user here in Germany think the same way.
>Well done, Claus!

>Marten
>
Tnx Marten!

I have sensed lots of encouragements from netters in the above matter so
I dare post another msg concerning the discussion here. Chris Evelo,
who posted POOLFIX4 for me, sent me excerpts from the start of the
discussion when I wasn't on the net. This message shall serve as a means
to clear up some of the confusion.

Julian Reschke wrote somewhere:
>[quoting my readme file from POOLFIX4]...
>...
>>As always, users are forced to do the patching themselves. In this...
>>(this is still a quote from my readme, which Julian commented like
>> this:)
> Patch your OWN brain-damaged software! :-)

Dear Julian, I don't like that. You're simply missing the point of all
this. No matter whether my driver uses the Trap #1 vector or not, there
are other programs that do, and they will pose similar difficulties to
users in conjunction with POOLFIX3 as my driver does. Using the TRAP #1
vector is from all my knowledge PERFECTLY LEGAL (as long as you use
XBRA), and every program that breaks a program using the TRAP #1 vector
legally to my eyes is at least not quite correct. That POOLFIX3 wouldn't
run with my driver, was the incentive for doing the patch, but if was
NOT the real _reason_. Got that now? Fine.

Apart from that, I'd like to ask to think about what you're writing
before you post it. I tested your software for a German computer
magazine recently, and though I found some bugs and features that

you could as well call 'not quite correct', I didn't call your software "brain-damaged" in the public. It wouldn't have deserved it, and I think my driver hasn't, either. Remember that it is probably the most wide-spread third-party all-brand hard disk driver in Germany and in Europe, and users are quite content with it. They also really like the DESKTOP.INF patch included in the last version. Don't you think you're a little arrogant if you try to avoid seeing what users want out there in userland? Come on, Julian, being a guru is fine, but is worth nothing if you lose contact with your users.

One last point: I wonder why you, Julian, reacted so strongly on POOLFIX4. You're not ATARI, and you don't have to fight for them! As far as I can judge from the reactions I read, Mr Pratt seems less upset about the whole matter than you.

What would I say if someone came up with a patched CBHD version called CBHD 3.6? Well, I have apologized for the naming already, but remember there's a slight difference. CBHD is a commercial software whereas POOLFIX seems to be something like PD or even freeware (what else might a TOS fix be? ATARI wants everyone to have it!).

To help calm you down a bit, Julian, I can tell you that the whole DESKTOP.INF thingy will be optional in later versions of my driver. I will also look at your proposal of having a DA save the DESKTOP.INF, tnx.

Keep hacking,

Claus Brod

4282. Re: (none) really problems with memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 00:01:37 UTC
From: johna@van-bc.UUCP
Message-ID: <398@van-bc.UUCP>
Source record: 240925

In article <22828@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
>In article <9005130650.AA28761@Sunburn.Stanford.EDU>, FTJLH@ALASKA.BITNET
("Prinz_Arcturus") writes:
>> ZRAM video flicker
>> as I was saying... the left and right borders of what I see on a mono
>> monitor jump back and forth several chars worth. The rightmost char gets
>> wrapped around to the next line. All this on a 1040 taken to 2.5, with
>> all the rf shields left off. The ZRAM sits right on top of the video
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> This is probably the source of the problem.
>
>> shifter.
>> Any help appreciated.... I'll try to get in there again and shield
>> what I can.... but, right now, the jitter has stopped and I'm merely
>
>What do you want help with? You've already indicated the problem and the
>most likely solution, so what can we say?
>
>> right shifted several chars. Thanks for any comments.
>> J Harris Fairbanks/Alaska
>--
> ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
> Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
> "We are happy. (_silence._) What do we do now, now that we are happy?"
> -Estragon, _waiting for godot_ by samuel beckett

Wow, you read it here first on usenet: removing the shielding (that is
wrapped around the OUTSIDE of all the circuit boards) that was designed to
reduce radio and television reception interference, will make electrical
signals take several milliseconds longer to propagate through wires. In
fact, the wires become storage devices capable of storing several clock
pulses along their lengths. RAM prices should drop dramatically now
that the secret is out, otherwise everybody will replace their RAMs
with loops of wire. Anybody want to continue this thread on alt.urbane.
legends?

What sort of a school is this "wesleyan" anyways? Judging by the
.signature it must be either philosophy or theatre. It's certainly
"creative".

From my own experience with memory upgrades, I would say that the problem
is that there are two different physical banks of RAM being accessed as
the same logical bank. I upgraded my 520 to a 1040 a long time ago.
When the price of 1M chips dropped low enough last year, I popped in

a set and had results much the same as those described above. The problems went away when I removed the 256K DRAMs that were part of the initial upgrade.

My upper RF shield was recyled long ago (it's probably part of a Buick now) because the RAM + shield wouldn't let me put the keyboard back in.

Cheers
John
--
John Altstadt, 6135 Carson St., Burnaby B.C., CANADA, V5J 2Z8
..!ubc-cs!van-bc!johna || ..!uunet!van-bc!johna || johna@wimsey.bc.ca
There may, or there may not have been some :-)s up there. There should probably have been a few more for the humorless, lost souls out there.

4283. Re: Determining Own Name

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 01:05:12 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6001.264dcc08@uwovax.uwo.ca>
Source record: 240926

In article <886@ncs.dnd.ca>, balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
> Ref question on how a program knows its own name. Since there is no
> provision for a pointer to prog name in the basepage (surely an
> oversight) programs like cachexxx determine their names as follows:
>
> a. Do an Fgetdta() to determine the dta location.
>
> b. The prog name (just the name, not the path) is at offset 30.
>
> Notes:
>
> 1. This is left over from the Fsfirst/Fsnext call that located the
> program so the name is in directory format - i.e. 8 + 3 + null byte.
>
> 2. Get it quick before the dta is used for other things.

I thought cachexxx.prg and similar (Atari) programs used Fsfirst/Fsnext
to look for programs named cache*.prg (or whatever). I'd be very surprised
indeed if Atari has guaranteed that a program's initial dta will contain
its name. If they haven't, then you can bet that programs that rely on
this undocumented feature will break under future versions of TOS (or
under MicroRTX or similar multi-tasking operating systems). In other words,
don't do it.

If a program really needs to know its own name, it should be started from
a shell that supports the (Atari standard) ARGV= mechanism for passing
arguments; argv[0] will be the program's name.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
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4284. CALL FOR VOTES: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 01:21:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May7.024120.19065@wam.umd.edu>
Source record: 240937
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st

[I did not receive a call for discussion for this group.-eliot]

*** PLEASE READ THIS ENTIRE MESSAGE BEFORE REPLYING ***

This is the first call for votes for creation of a new group

comp.sys.atari.st.tech

The voting period will last until 11:59 PM on June 4, 1990.

*** DON'T VOTE UNTIL YOU READ THE WHOLE MESSAGE! ***

The charter of the group, if created, will be as follows:

Charter for comp.sys.atari.st.tech
---

comp.sys.atari.st.tech is devoted to technical discussion
regarding Atari ST software and hardware. Examples of topics to
be discussed in this newsgroup include:

"What are the pinouts for the ___ port on the ST?"

"Has anyone managed to hook up a ___ successfully?"
(Assuming this is a nontrivial task)

"Which system vector controls ____?"

"What is the official, Atari-sanctioned method of doing ___?"

"What are the specs for ___ file format?"

"How does ___ manage to get 20 million colors on the screen?"

"What is the best way to do fine scrolling?"

Examples of topics NOT to be discussed in this newsgroup include:

"How do you get past the dragon in ___ game?"

"For sale: ___"

"New product announcement: ___"

"My ST is better than your ___ because"

"My ___ is better than your ST because..."

"Atari's financial situation is ___"

---

comp.sys.atari.st.tech, if created, will be unmoderated.

HOW TO VOTE

To cast a vote, send a mail message to dmb@wam.umd.edu with either of
the following subject lines:

Subject: Vote YES for comp.sys.atari.st.tech
Subject: Vote NO for comp.sys.atari.st.tech

THE BODY OF THE MESSAGE WILL BE IGNORED. Nothing placed in the body will
be used in counting votes.

No vote with an incorrect subject line will be counted!

ONLY votes MAILED to dmb@wam.umd.edu will count. Votes posted to the net
for any reason (including inability to get mail to dmb@wam.umd.edu) and
proxy votes (such as having a mailing list maintainer claim a vote for
each member of the list) will not be counted.

Voting deadline: 11:59PM June 4, 1990

Dave Baggett
dmb@wam.umd.edu

4285. floppy b: continues to spin on hard disk autoboot

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 02:06:10 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3275@rodan.acs.syr.edu>
Source record: 240927

Now I know why I took so long to get a hard drive! There is a lot to keep track of! Here's the latest: I've got a 1meg 520 with tos 1.0, an ICD hard drive kit, two external floppies. When autobooting from the hard disk, the busy light in floppy a: comes on, then goes off, then the busy light in floppy b: goes on and stays on...floppy a: continues to spin, but it seems that floppy b: is not spinning. When I open floppy a:, the light on b: goes off and everything is back to normal. I seem to remember there was a similar problem for the Megas, so I located a little program that, when added to an auto folder, would access drive a: so that it would then stop spinning. I tried out this fix, and it worked. As I was trying to see if there was some other program in the auto folder that was causing the problem, I found that if I booted from the hard drive AND there was an actual floppy disk in drive b: upon bootup, there was no problem...somehow, once drive b: saw that there was a disk in it, the light would go off and drive a: would stop spinning. So, I guess I'm just wondering if there is something in my setup that is causing this? or if this is normal, and I should just keep a floppy disk in drive b: at all times?
Thanks in advance for any suggestions. As usual, you can email me directly, or post to the net.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm

4286. Re: Determining Own Name - Major BooBoo

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 03:11:06 UTC
From: balkwill@ncs.dnd.ca
Message-ID: <888@ncs.dnd.ca>
Source record: 240928

Eric Smith is absolutely right in pointing out the error of my previous posting about how a program can determine its own name. I was looking at a disassembly of cachennn when I wrote it but apparently not with both eyes. In short, I missed the Fsfirst() call.

A general solution to the problem that doesn't break any rules or make assumptions about future TOS's is unknown to me. True, that if one has a shell that uses ARGV and if one's compiler inserts ARGV-compatible startup code, all is fine. Not all shells and compilers cooperate.

Dlibs uses a method (with uncooperative shells) based on accessing the stack of the parent process (assuming there is one) to see what name it supplied to the Pexec(). It works but it looks kind of fragile unless Atari has sworn not to alter the key components.

There does appear to be a reserved slot in the basepage at offset 40. Perhaps this was originally intended to point to prog name. It would have been nice.

P.S. I tested my 'procedure' and got a nice virgin-looking dta - all zeros.

Bob (iq--)

4287. Pexec Cookbook: Here it is

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 06:53:57 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2156@laura.UUCP>
Source record: 240929

Many people asked for the Pexec Cookbook or wondered what it was. What I have and post hereby is a "preliminary version of the long-awaited Pexec cookbook". It was posted already some time ago ("those good old days") by Allan Pratt (Atari) in this newsgroup. I do not know if a newer version exists. - Appended to the Pexec Cookbook you will find some more comp.sys.atari.st articles on the subject of program calling. Hopefully you will find some useful information there!

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========== snip, snip
==========

Allan Pratt (Atari) on the subject of Pexec:-

This is in response to a request from Christian Kaernbach which I got from BITNET: I can't reply directly to BITNET, but I'm sure other people will find this interesting, too: it's a preliminary version of the long-awaited Pexec cookbook!

In broad terms, the things you have to know about Pexec are that it starts up a process, lets it execute, then returns to the caller when that process terminates. The "caller" -- the process which used Pexec in the first place -- has some responsibilities: it has to make memory available to the OS for allocation to the child, and it has to build up the argument string for the child.

All GEMDOS programs are started with the largest block of OS memory allocated to them. Except in very rare circumstances, this block is the one stretching from the end of the accessories and resident utilities to the beginning of screen memory. The point is that your program has probably been allocated ALL of free memory. In order to make memory available for a child process, you have to SHRINK the block you own, returning the top part of it to GEMDOS. The time to do this is when you start up.

If you use Alcyon C (from the developer's kit), you know that you always link with a file called GEMSTART. If you've been paying attention, you should have gotten the *new* GEMSTART from Compuserve (or from somebody else who got it): I wrote that GEMSTART. In GEMSTART.S, there is a lot of discussion about memory models, and then a variable you set telling how much memory you want to keep or give back to the OS. Make your choice (when in doubt, use STACK=1), assemble

GEMSTART.S, call the result GEMSEXEC.O (or something), and link the programs which Pexec with that file rather than the normal GEMSTART.

Now here's a discussion of what GEMSTART has to do with respect to keeping or returning memory:

Your program is invoked with the address of its own basepage as the argument to a function (that is, at 4(sp).l). In this basepage is the structure you can find in your documentation. The interesting fields are HITPA (the address of first byte NOT in your TPA), BSSBASE (the first address of your bss) and BSSLEN (the length of your BSS).

Your stack pointer starts at HITPA-8 (because 8 is the length of the basepage argument and the dummy return PC on the stack). The space from BSSBASE+BSSLEN to your SP is the "stack+heap" space. Library malloc() calls use this space, moving a pointer called the "break" (in the variable __break, or the C variable _break if you use Alcyon C) up as it uses memory. Your stack pointer moves down from the top as it uses memory, and if the sp and _break ever meet, you're out of memory. In fact, if they ever come close (within a "chicken factor" of about 512 bytes or 1K), malloc() will fail because it doesn't want your stack to overwrite good data.

When a process starts, it gets *all* of memory allocated to it: from the end of any accessories or resident utilities up to the default screen memory. If you want to use Pexec, you have to give some memory back to the OS. You do this with the Mshrink call. Its arguments are the address of the memory block to shrink (your basepage address) and the new size to shrink it to. You should be sure to leave enough room above your BSS for a reasonable stack (at least 2K) plus any malloc() calls you expect to make. Let's say you're writing "make" and you want to leave about 32K for malloc() (for your dependency structures). Also, since make is recursive, you should leave lots of space for the stack - maybe another 16K. The new top of memory that your program needs is:

newtop = your bss base address + your bss size + 16K stack + 32K heap

Since your stack pointer is at the top of your CURRENT TPA, and you're about to shrink that, you'd better move your stack:

```
move.l newtop,sp
```

Now you want to compute your new TPA size and call Mshrink:

```
move.l newtop,d0
sub.l basepage,d0 ; newtop-basepage is desired TPA size
move.l d0,-(sp) ; set up Mshrink(basepage,d0)
move.l basepage,-(sp)
move.w #$4a ; fn code for Mshrink
trap #1
add.l #10,sp ; clean up args
```

Now that you've shrunk your TPA, the OS can allocate this new memory to your child. It can also use this memory for Malloc(), which is used occasionally by GEM VDI for blt buffers, etc. Note that you only have to do this once, when you start up: after that, you can do as much Pexec'ing as you want.

When you want to exec a child, you build its complete filespec into one string, and its arguments into another. The argument string is a little strange: the first character of the argument string is the length of the rest of the string!

Here is a simple system call: pass it the name of the file to execute and the argument string to use.

```
long system(cmd,args)
char *cmd, *args;
{
char buf[128];

if (strlen(args) > 126) {
printf("argument string too long\n");
return -1;
}
strcpy(buf+1,args); /* copy args to buffer+1 */
buf[0] = strlen(args); /* set buffer[0] to len */
return Pexec(0,cmd,buf,0L);
}
```

The first zero in the Pexec call is the Pexec function code: load and go. The cmd argument is the full filespec, with the path, file name, and file type. The third argument is the command-line argument string, and the fourth argument is the environment pointer. A null environment pointer means "let the child inherit A COPY OF my environment."

This call will load the program, pass the arguments and environment to it, and execute it. When the program terminates, the call returns the exit code from the program. If the Pexec fails (not enough memory, file not found, etc.) a negative code is returned, and you should deal with it accordingly. Note that error returns from Pexec are always negative LONGS, while return codes from the child will have zeros in the upper 16 bits.

EXIT CODES:

GEMDOS, like MS-DOS before it, allows programs to return a 16-bit exit code to their parents when they terminate. This is done with the Pterm(errcode) call. The value in errcode is passed to the parent as the return value of the Pexec system call. The C library function exit(errcode) usually uses this call.

Unfortunately, the people who wrote the startup file for the Alcyon C compiler didn't use this. The compiler calls exit() with an error code, and exit() calls _exit(), but _exit always uses Pterm0(), which returns zero as the exit code. I fixed this by rewriting GEMSTART.S, the file you link with first when using Alcyon.

Even though new programs return the right exit code, the compiler
itself still doesn't. Well, I have patched the binaries of all the
passes of the compiler so they DO. It isn't hard, and I will post
instructions at a later date for doing it. IF YOU DO THIS, PLEASE
DON'T BOTHER OUR CUSTOMER SUPPORT PEOPLE IF IT DOESN'T WORK. THEY
DON'T KNOW ANYTHING ABOUT IT.

I hope that this little cookbook makes Pexec less mysterious. I haven't
covered such topics as the critical-error and terminate vectors, even though
they are intimately connected with the idea of exec'ing children. A more
complete cookbook should be forthcoming.

If there are any errors or gross omissions in the above text, please
let me know BY MAIL so I can correct them coherently. Landon isn't
here to check my semantics, so I may have missed something. [Landon
is on vacation in France until early September.]

****

C. Kaernbach's question was why his accessory, which basically did
a Pexec from a file selector, didn't always work. The answer is that
it works when used within a program which has returned enough memory to
the OS for the child. Why might it bomb? Because if a program has
returned a *little* memory to the OS (only about 2K), a bug in Pexec
shows up that breaks the memory manager. Accessories are strange beasts
anyway, so for the most part combining two strange beasts (Accessories
and Pexec) is bad news.

```
/-----------------------------------------------\
| Opinions expressed above do not necessarily | -- Allan Pratt, Atari Corp.
| reflect those of Atari Corp. or anyone else. | ...lll-lcc!atari!apratt
\-----------------------------------------------/ (APRATT on GEnie)
```

in article <767@saturn.ucsc.edu>, koreth@ssyx.ucsc.edu (Steven Grimm) says:

```
> #include <osbind.h>
>
> main()
> {
> long basepage;
>
> basepage = Pexec(3, "test.tos", "", 0L);
> printf("basepage = %08lx\n", basepage);
> Pexec(4, 0L, 0L, basepage);
> printf("done\n");
> }
```

The correct call for Pexec type 4 is "Pexec(4,0L,basepage,0L);"

The combination of load/nogo plus just-go does not work reliably.
There are bugs in Pexec relating to memory ownership which cause trouble.

You should be able to determine something about where the bombs are,
though: is the PC in ROM, or less than "basepage" (i.e. in the parent),
or greater than basepage (i.e. in the child)?

I have a trick which *does* work for fooling with a child before it has
started executing, but it is ugly. I use it in my debugger. What are
you trying to do? Maybe the same trick would work for you. Mail me more
explanation.

```
/--------------------------------------------\
| Opinions expressed above do not necessarily | -- Allan Pratt, Atari Corp.
| reflect those of Atari Corp. or anyone else. | ...lll-lcc!atari!apratt
\--------------------------------------------/
```

in article <1322@dasys1.UUCP>, stevef@dasys1.UUCP (Steve A. Feinstein) says:
> Does anyone know
> if there is anyway to, say load a program into the top of the TPA
> and execute it up there. So that when it exits, there won't be any holes?

There is one way to do this with Pexec, but it requires knowing how much
memory the program will need (lots of heuristics here).

```
long topPexec(cmd,args,env,size)
char *cmd, *args, *env;
unsigned long size;
{
unsigned long blocksize;
char *addr;
long ret;

blocksize = Malloc(-1L); /* find out size of largest block */
if (block < size) {
return ENSMEM; /* largest block not big enough! */
}
addr = Malloc(blocksize); /* allocate that block */
Mshrink(addr,blocksize-size); /* shrink it by size TSR needs */
ret = Pexec(0,cmd,args,env); /* exec the TSR */
Mfree(addr); /* free the padding */
return ret; /* return the exit code */
}
```

This procedure takes a "size" argument which is the amount of memory
the program in question will need for its text, data, bss, basepage,
environment, and stack/heap. This is not a computable number: you
have to figure it out empirically. text+data+bss+env+10K or so should
work, but you will always leave a small hole at the top of memory,
because TSR's always Mshrink a little bit.

```
==========================================
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt
==========================================
```

Attention Mark Williams, Beckmeyer, and Gert Poltiek, and anybody
else interested:

There is a trick that some shells and compiler libraries use that lets
you pass argument strings to programs which are longer than the 127

bytes which fit in the command line area of the basepage. Their trick is to put the word ARGV= in the environment, and follow it with a null-separated list of argument strings. The list is terminated with another null.

This scheme works pretty well, but has two drawbacks, one major and one minor.

The minor drawback is that it defies the definition of what is in the environment: the environment should consist of strings of the form NAME=value<NUL> terminated by a final <NUL>. This is minor because shells using this convention usually put the ARGV information at the end of the environment anyway.

The major drawback is that you can't tell if the ARGV string in your environment is really meant for you. Imagine you have the Mark Williams shell (msh), an editor compiled with Alcyon, and another utility like "echo" compiled with MWC. Imagine further that the editor has a "shell-escape" command that lets you execute another program from within the editor.

Do this:

From msh (the MWC shell): start up the editor with the command line arguments "this is a test."

Tell the editor to execute the command "echo hello world."

The "echo" command will echo "this is a test," not "hello world."

What happened is that msh put "this is a test" in the environment for the editor (as well as in the command tail in the basepage). The editor, not knowing any better, didn't put "hello world" in the environment before executing "echo." When "echo" started, it found "ARGV=this is a test" in its environment and echoed that.

What is needed is a way for a program to tell if the "ARGV=" string in its environment is really intended for it, or is just left over from an earlier program. There is a way to do this that doesn't affect old programs compiled without this fix.

The new convention could be to place another string in the environment with your own basepage address, before Pexec'ing your child. The child could start up, and check to see if its parent's basepage address (in its basepage) matches the address in the environment. If it does match, the child will know that the ARGV= string is for it. If it doesn't match, the child will know it was started from a non-MWC program like the editor above, and will look in its basepage for the command line.

Note that if the parent's basepage isn't in the environment at all, but the ARGV= string is, the child must assume that the ARGV string is intended for it, just as it does now. Therefore, old-style programs could still Pexec new-style children, and vice-versa.

This would all require a change in the startup code that calls main(),
and the exec() code which Pexec's the child.

How about it, guys? If we could all agree on the name and format of this
new environment variable, we could get rid of a serious flaw in Mark
Williams' otherwise clever scheme. Other shells could adopt this, too,
and ultimately everybody would be able to kiss the 127-character
command-line limit goodbye.

For now, I propose that the environment variable in question be called
PBP, and that its value be the decimal string of digits making up the
parent's basepage. The reason for this is that almost all libraries
have an atol() function, where not all have an atolx() function.

A shell using this trick, with a basepage at 366494 (decimal), could
Pexec a child called "test.prg" with these strings in the environment:

```
...
PBP=366494<NUL>
ARGV=test.prg<NUL>first<NUL>second<NUL>third<NUL><NUL>
```

In the startup code of the child, you would do something like this:

```
If there's a PBP= in the environment
If atol(PBP) == my parent's basepage
get args from environment
else
get args from command line
endif
else
if there's an ARGV= in the environment
get args from environment
else
get args from command line
endif
endif
```

Does this sound reasonable? I would like to see this kind of thing
become a standard, but until a safeguard like this is in place, I can't
condone using ARGV= in the environment for finding your arguments. It's
too chancy just to assume that you were started by a program savvy to
this scheme.

```
/---------------------------------------------\
| Opinions expressed above do not necessarily | -- Allan Pratt, Atari Corp.
| reflect those of Atari Corp. or anyone else. | ...lll-lcc!atari!apratt
\---------------------------------------------/
```

```
==================================== The End
====================================
```

--
Article 543 of comp.sys.atari.st:
Path:

unido!mcvax!uunet!seismo!sundc!pitstop!sun!amdcad!ames!rutgers!uwvax!umn
n-d-ub!umn-cs!ems!nis!stag!daemon
>From: syntel!dal@stag.UUCP (Dale Schumacher)
Newsgroups: comp.sys.atari.st
Subject: shell p usage
Message-ID: <326@stag.UUCP>
Date: 3 Feb 88 14:17:46 GMT
Article-I.D.: stag.326
Posted: Wed Feb 3 15:17:46 1988
Sender: daemon@stag.UUCP
Lines: 176

<dumas@sumex-aim.stanford.edu> writes...
> Question #1 : How MWC's msh is discovering who called it ?
> (desktop, or other...) it is in the local shell variable 'calledfrom'.
> An other shell is able to tell the list of all parents programs...
> The base page does not contain any backward pointer, so what is it ?

I'm not sure that MSH does* detect being called from the desktop. What
difference would it make (or does it in MSH). The basepage, however,
DOES* contain a "backward pointer" to the parent processes basepage.
Here is a struct to clarify...

```
typedef struct
{
char *p_lowtpa; /* pointer to self (bottom of TPA) */
char *p_hitpa; /* pointer to top of TPA + 1 */
char *p_tbase; /* base of text segment */
long p_tlen; /* length of text segment */
char *p_dbase; /* base of data segment */
long p_dlen; /* length of data segment */
char *p_bbase; /* base of BSS segment */
long p_blen; /* length of BSS segment */
char *p_dta; /* pointer to current DTA */
char *p_parent; /* pointer to parent's basepage */
char *p_reserved; /* reserved for future use */
char *p_env; /* pointer to environment string */
long p_undefined[20]; /* scratch area... don't touch */
char p_cmdlin[128]; /* command line image */
}
BASEPAGE;
```

> Question #2 : I read again the dev kit doc on shell_p, the posting
> by A.Pratt about it, and I still wonder : what is it ?
> I would infer it is a pointer to a string telling the file name of a shell...
> I am right ?
> What would be the use otherwise ?

The shell_p variable, if it is valid, should point to a routine which
will take a string argument and process it like the Un*x system() call.
Here is an example implementation of system() which tries to use the
shell_p variable, if possible.

```
/*------------------------------------------------------------------------*/
#include <osbind.h>
#include <stdio.h>
#include <string.h>
#include <basepage.h>

static parse_args(cmdln, argv)
char *cmdln;
register char *argv[];
{
register char *p;
static char delim[] = " \t\r\n";

if(p = strtok(cmdln, delim))
{
do
{
*argv++ = p;
} while(p = strtok(NULL, delim));
}
}

int system(command)
register char *command;
/*
* Attempts to pass <command> to the shell program pointed to by
* the system variable "_shell_p". If a valid shell can't be found
* there, the "SHELL" environment variable is searched for. If it
* exists and is not empty, it will be the name of the shell program
* to execute the given command. If "SHELL" is not valid, the
* "PATH" variable is used as a list of directories to search for
* the program name which is the first token of the command. The
* extensions tried (if none is specified) are ".TTP", ".TOS",
* ".PRG" and ".APP".
*/
{
register char *p;
register int (*shell)();
char rv[2];
char cmdln[1024];
char *args[64];
char *getenv();

if(!command)
return(ERROR);

/* get _shell_p value */
p = Super(0L);
shell = *((long *) 0x4F6L);
Super(p);

/* validate _shell_p */
if((shell) && /* Shell available. */
```

```
(((long) shell) < ((long) _base)) && /* Reasonable shell pointer. */
(strncmp(shell, "PATH", 4))) /* Not corrupted */
{
/* execute the command */
return((*shell)(command));
}

/* copy the command line for parsing */
strcpy(cmdln, command);

/* SHELL= variable? */
if((p = getenv("SHELL")) && (*p))
{
args[0] = p;
parse_args(cmdln, args+1);
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}

/* attempt to find first token as a program on the path */
parse_args(cmdln, args);
if(p = pfindfile(args[0], ".ttp\0.tos\0.prg\0.app"))
{
forkvpe(p, args, NULL);
wait(&rv);
return((rv[1] == 0) ? rv[0] : rv[1]);
}
return(ERROR);
}
/*------------------------------------------------------------------------*/
```

I hope this answers your question. It's so easy for a shell to install itself on the shell_p vector and it's so convenient if other program which support shell escapes use a system() call like the one above. In case there is any question about installing and removing the shell_p vector, the following routines will handle it nicely.

```
/*------------------------------------------------------------------------*/
long (*sh_save)(); /* previous value of _shell_p variable */

sh_install(new_shell)
int (*new_shell)();
/*
* install _shell_p vector
*/
{
register long *ssp;
register (**shell_p)() = 0x4F6L;

ssp = Super(0L);
sh_save = *shell_p;
```

```
*shell_p = new_shell;
Super(ssp);
}

sh_restore()
/*
* restore old _shell_p vector
*/
{
register long *ssp;
register (**shell_p)() = 0x4F6L;

ssp = Super(0L);
*shell_p = sh_save;
Super(ssp);
}
/*------------------------------------------------------------------------*/
```

PS. For those waiting for dLibs v1.1 and/or MicroEMACS 2.19, I have
sent out disks for all the requests I had outstanding, you should either
already have them, or should receive them soon. Sorry for the delays.
I hope you're happy with the results. I'd like to hear from some of you
after you've used dLibs a bit. I'd be happy to receive bug reports,
suggested enhancements or just experiences so that I know they're being
put to good use.

Dale Schumacher
..ihnp4!meccts!stag!syntel!dal
(alias: Dalnefre')

Article 616 of comp.sys.atari.st:
Path:
unido!mcvax!uunet!husc6!bloom-beacon!gatech!rutgers!uwvax!umn-d-ub!umn-c
cs!mmm!ems!viper!john
From: john@viper.Lynx.MN.Org (John Stanley)
Newsgroups: comp.sys.atari.st
Subject: Re: Print redirection routine
Message-ID: <595@viper.Lynx.MN.Org>
Date: 8 Feb 88 09:49:38 GMT
Article-I.D.: viper.595
Posted: Mon Feb 8 10:49:38 1988
References: <8801271313.AA10750@lasso.laas.fr> <15@obie.UUCP>
Reply-To: john@viper.UUCP (John Stanley)
Organization: DynaSoft Systems
Lines: 54

>In article <8801271313.AA10750@lasso.laas.fr>,
>ralph@lasso.UUCP (Ralph P. Sobek) writes:
>> To: inria!score.stanford.edu!info-atari16
>> Subject: Print redirection routine
>>
>> what I'm looking for is an assembler or C program which would redirect

>> the output of one of these programs to an ascii file rather than the
printer.

The best program to accomplish this is called barrel written by
Moshe Braner. It has several functions to allow capturing text or
screen dumps to a file. It is TSR (terminate & stay resident) which
may or may not be what you originaly wanted, but it is good and it
works....

In article <15@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>You can redirect the output to printer in your program via the
>following:
>
[part of sample deleted]
> /* Now execute the program, the standard handles are inherited. */
> Pexec(0, "disk:/program/name/path.prg", NULL, tail);
>....
>
> Hope this helps whoever it was!

Not likely... The example you gave will bomb miserably... The
parameters you gave for Pexec are in the wrong order and ignore an
important pecularity in the Pexec call (the command tail is a Pascal
style string, not a C style string).

The correct order for Pexec parameters is:
Pexec mode: zero is fine
Program name: standard C string format
Command tail: a pointer to a Pascal style string (a string
with the character count in the first byte!)
Environment: A pointer to an environment block or NULL if
you want to use the default environment.

Thus, a corrected version would read:

```
static unsigned char tailbuf[255];
....
tailbuf[0] = strlen(tail);
strcpy(tailbuf+1,tail);
Pexec(0, "A:\\folder1\\folder2\\program.ttp", tailbuf, (char*)NULL);
```

John Stanley (john@viper.UUCP)
Software Consultant - DynaSoft Systems
UUCP: ...{amdahl,ihnp4,rutgers}!meccts!viper!john

From laura!unido!mcvax!philmds!leo Tue May 3 13:24:35 MET DST 1988
Article 8601 of comp.sys.atari.st:
Path: laura!unido!mcvax!philmds!leo
>From: leo@philmds.UUCP (Leo de Wit)
Newsgroups: comp.sys.atari.st
Subject: Re: preloading programs
Message-ID: <474@philmds.UUCP>

Date: 2 May 88 11:25:04 GMT
References: <8804141742.AA01455@decwrl.dec.com> <693@ast.cs.vu.nl>
<390@uvicctr.UUCP> <188@obie.UUCP>
Reply-To: leo@philmds.UUCP (L.J.M. de Wit)
Organization: Philips I&E DTS Eindhoven
Lines: 69
Posted: Mon May 2 12:25:04 1988

In article <188@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <390@uvicctr.UUCP>, collinge@uvicctr.UUCP (Doug Collinge) writes:
>> Someone said that OS9 68k is capable of "preloading" commands; that is,
>> loading some programs into memory and executing them there when invoked
>> rather than loading them from disk. This seems to be yet another
>> excellent idea incorporated in OS9 that no-one else seems to have
>> thought of.
>
>Yes, that is one of the many good features of OS9. Another is
>pre-loaded modules. You can have "external" modules on OS9 - when
> [...stuff deleted...]
>itself. You can, of course, pre-load modules. Nice feature.
>
>> How difficult would it be to hack this into Gulaam?
>
>Probably VERY difficult. TOS is not setup to handle pre-loaded programs;
> [...stuff deleted...]

Never used gemdos call 0x4b (Exec) with a mode of 4?
You can have preloaded programs on the Atari ST as well, and it works quite
nicely. I used it in a find command and in a shell I programmed for the Atari
(yes, the Unix find command!), for example:
find .. -type d ! -name . ! -name .. -exec ls -l {} \;
(For those not familiar with find, this one finds all directories beneath
the current directory's parent (excluding . and .. names) and does a ls -l
on each one of them).

Each time loading ls worked fine on the ramdisk I used to use, but once I
started working on a hard disk, it becomes really slooooooooooowwww!
Then I decided to preload the ls command (with gemdos(0x4b,3,"ls",0,0)).
The gemdos function returns the basepage address of the loaded program.
Now 'find', each time it has to 'ls', copies the argument string into the
basepage; then it runs 'ls' by gemdos(0x4b,4,0,0,0) (I don't remember whether
these are the correct values for the parameters). It is now (nearly) as fast
as a builtin function!

There are however a few problems (and I have not solved all of them):
1) When the parent program changes directories, the child stays in the
directory
it started in (the current directory and disk are saved somewhere on the
basepage, start+55?).
2) There is also a problem with the memory; the loaded child obtains, as usual
the rest of the memory available (in addresses basepage+4 to basepage+7 the

address of the 'next free location' or something like that is found: 0xF8000 on my 520 ST+). Thus there is a problem with multiple preloaded childs or childs requesting additional memory. I've overcome this (sort of) by using setblock (gemdos 0x4a) and adjusting the 'next_free_location' ptrs on the childs basepages. It's better now, but still buggy (I don't know all about Gemdos memory management, I'm finding out now).
3) There could be problems as well with file descriptors (they're also on the basepage).
4) Initialized static and extern variables do not regain their initial value after a run. This is in consequence of the 'once-only' load. It could be overcome by a) always explicit initializing (by the child process), or
b) make a copy of the initialized data space (by the parent process) and use this to re-initiate from the next time (more expensive, but not breaking existing code).

If you manage to overcome these difficulties, it should not be very hard to code this preloading into a shell (I did it, having still these little problems ...). The shell maintains a list of preloaded programs, their pathname and their fat number and handles loading/executing depending on memory available, programs preloaded etc. Preloaded programs are almost as fast as functions built into the shell.

If anybody has suggestions about the memory management part, or questions 'about the real code', or want examples, please RESPOND! A commented disassembly
of the gemdos part of the O.S. would also be great ....

leo.

From laura!unido!mcvax!philmds!leo Tue May 17 13:00:13 MET DST 1988
Article 8838 of comp.sys.atari.st:
Path: laura!unido!mcvax!philmds!leo
>From: leo@philmds.UUCP (Leo de Wit)
Newsgroups: comp.sys.atari.st
Subject: Re: preloading programs
Keywords: Preload, Ramdisk, Pexec
Message-ID: <482@philmds.UUCP>
Date: 16 May 88 11:28:03 GMT
References: <8804141742.AA01455@decwrl.dec.com> <693@ast.cs.vu.nl>
<474@philmds.UUCP> <219@obie.UUCP>
Reply-To: leo@philmds.UUCP (L.J.M. de Wit)
Organization: Philips I&E DTS Eindhoven
Lines: 139
Posted: Mon May 16 12:28:03 1988

In article <219@obie.UUCP> wes@obie.UUCP (Barnacle Wes) writes:
>In article <474@philmds.UUCP>, leo@philmds.UUCP (Leo de Wit) writes:
>> ...[stuff deleted]...
>
>One of the problems is that GEMDOS will release all of the memory
>allocated to program, including that gotten in the original
>load/Mshrink process, when the program exits via Pterm or Pterm0. I

>don't know if the Pexec(,4,,,) call re-allocates that memory or not.
>
>> ...[stuff deleted]...
>

I have had some time to figure things out (disassembled Pexec and several others) and managed to get a reusable load image in core that can be run over and over.
A word of caution: the program should not depend on initialized data, unless this data will not change (is 'readonly'). An example:

```
#define INTERACTIVE 1

int option = 0;

main(argc,argv)
int argc;
char *argv[];
{
if ((argc > 1) && (!strcmp(argv[1],"-i"))) {
option |= INTERACTIVE;
}
/* REST OF CODE ... */
}
```

After one run with -i flag option 'has the INTERACTIVE bit set' and will have it too on the next run. So option must be explicitly initialized:

```
main(argc,argv)
int argc;
char *argv[];
{
option = 0;
/* REST OF CODE ... */
```

Before I give the prescription I will give a more detailed explanation of the Pexec call, Pexec(mode,path,tail,env); mainly because most books about GEMDOS are much too terse about the subject (please correct me if I'm wrong, I had to find out things the hard way, like so many of us).
Which functions will be performed within Pexec depends on the mode word; this can be either 0, 3, 4 or 5.
The following actions are performed:
1) mode 0 and 3: searchfile. If the program file 'path' does not exist, Pexec returns error -32 (file not found).
2) mode 0, 3 and 5: 'basepage initializations':
a) create environment string. If 'env' is null a copy of the parent's environment string is made, else a copy of 'env' is made. 'env' is terminated by two '\0' 's. The new environment space is allocated and bp[11] is set to point to it (consider bp a (char **), it is the start of the basepage).
b) allocate program space. The maximum available space is claimed (that returned by Malloc(-1)).
c) If mode == 0, the environment and program spaces are owned by the child

(in the memory parameter blocks the owner is the new basepage); if mode == 3 or mode == 5, the parent owns the memory blocks. This fact ensures that the program area is not automatically reclaimed when the child exits (but space Malloced by the child is).
d) bp[0] is set to the basepage, bp[1] is set to basepage + length of program block (i.e. the first location above the program).
e) Initiate (redirected) file descriptors 0 - 5 (bytes 48 through 53 on the basepage).
f) Initiate current working directories: for each drive one (bytes 64 through 79 on the basepage). Note that e) and f) involves more than simply assigning a value.
g) Initiate current drive (byte 55 on the basepage). This is copied from the parent.
h) Copy tail to basepage + 128 (max. 0x7d bytes). bp[8] is set to point to this location.
3) mode 0 and 3: load program. This is a function on its own, and I will not explain all details. Generally speaking, the function performs some checks on the program format, it loads program and data, does relocation, null fills all above data and sets bp[2]: text start, bp[3]: text length, bp[4]: data start, bp[5]: data length, bp[6]: bss start, bp[7]: bss length.
4) mode 0 and 4: final initializations and run.
a) bp[9] is set to the current basepage (parent).
b) A save area for registers is initialized at the last 50 locations of the program; bp[30] and bp[31] are set to point to this area; bp[26] through bp[30] are for saving other registers.
c) switch process: the new basepage is entered into the long at 0x602c and registers are loaded using the save area and bp[26]..bp[30] mentioned in b).

So far for the 'preliminary meditations'; here's the recipe:

A) First preload using mode 3:
```
bp = (char **)Pexec(3,"program","",0);
```
B) Return unused memory to the system:
Calculate the memory needed, e.g.
```
memneed = 0x100 + (int)bp[3] + (int)bp[5] + (int)bp[7] + 0x800 + 0x800;
```
basepage text data bss heap stack.
(the values needed for heap and stack depend on your program/your needs).
Now:
```
Mshrink(bp,mneed); /* return unused memory to the system */
Mfree(bp[11]); /* free the new environment space, we won't use it */
bp[1] = (char *)bp + mneed; /* first free location is lower now */
```
C) Prepare to run:
```
bp2 = Pexec(5,0,"arguments",0);
Mshrink(bp2,0x100); /* only keep a basepage */
for (i = 1; i < 8; i++) bp2[i] = bp[i]; /* set pointers and lengths correctly*/
```
D) Now run it:
```
code = Pexec(4,0,bp2,0);
Mfree(bp2[11]); /* frees the environment space */
Mfree(bp2); /* frees the new basepage */
```

For each run, do C) and then D). Hey, it works!
Some remarks:
a) the environment is not used (0, so the parent's is used). You can use an environment string, in C): Pexec(5,0,"arguments","environment\0");
note that the environment string must end on a double '\0', as in the example.
b) Although the arguments string is simply copied, it is a convention that the first byte of the args string contains its byte count. This is probably due to the fact that the GEMDOS readline function (0xa) also returns the count in the string (and probably GEM uses this type of string for Pexec when starting TTP applications). So:

```
char newtail[128];

strncpy(newtail,tail,0x7d);
newtail[0] = strlen(newtail + 1);
Pexec(5,0,newtail,0);
```

c) The bp[..] and bp2[..] mentioned are longs (char *, to be precise).
d) Preload could be used to provide more than 128 characters arguments string. The arguments can be placed on the child's stack; the child can find them using bp[8] (this will break existing code that uses simply (char *)bp + 128). I suggest that we use bp[8] as a char *[], as is argv; and use a startup module that uses this scheme if bp[8] != (char *)bp + 128 and the old one if it equals.
e) A similar scheme can be used for the 'env', bp[11].
f) I'm sure d) and e) start up new discussions!

Hope this clarifies some things about Pexec and makes it better usable.
I'm waiting for your responses, questions, remarks, experiences...

Leo (Swimming in the C..)

4288. Arcgsh: New Version 3.0

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 07:20:31 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2157@laura.UUCP>
Source record: 240930

I would like to announce version 3.0 of Arcgsh.

Arcgsh is a GEM based shell for the popular archivers Zoo, Arc, and LHarc. Besides that you can call the not-so-popular-anymore Shar. A GEM interface to Uud and Uue eases decoding of articles you grabbed from the net resp. encoding files for distribution via net or e-mail.

Main improvements over Arcgsh V2.1c:
- Support of Arc V6.02.
- Support of LHarc V1.13 (posted in comp.binaries.atari.st some weeks ago). I am not quite happy with LHarc because there are several formats of LHarc archive files floating around and still no English documentation is available. Consequently you might not be able to extract every .LZH file but only those LHarc V1.13 can decode. (For other .LZH files Unlzh may be helpful.) Due to the lack of documentation the Arcgsh GEM interface relies on some guesses I made and some options are not (directly) available. Hopefully the situation will get stable some day.

I am still working on the Arcgsh documentation which will be more detailed than the former one. It will be distributed in LaTex format. For those poor souls without TeX an ugly looking ASCII version will be included.

Arcgsh V3.0 will appear in comp.binaries.atari.st within the next few weeks.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4289. Re: (none) really problems with memory upgrade **FLAME**

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 07:22:53 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <23013@eagle.wesleyan.edu>
Source record: 240931

In article <398@van-bc.UUCP>, johna@van-bc.UUCP (John Altstadt) writes:
> In article <22828@eagle.wesleyan.edu> ncastellano@eagle.wesleyan.edu writes:
> >In article <9005130650.AA28761@Sunburn.Stanford.EDU>, FTJLH@ALASKA.BITNET
("Prinz_Arcturus") writes:
> >> ZRAM video flicker
> >> as I was saying... the left and right borders of what I see on a mono
> >> monitor jump back and forth several chars worth. The rightmost char gets
> >> wrapped around to the next line. All this on a 1040 taken to 2.5, with
> >> all the rf shields left off. The ZRAM sits right on top of the video
> > ^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> >
> > This is probably the source of the problem.
> >
> >> shifter.
> >> Any help appreciated.... I'll try to get in there again and shield
> >> what I can.... but, right now, the jitter has stopped and I'm merely
> >
> >What do you want help with? You've already indicated the problem and the
> >most likely solution, so what can we say?
> >
> >> right shifted several chars. Thanks for any comments.
> >> J Harris Fairbanks/Alaska
> >--
> > ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
> > Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
> > "We are happy. (_silence._) What do we do now, now that we are happy?"
> > -Estragon, _waiting for godot_ by samuel beckett
>
> Wow, you read it here first on usenet: removing the shielding (that is
> wrapped around the OUTSIDE of all the circuit boards) that was designed to
> reduce radio and television reception interference, will make electrical
> signals take several milliseconds longer to propagate through wires. In
> fact, the wires become storage devices capable of storing several clock
> pulses along their lengths. RAM prices should drop dramatically now
> that the secret is out, otherwise everybody will replace their RAMs
> with loops of wire. Anybody want to continue this thread on alt.urbane.
> legends?
>

WARNING: ***FLAME ON***

Electronic propagation delays are not the only source of monitor
flickering. Pardon me for living, but it sounded to me like a safe
assumption that removing the RF shield could cause RF leakage which
could interfere with a monitor. So I suggested that he try to put it

back on. Is that any reason for you to be snide and flame me? The purpose of this newsgroup is to provide information, not to prove who is the biggest hotshot know-it-all who can make everyone else look stupid. Well, my friend, the only one who looks stupid here is you. Read on...

> What sort of a school is this "wesleyan" anyways? Judging by the
> ..signature it must be either philosophy or theatre. It's certainly
> "creative".
>

What the HELL does my school have to do with anything? Yes, they teach philosophy here, and yes, we have quite a large theatre department. We also have a math department and a physics department. Are students at liberal arts institutions not allowed to post on matters of a technical nature? Sorry, I must have missed the sign on the door that said "Only engineering students allowed." My signature is there because I like it, it has nothing to do with my school, my major, or what my interests besides literature are. I am a COMPUTER SCIENCE major. Should I have put some really brilliant quote from Niklaus Wirth in my .signature? The only thing that makes someone more qualified than me to post on a subject is if they know more about it than I do, which has nothing to do with my school, my .sig, or whether or not you think you're god's gift to the world of electronics. Grow up.

> From my own experience with memory upgrades, I would say that the problem
> is that there are two different physical banks of RAM being accessed as
> the same logical bank. I upgraded my 520 to a 1040 a long time ago.
> When the price of 1M chips dropped low enough last year, I popped in
> a set and had results much the same as those described above. The
> problems went away when I removed the 256K DRAMs that were part of
> the initial upgrade.

Gee, look at that...actual information. Why couldn't you have just posted that without being a total asshole about my message?
>
> My upper RF shield was recyled long ago (it's probably part of a Buick
> now) because the RAM + shield wouldn't let me put the keyboard back in.
>
> Cheers
> John
> --
> John Altstadt, 6135 Carson St., Burnaby B.C., CANADA, V5J 2Z8
> ...!ubc-cs!van-bc!johna || ..!uunet!van-bc!johna || johna@wimsey.bc.ca
> There may, or there may not have been some :-)s up there. There should
> probably have been a few more for the humorless, lost souls out there.

There were none. And for those who think your sense of humor sucks, it wouldn't have done a damn bit of good. Get a clue.

*** FLAME OFF ***

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

4290. Re: MMU on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 08:17:40 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510005@hpbbi4.HP.COM>
Source record: 240934

/ hpbbi4:comp.sys.atari.st / rcb@netcom.uucp (Roy Bixler) / 4:15 am May 11, 1990 /

> I'm wondering if there are any possibilities of replacing the MMU on the
> ST with one that gives memory protection. I'd like to upgrade to Unix
> and not have to buy an expensive new machine. I realize there are
> people out there interested in this idea, so has anyone had any luck?
>
> Roy Bixler
> rcb@netcom.uucp
> ----------

There is an other pit fall. The 68000 is not able to continue
an aborted bus cycle. So you cannot implement demand paging
easily. If you omit demand paging you need a lot of memory.
And for UNIX 4 MB is really less.

So you have to wait for the day ATARI will offer the TT under UNIX.
(hopefully this day will come and hopefully ATARI will support UNIX unlike
GEM/TOS)

By the way what is about MINIX on ST?

Stefan

4291. Re: getting argv[0]

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 08:34:57 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510006@hpbbi4.HP.COM>
Source record: 240935

/ hpbbi4:comp.sys.atari.st / silvert@cs.dal.ca (Bill Silvert) / 3:16 pm May 12, 1990 /
> Huh? How do things like FOLDRXXX.PRG get their name then?

What is about reading the directory for foldr*.prg ?

Stefan

4292. changing directory with a program??

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 09:43:34 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <4528@tukki.jyu.fi>
Source record: 240936

Hi!

Is there a way to change directory with a program so that the change
can be seen after the program in desktop (or in a shell; I use gulam)???

I'm writing a program that changes directory with a TOS call (migh be
3F; can't remember). The call returns a 0 (success), but when the program
exits I am again in the same directory where I started the program. This
happens both with gulam shell or with desktop.

I have good old 520ST with 1M RAM and TOS dated 85 (or 86) and I use
Sozobon C version 1.1(?).

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
I am logged in, therefore I am

4293. Re: Determining Own Name - Major BooBoo

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 10:58:31 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <784@ehviea.ine.philips.nl>
Source record: 240933

In article <888@ncs.dnd.ca> balkwill@ncs.dnd.ca (R. J. Balkwill) writes:
[]
|A general solution to the problem that doesn't break any rules or make
|assumptions about future TOS's is unknown to me. True, that if one
|has a shell that uses ARGV and if one's compiler inserts
|ARGV-compatible startup code, all is fine. Not all shells and
|compilers cooperate.
|
|Dlibs uses a method (with uncooperative shells) based on accessing the
|stack of the parent process (assuming there is one) to see what name
|it supplied to the Pexec(). It works but it looks kind of fragile
|unless Atari has sworn not to alter the key components.

This does not work with Pexec(4,...), since that call doesn't even
use a program name. It seems to prevent any fundamental solution to
the problem (other than to fix GEMDOS, but that is a fundamental one).

|
|There does appear to be a reserved slot in the basepage at offset 40.
|Perhaps this was originally intended to point to prog name. It would
|have been nice.
|
|P.S. I tested my 'procedure' and got a nice virgin-looking dta - all
|zeros.

Of course; the initial dta starts at the same address as your program's
argument string! That's why your assumption about the dta was wrong in
the first place (Fgetdta() gives the process' own disk transfer address
- initialized by GEMDOS to point to the same address as the program's
argument string -, not that of the parent).

|
|Bob (iq--)
^^^^ braindamage? 8-)

Leo.

4294. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 13:55:59 UTC
From: ignac@electro.UUCP
Message-ID: <1786@electro.UUCP>
Source record: 240938

In article <9005092019.AA06214@Argus.Stanford.EDU> SA44@liverpool.ac.UK (Kevin Maguire) writes:
>It seems that GEMDOS doesn't clear the memory if a program has no
>relocation data (last word in GEMDOS header == FFFF)

this is because in writing a $FFFF into the last word of the header, you are toggling the TOS 1.4 fast file load bit, which ends up doing EXACTLY the same thing like PINHEAD, but with less problems since this is an actual feature of TOS 1.4, rather than a patch program like pinhead. (correct me if i'm wrong - with a 1040, you can't really notice any difference, although people with 520's claim that pinhead speeds things up enormously - more a placebo effect than anything else i think!)

--
=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
co-author of QuickST, and the entire line of Quick Software!!!!
Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
==========

4295. Welcome to comp.sys.atari.st

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 14:00:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1990May14.154753.28788@cs.umn.edu>
Source record: 240940

```
Last update: 14 May 1990
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Directory (new articles and articles with changes are marked with an '*'):

Welcome to comp.sys.atari.st
What sort of articles would interest people reading comp.sys.atari.st?
Where can I get Public Domain/Shareware software?
* How do I deal with Archived files (.ZOO, .ARC, .LZH)?
What does TOS ERROR nn mean? What do the bombs on my screen mean?
What is the format for [x] paint program data?
Public Domain/Shareware languages...
* Where can I get copies of ST Report and ZNET?
* ST Pen Pals list
TIPS AND HINTS from other users

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, and STacy.
There are also emulators for the Apple Macintosh and IBM XT available.
Finally, there is the Lynx (a game machine) and the Atari TT and ATW.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
you don't know how to eliminate other newsgroups from a reply to an article
which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local
distribution of comp.sys.atari.st. Those outside the United States have little
desire to read about that neat bit of [hard/soft]ware you're selling when you
live in the U.S.A. If you don't know how to restrict distribution of a posting,
ask your systems administrator.
```

Many articles are in the form of "How do I...?" or "Where do I...?" In this article, I will try to answer some of the most-often asked questions.

Where can I get Public Domain/Shareware software?

There is an FTP source and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

For anonymous FTP: terminator.cc.umich.edu [35.1.33.8]

User anonymous
<enter password>
cd /atari

Most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

For the panarthea mail server, see Steven Grimm's monthly posting. Panarthea holds all of the comp.sources.atari.st/comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so.

How do I deal with Archived files (.ZOO, .ARC, .LZH)?

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

These programs are all available via FTP from terminator, in the /atari/archivers directory. Recommended files are:

arc.ttp - needed to extract the other archivers, once.
arc_602.arc - latest version of ARC, with the most fancy features and quite a lot of documentation
lharc.arc
zoo_bin.arc

There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on terminator in the /atari/archivers directory. They are:

arcgsh21.arc - European in origin
arcsh197.arc - US in origin

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To use ARC.TTP in order to extract these files, use the command line:

xh xxxx.ARC *.*

where 'xxxx' is replaced by 'arc_602', 'zoo_bin', etc. For example

xh arc_602.arc *.*

will place all files within the arc_602.arc into the current directory. It assumes you've clicked on the ARC.TTP program from the Desktop and have the parameter dialogue box on your screen.

In many cases, simply typing a '?h' will provide an extensive list of available options.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

Below is a letter, originally written by Darryl May,
that John Townsend of Atari posted on GEnie in January to provide some answers. This letter also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170).

Dear ATARI customer,

The following is an official list of the errors that can appear
while you are operating your ST computer. This first list gives you
the GEM error messages:

Error description GEM Error code
==========
OK (no error).....0
Fundamental error.....1
Drive not ready.....2
Unknown command.....3
CRC error.....4
Bad request.....5
Seek error.....6
Unknown media.....7
Sector not found.....8
No paper.....9
Write fault.....10

```
Read fault.....................11
General error..................12
Write protect..................13
Media change...................14
Unknown device.................15
Bad sectors on format..........16
Insert other disk..............17
Invalid function number.........32
File not found.................33
Path not found.................34
No handles left................35
Access denied..................36
Invalid handle.................37
Insufficient memory.............39
Invalid memory block address....40
Invalid drive specified.........46
No more files..................49
Range error....................64
Internal error.................65
Invalid program load format.....66
```

Those bombs that appear on your screen are error messages from the 68000 micro-processor.

```
Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error......................2
Address Error..................3
Illegal Instruction............4
Zero Divide....................5
CHK Instruction................6
TRAPV Instruction..............7
Privilege Violation............8
Trace..........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error..................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
```

Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors.....64-255

Darryl May
Tech Specialist

What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is in the terminator archives under /atari/graphics/picfmts.doc.

Public Domain/Shareware languages...
==========

Check the terminator archives under /atari/languages. Currently included:

abc recently posted to comp.binaries.atari.st
apl demo version
forth Don't know which one. I recommend Bradley FORTH
icon
modula-2 From Germany
Sozobon C Most excellant
Elan
xlisp
xprolog
xscheme

Where can I get copies of ST Report and ZNET?
==========

ST Report and ZNET on-line magazines are available on CompuServe and GEnie.
You can also get copies mailed to you by sending an e-mail message to

streport-request@virginia.edu
and
stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ST Report, ZNET and some information from the Current Notes user magazine are
also available from the terminator archives under /atari/magazines.

ST Pen Pals list
==========

Simon Chappell is compiling a list of people interested in exchanging
paper-based mail "of interested parties who could then
keep in touch and prevent themselves losing touch with the ST community
at large (this would be especially easy if someone who still had net

access could summarise current topics or forward news and advice!)"

He is accepting entries in this format:

eg Simon Chappell.
s61304@uk.ac.psw.pa (goes away after June)
51 Amherst Road, Penny-Come-Quick, Plymouth, Devon, PL3 4HJ. UK.
C, operating systems (UNIX, VMS) & relational databases.

Contact Simon at his e-mail or paper mail address if you are interested.

TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

==========

I would like to thank those who sent messages with suggestions and comments about my initial posting. I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet
davidli@umn-cs.uucp USENET

-- David Paschall-Zimbel

4296. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 14:04:29 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990May14.140429.12266@newcastle.ac.uk>
Source record: 240947

I have let this go to the world as there are some readers in the States.

Is there nothing that can be done? Would posting to the ST world mail address help? (stworld@cix.uucp) or is answered by contributors like Mathew Lodge who seem not to have any idea what is going on either? Did the mag make money? I would have thought so since out of 10 people who purchased ST mags only one bought a different mag (ST action he was a games man.)

I am as you may guess a little no a lot upset!!

Dave H.
(D.C.Halliday@newcastle.ac.uk)

4297. Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 15:03:31 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May14.150331.11371@cunixf.cc.columbia.edu>
Source record: 240939
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

```
The market was up a whopping 63 points on Friday. Some results of
note:

Atari Corp. 5 1/8 +1/8 <---kinda blah
Commodore 7 3/4 +3/8 <---ditto
IBM 114 +1 5/8 <---blue chip up with DOW
Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
Sun Microsystems 29 3/8 +1 1/4 <---ditto
look for 2 point jump tomorrow
Motorola 76 1/4 +1 5/8 <---stud stock
Just say no to segmented code!
Intel 45 +1 1/2 <---sigh...

Things are looking great for Motorola, Apple and Sun! Let's hope
that other computers with Motorola engines join the bullish bandwagon.

Regards,

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------
```

4298. Pinhead and Gulam

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 15:14:48 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <23085@eagle.wesleyan.edu>
Source record: 240948

I am using Gulam version 1.03.06.07 beta. When I use the shell, Pinhead does not auto-disable when I run one of the programs listed in my PINHEAD.DAT, so I have to manually disable it using the keyboard command control-alt-shift 0. Is there any way to get PINHEAD.DAT to work within Gulam? I have no trouble when starting programs from the desktop. Is this a problem with Gulam or with Pinhead's method of recognizing what program you are running?

thanks,
nick

--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

4299. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 16:32:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <15520001@acf5.NYU.EDU>
Source record: 240942

/* acf5:comp.sys.atari.st / cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) / 11:03 am May 14, 1990 */
The market was up a whopping 63 points on Friday. Some results of note:

Atari Corp. 5 1/8 +1/8 <---kinda blah
Commodore 7 3/4 +3/8 <---ditto
IBM 114 +1 5/8 <---blue chip up with DOW
Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
Sun Microsystems 29 3/8 +1 1/4 <---ditto
look for 2 point jump tomorrow
Motorola 76 1/4 +1 5/8 <---stud stock
Just say no to segmented code!
Intel 45 +1 1/2 <---sigh...

Things are looking great for Motorola, Apple and Sun! Let's hope that other computers with Motorola engines join the bullish bandwagon.

Regards,

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------
/* ---------- */
Relay-Version: version nyu B notes v1.6.1 1/11/90; site acf5.NYU.EDU
From: mitsolid@acf5.NYU.EDU (Thanasis Mitsolides)
Date: 14 May 90 12:33 EDT
Date-Received: 14 May 90 12:33 EDT
Subject: Re: Atari stock
Message-ID: <15520002@acf5.NYU.EDU>
Path: acf5!mitsolid
Newsgroups: comp.sys.atari.st
Posting-Version: version nyu B notes v1.6.1 1/11/90; site acf5.NYU.EDU
Organization: New York University
References: <1990May14.150331.11371@cunixf.cc.columbia.edu>

/* acf5:comp.sys.atari.st / cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) / 11:03 am May 14, 1990 */

> Atari Corp. 5 1/8 +1/8 <---kinda blah
^^^^

Thank God there is the Lynx!

Thanasis

4300. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 16:35:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <15520003@acf5.NYU.EDU>
Source record: 240943

```
/* acf5:comp.sys.atari.st / cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) / 11:03 am
May 14, 1990 */

> Atari Corp. 5 1/8 +1/8 <---kinda blah
^^^^

Thank God there is the Lynx!

Thanasis
```

4301. Status displays at the TOP of the screen??

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 16:49:47 UTC
From: ajy2208@ultb.isc.rit.edu
Message-ID: <3148@ultb.isc.rit.edu>
Source record: 240945

Hi again..

I must thank everyone who replied to my request for information about creating non-scrolling regions in a TOS program. However, I have only been able to successfully create a non-scrolling region at the BOTTOM of the screen. While this may be fine for some applications, I need to create a 5 line display at the TOP of the screen.

The reason I'd prefer it to be at the top of the screen is that your eye follows text from where it appears at the bottom, and it will be easily distracted if there are several lines of text below it. Since the top of the screen is where text scrolls off, you are less likely to be bothered by a window up there (IMHO).

The method I used to create a region at the bottom was to subtract the number of non-scrolling lines I wanted from V_CEL_MY, and whenever I wanted to write something to that region, I would modify V_CUR_CY (and V_CUR_CX if needed) to put the cursor in that region. Using Bconout, I can then write text to that area. When I'm done, I set V_CUR_CY/X to their previous values, and proceed as before.

What I __don't__ want to resort to is have to blit the area I want to scroll. I suppose the OS has to do this anyway, but it does it in low-level ML code. I took a look at the MWC linea.h header file, but it's not documented very well (I really didn't expect it to be). There were a few terse comments about Atari changing variable names though.. :-)

We (Robert Costello and myself) do plan to register as a developer this summer, when we can spare the $300. Until then, the net is our most valuable source of information (well, that and the MWC manual), and we greatly appreciate the help we've received.

____
Digitally Mastered Software 01101010010011101001110010100110100101001110101 01
===
Albert Yarusso, Rochester ajy2208@ritvax.bitnet GEnie: A.Yarusso
Institute of Tech. ____
Computer Science /___ / {rutgers | ames}!rochester!rit!ultb!ajy2208
_____________________/ / ajy2208@ultb.isc.rit.edu

4302. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 18:09:10 UTC
From: richard@jetson.uh.edu
Message-ID: <6185.264eadf6@jetson.uh.edu>
Source record: 240944

In article <1786@electro.UUCP>, ignac@electro.UUCP (Ignac Kolenko) writes:
> In article <9005092019.AA06214@Argus.Stanford.EDU> SA44@liverpool.ac.UK (Kevin Maguire) writes:
>>It seems that GEMDOS doesn't clear the memory if a program has no
>>relocation data (last word in GEMDOS header == FFFF)
>
> this is because in writing a $FFFF into the last word of the header, you
> are toggling the TOS 1.4 fast file load bit, which ends up doing
> EXACTLY the same thing like PINHEAD, but with less problems since this is
> an actual feature of TOS 1.4, rather than a patch program like pinhead.
> (correct me if i'm wrong - with a 1040, you can't really notice any
> difference, although people with 520's claim that pinhead speeds things
> up enormously - more a placebo effect than anything else i think!)
> --
> =====Ignac A. Kolenko (The Ig)

I have been using PINHEAD with my 520 for quiet a while now and found a drastic increase in time saved during bootup. I still found this same increase when I upgraded to 1 meg and to 2.5 meg. Yes I am using an older version of tos but there was no difference in the time it took to boot with PINHEAD based on ram available.

Richard L. Coggins
University of Houston

4303. comp.sys.atari.st.tech vote does NOT violate the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 18:40:59 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May14.184059.6530@wam.umd.edu>
Source record: 240946
Cross-posted to: news.groups,comp.sys.atari.st

People have been sending me NO votes with comments like "this vote doesn't follow the guidleines."

Look, people, I read the guidelines and I've followed them to the letter. My original post to news.announce.newgroups may not have made it to lear@turbo.bio.net, but then why in the hell did it take a week to get moderated and show up in the groups? Someone's made a mistake here, and it's not me. Probably a mailer somewhere. The fact is we had the requisite call for discussion; it lasted _more_ than the minimum time. ALL relevant discussion was posted in news.groups. Everyone who has been following this knows damn well it's been by the book.

Give me a break, guys. If you like the idea, vote YES. If you don't vote NO. But don't vote NO because you haven't been following the discussion and misinterpret lear's comment.

(Yes, I'm mad.)

Dave Baggett
dmb@wam.umd.edu

4304. wanted, 68000 filled polygon code

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 19:01:41 UTC
From: gjocc@csv.viccol.edu.au
Message-ID: <6203.264eba46@csv.viccol.edu.au>
Source record: 240932

I am currently writing a game in compiled STOS BASIC (yuck why
didn't they write STOS 'C' or STOS Pascal?).

I find that the STOS polygon instruction is too slow for
my needs (It probably just uses LINE A?).

Does anyone out there have a fast 68000 assembler routine for
drawing filled polygons?

I dont even need a general routine, just low res, solid fill, four vertices,
and blinding speed.

Help, I haven't written any 68000 assembler before.
(although I did write some Z-80 assembly code years ago :-).)

Greg O'Sullivan (gjocc@csv.viccol.edu.au)

4305. misc.forsale.computers -- CALL FOR VOTES

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 19:45:50 UTC
From: raymond@math.berkeley.edu
Message-ID: <1990May14.194550.6286@agate.berkeley.edu>
Source record: 240950
Cross-posted to: news.groups,comp.sys.ibm.pc,comp.sys.amiga,comp.sys.mac,comp.sys.atari.st,comp.sys.apple2

```
[I know the review period was over the weekend, but I have to get
this out before the 28-day deadline expires, if it hasn't already...
A copy of this article has been forwarded to Mr. Lear for posting in
news.announce.newgroups.]

Call for Votes: misc.forsale.computers.

Voting instructions appear at the end of this article.

------------------------------------------------------------------------------
One-line description:

misc.forsale.computers
Short, tasteful postings about computer items for sale.

------------------------------------------------------------------------------
Charter:

Misc.forsale.computers is devoted to short, tasteful postings about
computer items for sale. All standard guidelines for "for sale" items
apply. No discussions, please. This charter and the following
guidelines will be posted periodically.

------------------------------------------------------------------------------
General guidelines:

[1] No crossposting into comp.anything.

[2] Restrict distribution as much as possible. Restricting to the
country is almost certainly a must, since customs are often a major
problem. Restricting to the state or other local geographical
region is probably a good idea if the object is large and shipping
would be a concern.

[3] Include your telephone number (and possibly postal address) so that
people who can't negotiate email paths can still contact you.

[4] Do not post "I've sold it" messages. If you have sold it, cancel
the original message. If you don't know how to cancel a message,
ask your local news administrator.

[5] Make the subject line as clear as possible. If your item is meaningful
only for a particular machine, put that machine's name in the title.
That way people can set up KILL file entries to weed out articles
that they don't care about. If you'd like to set up a KILL file,
ask your local news administrator to teach you how to do it.
------------------------------------------------------------------------------
```

How to vote:

Send electronic mail to raymond@math.berkeley.edu with the
subject "Vote" and whose body contains two words: "vote yes"
or "vote no". A computer program will be tallying the votes
and sending vote acknowledgements.

Gentle reminder: The subject of the mail must be the word "Vote".

Meta-voting replies (e.g., "I sent a vote but got no acknowledgement.")
should be sent to the same address, but with the subject "voting help".

Example vote:

To vote from a well-connected UNIX-like system, choose one
of the following:

```
echo vote yes | mail -s Vote raymond@math.berkeley.edu
echo vote no | mail -s Vote raymond@math.berkeley.edu
```

Voting ends on 4 June 1990.

--
raymond@math.berkeley.edu Maintainer of the comp.sys.ibm.pc Frequently
Asked Questions file and index server.

4306. Re: stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 19:50:43 UTC
From: rsvp@eleazar.dartmouth.edu
Message-ID: <22042@dartvax.Dartmouth.EDU>
Source record: 240949
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>The market was up a whopping 63 points on Friday. Some results of
>note:

>Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
>Sun Microsystems 29 3/8 +1 1/4 <---ditto

Ah, but you should have bought these in early March...
Friday March 2nd prices.

Apple Computer 33 3/4
Sun Microsystems 23 7/8

I run a small stock market simulation/competition/game among about a half
dozen players. These two stocks have done well for me, but I'm still
only in second place.

-Scott

4307. Re: Smalltalk-80 price

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 19:55:44 UTC
From: marten@tpki.uucp
Message-ID: <a406555@feki>
Source record: 240804

From: schiers@mcshh.hanse.de (Carsten Schiers)
Subject: Smalltalk 80 price

>stefan@hpbbi4.HP.COM (#Stefan Bachert) writes:
>>> The normal distribution is about DM 400,-.
>> ^^^^^^
...
>>This is NOT the normal distribution. This is a special price
>>for students. The NORMAL price is about DM 2400.

Here are the facts:

ST-80 V2.3D

for students ans universities: 399.- DM
list price: 1342.60 DM

Marten

M. Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
SUBNET:marten@feki DNET\EUNET\USENET:marten@tpki.de

4308. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 21:14:22 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May14.211422.19978@cunixf.cc.columbia.edu>
Source record: 240803

In article <15520003@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>/* acf5:comp.sys.atari.st / cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) / 11:03 am May 14, 1990 */
>
>> Atari Corp. 5 1/8 +1/8 <---kinda blah
> ^^^^
>
>Thank God there is the Lynx!

Yep, and the Portfolio. I think you will see Atari making most of their
near-term profits on these gadgets (if there are any profits...the jury is
still out on that one). Making and marketing little gadgets seems to
be Atari's strength so I'm not so sure why they continue to linger
in the PC market. Anybody have any insight on this?
>
>Thanasis

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4309. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 21:23:07 UTC
From: keithh@atreus.uucp
Message-ID: <3183@bwdls58.UUCP>
Source record: 240801
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1990May14.150331.11371@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>The market was up a whopping 63 points on Friday. Some results of
>note:
>
>Atari Corp. 5 1/8 +1/8 <---kinda blah
+ 2.43%
>Commodore 7 3/4 +3/8 <---ditto
+ 4.48%
>IBM 114 +1 5/8 <---blue chip up with DOW
+ 1.43%
>Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
+ 2.93%
>Sun Microsystems 29 3/8 +1 1/4 <---ditto
+ 4.26%
> look for 2 point jump tomorrow
>Motorola 76 1/4 +1 5/8 <---stud stock
+ 2.13%
> Just say no to segmented code!
>Intel 45 +1 1/2 <---sigh...
+ 3.33%

For return on investment, 4.48% isn't too bad for a single day. :-)
3/8 for 7 dollar stock is phenomenal.
I wish I'd dumped a few thou on CBM last week.

Keith Hanlan
Bell-Northern Research, Ottawa, Canada 613-765-4645
uunet!bnrgate!{bwdls40|atreus}!keithh or (via bitnet) keithh@bnr.ca
"Speed doesn't kill people, massive hydroelastic shock kills people."

4310. MWC + GEMFAST (possible?)

Newsgroup: comp.sys.atari.st
Date: 1990-05-14 22:23:46 UTC
From: harryk@bucsf.bu.edu
Message-ID: <57275@bu.edu.bu.edu>
Source record: 240802

Two weeks ago I asked the net if it is possible to combine GEMFAST 1.3
with MWC 3.x.x.

Until today noone has answered me so I assume that it is
either impossible
or too easy to do, so nobody bothers to answer me.

PLEASE folks, if someone knows something PLEASE let me know too.....

4311. Re: MASTER drive from Oceanic?

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 01:26:41 UTC
From: sg3401@sjfc.UUCP
Message-ID: <1027@sjfc.UUCP>
Source record: 240826

In article <7973@paperboy.OSF.ORG> dbrooks@osf.org (David Brooks) writes:
>I finally got a 2-sided drive when my old 1-sided went back home. My
>dealer sold me a:
>
> MASTER 3S drive from Konyo International
>
>which is said to have a TEAC mechanism.
>
>Prolem it, it doesn't seem to detect media change. I take out a
>write-enabled floppy, put in another, hit escape in the GEM directory:
>nothing moves. As far as I remember, this means the drive isn't
>setting "write-protect" during the transition.
>
>(a) Does anyone know this drive: is it a design flaw or a bad unit?
>
>(b) Assuming I can stand closing and reopening the window, will
>anything else go badly wrong? In particular, should I beware software
>disk caches?
>--
>David Brooks dbrooks@osf.org
>Open Software Foundation uunet!osf.org!dbrooks

I just recently got a Master 3S drive, and I've been having the same problem.
Some results of this have been annoying (having to open drive A before reopening
drive B), and some have been alarming (One of my disks was reported to have a
total of 171000000 bytes used, another told me I was using -52000 bytes!).
I, too, am wondering how this will affect me.

I ordered the drive because it was relatively cheap, and I wanted a DS drive
to supplement my SS internal (520STfm), which has been acting up on me.
Sometimes when I cold boot it will read the disk, reboot, read again, reboot...
After a couple of tries I usually can get it to work okay. Also, it does not
like reading any disk that is formatted past 80 tracks 10 sectors. One thing
about it that is really weird, is that some disks that it can read okay, no
other drive can seem to read (including my Master 3S and my friend's Atari 314).

I remember someone asking on the net a while back about cold booting from Drive
B with an internal drive, but at that point I was a one-drive person. Can
some kind soul please repeat the information.

I'd really appreciate all your help...

-Steve Gemma
-sg3401@sjfc
that I find really weird is that

4312. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 01:41:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29909@cup.portal.com>
Source record: 240806

Thanasis Mitsolides says, in reference to the sluggish performance of
Atari stock:
>Thank God there is the Lynx!

How long do you think there WILL be an Atari Corp. Lynx if Atari Games (the
"other" Atari company) begins marketing the NEC 16bit handheld video game
(which is far superior to the Lynx) *with* the familiar "Atari" logo on
it (which Atari Games has the rights to use)...?

BobR

4313. N_MenTim, a review.

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 02:59:59 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May15.025959.24954@water.waterloo.edu>
Source record: 240807

I tried the tiny program called "N_MENTIM.ACC" by Noud van Kruysbergen and find it to be delightful. This little jewel is a desktop accessory that gives the date and time on demand from the "Desk" drop down menu. If you go so far as to click on the zone that shows the date and time, you will get a little message that shows the version number, a copyright statement, and the name of the author, Noud van Kruysbergen. The name, N_MenTim, stands for "MENu TIMe".

When I first got my Atari 1040 ST, I received a little program called BREAKOUT.ACC. This accessory always had the same name, "Breakout", in the popdown menu. Since then, every accessory I have had has had a name that is unchanging. This jewel, on the other hand, has a name which is always changing, minute by minute, and and its name tells me the date and the time. Noud said that he wanted the date and time to show up whenever HE wanted it to show up, at the touch of the mouse. One of the earliest corner clock programs I had was a real cpu hog, updating the clock display frequently. Noud says that his program updates every 5 seconds, and provides no measurable delay in other programs.

I think that this is a first, changing the name of the accessory on the fly, and it is a highly creative invention. Congratulations Noud!

I wonder if I will still be using my Atari 11 years from now. Maybe yes, maybe no. But if so, I might still be using this wonderful program. This brings me to my only criticism of the program, and that is the format of the date display. Noud has chosen a format that he finds natural. Today, N_MenTim shows "14/05/90", and there is no ambiguity about this particular date. However, some Americans might prefer "05/14/90". On the other hand, I would prefer 1990-05-14, which is the sequence of the ISO format for dates. It fits nicely with time, yyyy-mm-dd hh:ss because largest unit (year) is on the left and smallest unit (minutes) is on the right. I wonder if after the year 2000, will folks be still be writing things like 05/04/03 ?? I hope not. What ISO has standardized is the idea that one writes out the full number of the year (at least for the first 32 years of the century) and then a date string like 2005-04-03 will not be mis-interpreted.

4314. Ethernet adapters for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 03:04:05 UTC
From: robd@vax.SPD.3Com.Com
Message-ID: <3583@3comvax.SPD.3Com.Com>
Source record: 240805
Cross-posted to: comp.sys.atari.st,comp.misc

Does anyone know of an ethernet adapter and software which work
on the Atari STs?

I am fairly Atari illiterate and am asking this for a friend. Be
explicit if possible in any explanations.

Thanks.

Rob Dickinson
Distributed Systems Division
3Com Corporation

3165 Kifer Road.
Santa Clara, CA 95052

robd@spd.3mail.3com.com

(408) 970-1905

4315. Syquest mech

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 03:04:27 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9005150242.AA21220@fsucs.cs.fsu.edu>
Source record: 240823

Anyone ever rolled their own HD with one of the Syquest mechs (44mb removable
cartridge drives)? I would like to, as I hear they are very fast and
reliable. If you did, where did you get the mech, how much, etc. Oh, and
if anyone knows where I could find a refurb of one of these, let me know!!

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

4316. Re: N_MenTim, a review.

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 04:15:40 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <35341@shemp.CS.UCLA.EDU>
Source record: 240809

In article <1990May15.025959.24954@water.waterloo.edu> ljdickey@water.waterloo.edu (L.J.Dickey) writes:
...
>When I first got my Atari 1040 ST, I received a little program called
>BREAKOUT.ACC. This accessory always had the same name, "Breakout", in
>the popdown menu.

That particular desk accessory has an insidious bug. Whenever you clear the board and still have balls left (or is it just on the first ball...), it freezes up the whole computer. Yuck! Maybe there's a way to unfreeze it, but I never found it. So I dumped it. Too bad, though; breakout was fun in the middle of a long word processing session.

Steve

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4317. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 04:23:58 UTC
From: watters@penguin.cis.ohio-state.edu
Message-ID: <80472@tut.cis.ohio-state.edu>
Source record: 240808

In article <29909@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Thanasis Mitsolides says, in reference to the sluggish performance of
>Atari stock:
>>Thank God there is the Lynx!
>
>How long do you think there WILL be an Atari Corp. Lynx if Atari Games (the
>"other" Atari company) begins marketing the NEC 16bit handheld video game
>(which is far superior to the Lynx) *with* the familiar "Atari" logo on
>it (which Atari Games has the rights to use)...?
>
>BobR

The NEC handheld is NOT "far superior" to the Lynx. It is simply a TG-16
on a very small screen. The storage is much smaller, the sprite engine is
about 1/1000th as powerful, and the sound is not even close (though it has
more voices).
TG-16 sprites are hard enough to see on a 14" screen when they flicker, I
can't imagine it on a 2" LCD screen! :-)

The last I heard is that NEC has put it on indefinite hold due to the
projected cost of the unit.
Where on earth did you hear the Atari Games was going to market the tg portable
and don't you think that with the tg-16 and sg-16, NEC would want to market it
themselves?

____
David Watters	If you take a piece of crap, and sell
The Ohio State University	millions of them... each one is still a
watters@cis.ohio-state.edu	piece of crap. (Proof: Appl* & Nint*ndo)
_____________________________	____

4318. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 04:55:37 UTC
From: dedina@cup.portal.com
Message-ID: <29917@cup.portal.com>
Source record: 240812
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

> The market was up a whopping 63 points on Friday. Some results of
> note:
>
> Atari Corp. 5 1/8 +1/8 <---kinda blah
> Commodore 7 3/4 +3/8 <---ditto
^^^ this is about 5%

> Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
^^^^^ this is about 3%

Why is C= "kinda blah" at a 5% increase, while Apple is "Yowsa!" with 3%?

> Regards,
>
> Chris
>
> ------------------------------+--------------------------
> Chris Mauritz |Where there's a BEER,
> cmm1@cunixa.cc.columbia.edu |there's a plan.
> (c)All rights reserved. |
> Send flames to /dev/null |Air Warrior is king!
> ------------------------------+--------------------------

Mike Dedina
dedina@cup.portal.com
Unwilling to reveal my affiliation

4319. pd software needed ...

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 06:52:45 UTC
From: christ@is6.ifistg.uucp
Message-ID: <2380@ifi.informatik.uni-stuttgart.de>
Source record: 240811

Hello, out there ...

i'm urgently looking for following public domain software for the atari st:
* pd sql database for the st (or any other programmable database),
* pd CommonLisp for st (no stuff like XLisp!)
anyone heard of these? please mail...

oli

Oliver Christ
christ@is.informatik.uni-stuttgart.dbp.de

Oliver Christ
christ@is.informatik.uni-stuttgart.dbp.de

4320. GCR + japanese system

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 07:01:22 UTC
From: tmjd@topazn.kek.jp
Message-ID: <TMJD.90MAY15160122@topazn.kek.jp>
Source record: 240844

Hi.
I have a few questions concerning the spectre GCR:
Can the GCR use the japanese Mac system (and which version) ?
What would the minimum required memory be (I have a 1040, probably
means no-go, right ?) ? Is there a dealer in Japan, or could somebody
tell me the adress of a mail-order place ? And finally, is
anybody working on some form of japanese ability (editor,
graphics pgm, language drills) for the atari ? Thanks in advance
for any info/help.
Michael Doser
Doser@Jpnkekvx.bitnet

4321. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 08:10:07 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2744@medusa.informatik.uni-erlangen.de>
Source record: 240810

ignac@electro.UUCP (Ignac Kolenko) writes:

>In article <9005092019.AA06214@Argus.Stanford.EDU> SA44@liverpool.ac.UK (Kevin Maguire) writes:
>>It seems that GEMDOS doesn't clear the memory if a program has no
>>relocation data (last word in GEMDOS header == FFFF)

>this is because in writing a $FFFF into the last word of the header, you
>are toggling the TOS 1.4 fast file load bit, which ends up doing
>EXACTLY the same thing like PINHEAD, but with less problems since this is
>an actual feature of TOS 1.4, rather than a patch program like pinhead.
>(correct me if i'm wrong - with a 1040, you can't really notice any
>difference, although people with 520's claim that pinhead speeds things
>up enormously - more a placebo effect than anything else i think!)

There are two flags in the header to speed things up: One is documented
(the fast load bit) and one is not. The latter prevents GEMDOS from
relocating your program and clearing the BSS. It isn't documented
and official, so you shouldn't use it. Use the fast load bit instead.
(Remember: It is just a bit, don't fiddle with the other bits in the
related longword; other bits of this longword will probably be used
for the TT's more complicated memory management, allowing you to
choose whether mallocs shall be satisfied from FAST RAM rather than
from ST RAM. At least I suppose this longword is reserved for things
like that. I've seen many fast load bit togglers that just write
a $01 into the header instead of getting the old value, ORing it
with a 1 and writing it back.)

Claus Brod

>--
>=====Ignac A. Kolenko (The Ig)=====watmath!watcgl!electro!brasoft!ignac======
> co-author of QuickST, and the entire line of Quick Software!!!!
> Branch Always Software Box 2624, Station B, Kitchener, Ont. CANADA N2H 6N2
>==

4322. Re: Status displays at the TOP of the screen??

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 08:24:43 UTC
From: t68@nikhefh.nikhef.nl
Message-ID: <848@nikhefh.nikhef.nl>
Source record: 240813

In article <3148@ultb.isc.rit.edu>, ajy2208@ultb.isc.rit.edu (A.J. Yarusso) writes:
> ..... I need
> to create a 5 line display at the TOP of the screen.
>
> The method I used to create a region at the bottom was to subtract the
> number of non-scrolling lines I wanted from V_CEL_MY, and whenever I
> wanted to write something to that region, I would modify V_CUR_CY (and
> V_CUR_CX if needed) to put the cursor in that region. Using Bconout,
> I can then write text to that area. When I'm done, I set V_CUR_CY/X
> to their previous values, and proceed as before.
>

It isn't this difficult. All you need is to play around with the logical
screen address. To make a 'safe' area at the bottom, subtract a few lines
from it. To make a safe area at the top, you even don't have to do anything
as the VT52 emulator scrolls only the bottom of the screen if you delete
or insert lines in the middle of the screen. For portable code this last
method is by far superior, because VT52 terminals don't have a scrolling
region and many termcap files don't have the scrolling capabilities in
for vt100 and up. In the newest release of the termcaps some of it has
been added (some people must have complained) but not all.

If you don't have the VT52 codes you may look around some of the archives.
They have been posted a few times.

Good luck

Jos Vermaseren

4323. ftp for serial port?

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 09:21:12 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <849@nikhefh.nikhef.nl>
Source record: 240815

I know this has been asked ~ 1.E6 times, but:

Does anyone know of or has used an ftp program for use over the serial
port? Kermit is heavily disliked by the other users of the network.
At 19.2 KB it stops all others terminals on the same terminal server,
maybe ftp is adapted more to an ethernet enivironment.

Thank you, Geert Jan van Oldenborgh, NIKHEF-H.

4324. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 11:06:24 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <792@ehviea.ine.philips.nl>
Source record: 240819

In article <1786@electro.UUCP> ignac@electro.UUCP (Ignac Kolenko) writes:
|In article <9005092019.AA06214@Argus.Stanford.EDU> SA44@liverpool.ac.UK (Kevin Maguire) writes:
|>It seems that GEMDOS doesn't clear the memory if a program has no
|>relocation data (last word in GEMDOS header == FFFF)
|
|this is because in writing a $FFFF into the last word of the header, you
|are toggling the TOS 1.4 fast file load bit, which ends up doing
|EXACTLY the same thing like PINHEAD, but with less problems since this is
|an actual feature of TOS 1.4, rather than a patch program like pinhead.
|(correct me if i'm wrong - with a 1040, you can't really notice any
|difference, although people with 520's claim that pinhead speeds things
|up enormously - more a placebo effect than anything else i think!)

a) The fast load flag was already there in older versions of TOS (probably from 1.0) on. In those versions a bug existed: the file descriptor used for reading the executable into memory wasn't closed. I trust Allan & companions to have fixed this in 1.4.

b) For executables with that flag on you get exactly the same behaviour, probably because pinhead isn't activated then (pinhead is looking from a VBL routine whether the saved PC is in the range of the ROM code that clears memory). I said probably, since I don't have the source code to pinhead; things may have changed since I wrote an anchestor.

c) Since most programs really need the relocation, they can't use the fast load flag. In this case - the most often case - GEMDOS will still clear all of the process' memory; much faster than in the old ROMs, but still in the order of second(s) for a 4MB machine. Backward compatibility. Pinhead will only clear all of BSS; the difference in speed you get is most certainly not a placebo effect (for a small program most time is in clearing the memory; loading it takes less).

Leo.

4325. Portfolio <-> UNIX

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 11:22:40 UTC
From: brock@tuvie
Message-ID: <1627@tuvie>
Source record: 240816
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Is there a similar program like Kermit for the Portfolio?
I would like to transfer files via the serial interface to
Unix machines. Please post responses to my address below.

Thanks

Ulrich Neumerkel, ulrich@vip.UUCP ...!mcsun!tuvie!vip!ulrich

4326. Read bits and ST files/directories

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 12:01:56 UTC
From: pbh@pandora.cs.wayne.edu
Message-ID: <1990May15.120156.9197@cs.wayne.edu>
Source record: 240820

I screwed up an installation last night, and to retry the installation I have to remove all the files and directories. However, the directories are all set "read only" and I hav no utils to remove them. Anyone used a utility to remove these, or does anyone have a "chmod" for the ST that works on directories (the one in Mark Williams msh doesn't)? I've already tried diskmech, Poole's DIII, and one other one I can't remember.

Thanks folks.

--
Patrick B. Haggood
Wayne STate University
Detroit, MI
Physics - Class of 1991 (-2?)

4327. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 12:15:19 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2745@medusa.informatik.uni-erlangen.de>
Source record: 240814

cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:

>In article <15520003@acf5.NYU.EDU> mitsolid@acf5.NYU.EDU (Thanasis Mitsolides) writes:
>>/* acf5:comp.sys.atari.st / cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) / 11:03 am May 14, 1990 */
>>
>>> Atari Corp. 5 1/8 +1/8 <---kinda blah
>> ^^^^
>>
>>Thank God there is the Lynx!

>Yep, and the Portfolio. I think you will see Atari making most of their
>near-term profits on these gadgets (if there are any profits...the jury is
>still out on that one). Making and marketing little gadgets seems to
>be Atari's strength so I'm not so sure why they continue to linger
>in the PC market. Anybody have any insight on this?

I guess the PCs are merely made for cashflow; overmore, they might
serve to keep in touch with the PC technology in case something goes
wrong with the ST or TT series. You can develop PC clones very easily
compared to a TT or even to a Lynx.

Claus Brod I don't really know what I mean.
Am Felsenkeller 2
8772 Marktheidenfeld, West Germany

4328. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 12:38:20 UTC
From: depeche@quiche.cs.mcgill.ca
Message-ID: <3411@calvin.cs.mcgill.ca>
Source record: 240822

>ZRAM video flicker
> as I was saying... the left and right borders of what I see on a mono
>monitor jump back and forth several chars worth. The rightmost char gets
>wrapped around to the next line. All this on a 1040 taken to 2.5, with
>all the rf shields left off. The ZRAM sits right on top of the video
>shifter.

Just wanted to say that I recently upgraded my RAM with the
Tech-Specialities Co memory upgrade. I am very happy with it. If I have
PinHead running I never notice a difference in its operation (except
that I have tons of accs and TSRs on, and still have over a megabyte
of free memory! yahoo!).

This was installed by RF-Microtech in Billerica, MA, and they did an
excellent job of it, testing the damned machine for (they say) an entire day
before telling me to pick it up again.

A little note: They were installing z-ram boards but they had much too
much problems with them, and very rarely could get a computer working
fully with the damned board in. This is why they are now installing
T-S boards.

So if you can still send your computer back and get a refund on the
ram board upgrade (after all, your's is defective) then get a
Tech-Specialities board. It is really nice - my computer doesn't even
heat up!!! Apparently there is also a battery-backed up clock option
included with the board (which I never bothered with since I have one
on my hard drive).

--
|S. Alan Ezust | depeche@calvin.cs.mcgill.ca|
McGill University School of Computer Science	Montreal, Quebec, Canada
"The mind is a terrible thing...."

4329. Problems with Spectre GCR and my floppy

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 12:55:19 UTC
From: romwa@gpu.utcs.utoronto.ca
Message-ID: <1990May15.125519.18461@gpu.utcs.utoronto.ca>
Source record: 240817

Hi All,

I picked up Spectre GCR at the Toronto Atari Show, and am having problems trying to read Mac disks. GCRTST shows a failure on the drive test with all sector/rate combinations. I can get to the Mac screen without any problem, so I don't think it is the EPROM installation.

The cable that I got was very loose, initially, but after trimming some of the plastic from it, it now fits snuggly.

Does anyone have any suggestions?

advTHANKSance

Pavneet Arora
...!utgpu!rom!pavneet

or

rom!pavneet@gpu.utcs.utoronto.ca

Royal Ontario Museum
100 Queen's Park
Toronto, Ontario
M5S 2C6
(416) 586-5626

4330. The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 13:18:03 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May15.131803.17231@wam.umd.edu>
Source record: 240818
Cross-posted to: news.groups,comp.sys.atari.st

Here's a comment I want to address publicly:

John F. Haugh II <jfh@rpp386.cactus.org> writes (to me):

>One, I think you are an anal retentive asshole for having such assinine
>restrictions on your voting procedure. Clearly you are trying to force
>the vote to pass with the stupid subject line. How many people do you
>expect to notice the two spaces after "NO" and actually type both in?
>
>Anyway, that said, I am voting "NO" not because you are a total twit,
>but because I think all the PeeCee's on the net belong in pc.* and not
>in comp.*.
>--
>John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
>Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

Well, even if I AM an anal retentive asshole (an interesting trick, if
you really think about it), I didn't intend the meaning derived here.

Obviously, votes with similar-enough subject lines count too. My vote
logging/tallying script looks for all messages in my mailbox with
"YES", "Yes", "NO", or "No" in the subject line. I use grep -- how
amazingly novel! The spaces after "NO" were put in there for no
particular reason at all.

My strict tone of voice in the call for votes was:

1) to prevent people from entering votes via news
2) to prevent people from entering ambiguous votes
like "yeah" or "uh-huh"

for EXACTLY the reason that I didn't want stuff like this to get started.
You can't win, I guess.

(But it sure is nice to know he's not voting "NO[space][space]" just because
I'm a total twit!) :-)

Dave Baggett
dmb@wam.umd.edu

4331. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 13:43:00 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May15.134300.7579@cunixf.cc.columbia.edu>
Source record: 240827
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <29917@cup.portal.com> dedina@cup.portal.com (Michael J Dedina) writes:
>> The market was up a whopping 63 points on Friday. Some results of
>> note:
>>
>> Atari Corp. 5 1/8 +1/8 <---kinda blah
>> Commodore 7 3/4 +3/8 <---ditto
> ^^^ this is about 5%
>
>> Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
> ^^^^^ this is about 3%
>
>Why is C= "kinda blah" at a 5% increase, while Apple is "Yowsa!" with 3%?

Many people have trouble understanding this. Brokers charge you
commission on a per share basis. Much of a 3/8 increase would
be eaten by the commission you would have to pay to take that
profit. Therefore, a $2 increase in a stock that costs $50
is much more profitable for an investor (in the short-term)
than a 3/8 increase in a stock costing $7. As the increase in price
of the lower cost share gets larger, this lower jump in price can be
counteracted as you can buy many more shares of a CBM than you
could buy of a stock like Apple. So in this respect, owning stock is
different from say putting your money in the bank in that there is
a cost associated with changing your asset from stock to money.
This cost is an absolute (x amount per share) rather than a
percentage of the money you have invested.

Does this make sense to you? Maybe I'm not doing a great job
of explaining this?

>Mike Dedina
>dedina@cup.portal.com
>Unwilling to reveal my affiliation

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4332. Re: Re: (none) really problems with memory upgrade **FLAME**

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 13:45:32 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750063@hpsad.HP.COM>
Source record: 240848

I'm not so sure that the problem is the missing rf shield.
I've had the rf shield off the shifter and everything looked fine.

Perhaps you should check all your connections again.

Randy Hosler

4333. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 14:29:58 UTC
From: kovach@SRC.Honeywell.COM
Message-ID: <72116@srcsip.UUCP>
Source record: 240824
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

Christopher M Mauritz Posts -

>Atari Corp. 5 1/8 +1/8 <---kinda blah
>Commodore 7 3/4 +3/8 <---ditto
>IBM 114 +1 5/8 <---blue chip up with DOW
>Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!
>Sun Microsystems 29 3/8 +1 1/4 <---ditto
> look for 2 point jump tomorrow
>Motorola 76 1/4 +1 5/8 <---stud stock
> Just say no to segmented code!
>Intel 45 +1 1/2 <---sigh...
>
>Things are looking great for Motorola, Apple and Sun! Let's hope
>that other computers with Motorola engines join the bullish bandwagon.

Let us analyse this for Chris --

>Apple Computer 42 5/8 +1 1/4 <---a definite BUY Yowsa!

Apple up 2.93255%

>Sun Microsystems 29 3/8 +1 1/4 <---ditto (i.e. a definite BUY Yowsa!)
> look for 2 point jump tomorrow

Sun up 4.2553191%

>Commodore 7 3/4 +3/8 <---kinda blah

Commodore up 4.8387%

Interesting stock purchase rationale you use Chris. You would call a
2.9 - 4.25% increase a "definite buy" but a 4.84% increase "kinda blah".
Heh, I have some swamp land I'd like to sell......
Peter Kovach

I've owned IBM XTs, ATs, Color computers I, II, III, TI, Exidy Sorcerer,
Pet, TRS-80 Mod I, Elf, and others, I've worked//with Mac I and IIs,
but the only real machine is the ---- //
\\// AMIGA
\/

4334. Word Perfect for students

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 14:39:32 UTC
From: chu@acsu.Buffalo.EDU
Message-ID: <25842@eerie.acsu.Buffalo.EDU>
Source record: 240825

Sorry, I know this has been asked more times than anyone would wish to count
but I remember something about a student price for Word Perfect
Can anyone tell me how much and how to get it?
(Sorry, I wasn't paying attention when this last popped up)

Reply via mail, as I am sure no one want to hear this again.

John
chu@autarch.acsu.buffalo.edu

4335. dcclock.acc causes dcdesktop to bomb

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 14:55:37 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3288@rodan.acs.syr.edu>
Source record: 240828

DCSoftware indicate in their manual that there are problems with screen clocks and that they are working on one that will work. Glad to hear that and I'm looking forward to seeing it. Until then I've found that I can use dcclock.prg (if loaded from auto folder, it disables quickstII's speed up of gem redraws [I've already informed brasoft about this]...but it can be run from the desktop without any problems). Trying to load dcclock.acc, either on bootup or via stuffer, causes the system to bomb.
---Gerry

4336. deleting programs from autofolder under dcdesktop

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 15:14:44 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3289@rodan.acs.syr.edu>
Source record: 240829

I've run into a serious problem while running dcdesktop...the only question is whether this is something I'm doing, or something the desktop is doing. I have a 1meg 520ST with tos 1.0. I've got a 20meg hard disk and I have autoboot set from drive c:. I've got the path set for dcdesktop to "c:\dcdsktop\" and the path set for trash to c:\trash\, and the appropriate folders are located where they belong. Also, the problem I'm about to describe occurs with the trash toggle set either way, i.e. "control" causes delete OR "control" causes copy to trash folder. Here it is:

In trying to determine the makeup of the system I want, I was going to try to play around with the contents of the autofolder. When I tried to delete certain programs from the autofolder, however, the following message was displayed: "An item with this name already exists in the directory, or this item is set to read-only status." The programs are not set to "read-only" status, but I tried changing them to "read-only" just to be sure...no good. Also, I checked the "trash" directory, and it is empty. Finally, this only seems to happen to some programs, e.g. dcdesktop, dcshow, dcclock. I believe I had the same problem with non-dc programs, but I don't want to say which ones, because I don't remember. The only way I've been able to get a new auto folder is to copy my c: partition to my d: partition, zero the c: partition, copy the d: partition without the autofolder back to the c: partition, and then zero the d: partition--then I create a new auto folder in the c: partition.

Anybody out there have any ideas about this? Or has anybody out there had the same problem? Or does nobody else with dcdesktop have this problem?

I really LOVE the things I can do with dcdesktop, I just hope I'm doing something wrong in this instance (and that someone can and will tell me what it is). Thanks very much in advance. Post to the net or email me directly.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4337. Re: GCR autoboot problem

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 15:39:34 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4817@druwy.ATT.COM>
Source record: 240821

in article <1990May8.123255.26586@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) says:
> I've just gotten a Spectre GCR and have run into an exasperating problem
> trying to get a partition of my Supra 60 Meg HD to autoboot. It will
> autoload OK, but although I have tried several different system/finder
> sets, and also used the System 6.0 install procedure, it absolutely
> refuses to boot from anything but a floppy. It starts off with a smily
> face, but then turns it off and requires the floppy.

I assume you did select the "Autoboot HD" option in the hard disk menu. (I used to handle tech support at Data Pacific, it was amazing how many people forgot to do things like select the option they wanted in the menu or didn't bother to plug in the cables since they didn't know what they were for.) If you do have the "Autoboot HD" option selected Spectre should try and load System/Finder from the first hard disk partition you have selected (ie. checked in the lower portion of the HD menu). If it doesn't then there probably aren't any boot blocks on the hard disk. Try copying System/Finder from a boot floppy to the hard drive, that should cause it to write new boot blocks on the hard disk partition.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

4338. Re: ftp for serial port?

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 16:03:48 UTC
From: glenne@hpnmdla.HP.COM
Message-ID: <810021@hpnmdla.HP.COM>
Source record: 240835

>
> I know this has been asked ~ 1.E6 times, but:
>
> Does anyone know of or has used an ftp program for use over the serial
> port? Kermit is heavily disliked by the other users of the network.
> At 19.2 KB it stops all others terminals on the same terminal server,
> maybe ftp is adapted more to an ethernet enivironment.
>
> Thank you, Geert Jan van Oldenborgh, NIKHEF-H.
> ----------

You might look into the KA9Q tcp/ip package which is used on amateur
radio. I've been running Telnet,smtp,ftp and finger out the serial
port of my ST for several years now. There is also support for faster
data rates out the MIDI port.
Check the archive sites for both sources and executable.

Glenn Elmore -N6GN-

N6GN @ K3MC
glenn@n6gn.ampr.org
glenne@hpnmd.hp.com

4339. Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 16:27:09 UTC
From: alkman@hexagon.pkmab.se
Message-ID: <648@hexagon.pkmab.se>
Source record: 240834

Hello!

I wonder if anybody knows anything about Unix on Atari ST. I have been
using Unix two years now and i think it is a nice operating system. Now
I'd like to run Unix or something like that on my Atari Mega 2 ST.
I've heard that there are something called 'minix', but i don't
now anything about it. So if someone who has tried something like
that or somthing else who is like Unix, I'd like to hear from YOU!

Stefan Alkman

Stefan Alkman, Bjorkrisv 7 S, S-702 34 OEREBRO, Sweden
Internet: alkman@hexagon.pkmab.se
UUCP: sunic!kullmar!pkmab!hexagon!alkman

4340. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 16:38:30 UTC
From: rsvp@eleazar.dartmouth.edu
Message-ID: <22060@dartvax.Dartmouth.EDU>
Source record: 240830
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

kovach@SRC.Honeywell.COM (Pete Kovach) writes:
>Interesting stock purchase rationale you use Chris. You would call a
>2.9 - 4.25% increase a "definite buy" but a 4.84% increase "kinda blah".
>Heh, I have some swamp land I'd like to sell......
>Peter Kovach

Actually, a lot of times, in my humble opinion, the best stock buys
come after a stock has had a decline in price.

Here's another for you that a player in my game bought.
Since we are pointing out technology oriented stocks...

Friday March 2, 1990
Microsoft 103 1/4

The stock split recently and yesterday closed at:
Microsoft 65 3/4 (which is equal to 131 1/2 in original shares)

-rsvp

4341. Re: Neodesk incompatibilities...

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 16:39:26 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1738@engage.enet.dec.com>
Source record: 240833

In article <9005120709.AA22460@ucbvax.Berkeley.EDU>, AMEIJ@vax.oxford.ac.UK
("Jan Ameij, BA", Oxon) writes...
...
>We have just got Neodesk 2.05 here (5 months after we ordered it, thanks,
...
>Today however it refused to work (2 bombs trying to do anything from Neodesk,
...
>a) Any suggestions as to why the system ran all right yesterday, but died today,
...
>b) If there are any programs notoriously incompatible with Neodesk, which we
> and other Neodesk virgins out there could be warned not to try in advance

Based on my experiences and a lot of other peoples comments, if you are having
irratic and unexplained problems when using NeoDesk the problem is most likely
the print spooler desk accesory. To illiminate your problems just remove
NEOQUE.ACC (if that isn't the name then it is something close to it) from your
top level directory. You will still be able to print files by dragging file
names to the printer icon, it's just that you will have to wait for the
printing to complete before doing anything else.

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

4342. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 17:18:11 UTC
From: papa@pollux.usc.edu
Message-ID: <24706@usc.edu>
Source record: 240831
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1990May15.134300.7579@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>Many people have trouble understanding this. Brokers charge you
>commission on a per share basis. Much of a 3/8 increase would
>be eaten by the commission you would have to pay to take that
>profit.

Well, that is for sure what most "full" brokers do. Go to a good discount broker and that won't be the case. Take Pacific Brokerage Services for example, I could buy 300 shares of ANY stock at any price for a commission of $25. And you DON'T need a full broker, when you make your investment decisions yourself.

Above 300 shares, PBS will charge the SAME commision on stocks valued $10 or above ($78 for 1000 shares, for example). When buying stocks that cost less than $10, I actually get to pay a LOWER commission.

Bottom line: it pays to shop around even for brokers.

-- Marco
-=-=-=

4343. TECH: GEM desktop with no icons, why?

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 18:32:55 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6017.26501318@uwovax.uwo.ca>
Source record: 240836

What kind of (software) problems could cause the GEM desktop to come up without any disk or trash can icons? I'm trying to boot GEM from a multi-tasking operating system (which ran from an AUTO folder, so GEM isn't active yet). The desktop comes up quite normally, except that there are no icons. Menus work fine, as do the various dialog boxes; but for some reason the desktop doesn't recognize my floppy or hard drive. I presume that one of the GEMDOS or BIOS calls isn't being emulated correctly; but the weird thing is that I start GEM from a shell, and the shell was working fine and recognizing all of the drives. Booting the multi-tasker from GEM also works, and doing "dm" from Gulam produces the expected results. Finally, starting GEM with no multi-tasker also works fine, i.e. the program I use to start gem (just does a Pexec(5,...) and then Pexec(4,...)) is correct.

Has anyone looked into the internals of the desktop enough to give some clues (like, "the desktop does strange things with its parent's basepage") about why this isn't working, or what system calls might be failing?

--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

4344. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 18:38:51 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May15.183851.18062@cunixf.cc.columbia.edu>
Source record: 240832

In article <24706@usc.edu> papa@pollux.usc.edu (Marco Papa) writes:
>In article <1990May15.134300.7579@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu
(Christopher M Mauritz) writes:
>>Many people have trouble understanding this. Brokers charge you
>>commission on a per share basis. Much of a 3/8 increase would
>>be eaten by the commission you would have to pay to take that
>>profit.
>
>Well, that is for sure what most "full" brokers do. Go to a good
>discount broker and that won't be the case. Take Pacific
>Brokerage Services for example, I could buy 300 shares of ANY stock
>at any price for a commission of $25. And you DON'T need a full
>broker, when you make your investment decisions yourself.
>
>Above 300 shares, PBS will charge the SAME commision on stocks
>valued $10 or above ($78 for 1000 shares, for example). When buying stocks
>that cost less than $10, I actually get to pay a LOWER commission.

You are confirming what I told you. Use the $25 fee for 300
share formula math with the numbers in my original post. You will
see that CBM and Atari provided teency weency profits compared
to the other stocks. Anyway, this is getting very far off the subject.
Further queries to email please.
>
>Bottom line: it pays to shop around even for brokers.

Yep, I use a discount broker (myself) too. :-)

>
>-- Marco
>-=
>"Xerox sues somebody for copying?" -- David Letterman
>-=

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4345. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 19:54:50 UTC
From: andy@cbmvax.commodore.com
Message-ID: <11599@cbmvax.commodore.com>
Source record: 240842
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1990May15.134300.7579@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>Many people have trouble understanding this. Brokers charge you
>commission on a per share basis. Much of a 3/8 increase would
>be eaten by the commission you would have to pay to take that
>profit. Therefore, a $2 increase in a stock that costs $50

I have trouble understanding this as well. My broker (my bank, actually) bases its commission on a percentage of the money invested, rather than based on number of shares. I believe that most discount brokers work on this basis, actually.

Good thing, too, otherwise it wouldn't make sense to buy the low priced stocks!

andy
--
andy finkel {uunet|rutgers|amiga}!cbmvax!andy
Commodore-Amiga, Inc.

"Not everything worth doing is worth doing well."

Any expressed opinions are mine; but feel free to share.
I disclaim all responsibilities, all shapes, all sizes, all colors.

4346. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 19:55:45 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440117@hplsla.HP.COM>
Source record: 240837

ignac@electro.UUCP (Ignac Kolenko) writes:

| this is because in writing a $FFFF into the last word of the header, you
| are toggling the TOS 1.4 fast file load bit, which ends up doing
| EXACTLY the same thing like PINHEAD, but with less problems since this is
| an actual feature of TOS 1.4, rather than a patch program like pinhead.
| (correct me if i'm wrong - with a 1040, you can't really notice any
| difference, although people with 520's claim that pinhead speeds things
| up enormously - more a placebo effect than anything else i think!)
|

From the standpoint of a user (since I don't know much about how Pinhead
works vs. the fastbit in Rainbow TOS), I would comment that my experience on
my Mega 2 is that Pinhead is compatible with everything I use. The fastbit
seems to be inconsistent with some of my applications (specifically, Interlink
comes to mind). Also, I think Pinhead is more convenient to use since
executing once at boot-up speeds up *all* subsequent file executions.
This is much more convenient than setting the fastbit manually.

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%

4347. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 19:55:55 UTC
From: dale@cbmvax.commodore.com
Message-ID: <11600@cbmvax.commodore.com>
Source record: 240839
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <1990May15.134300.7579@cunixf.cc.columbia.edu> cmm1@cunixa.cc.columbia.edu (Christopher M Mauritz) writes:
>
>Many people have trouble understanding this. Brokers charge you
>commission on a per share basis. Much of a 3/8 increase would
>be eaten by the commission you would have to pay to take that
>profit. Therefore, a $2 increase in a stock that costs $50
>is much more profitable for an investor (in the short-term)
>than a 3/8 increase in a stock costing $7. As the increase in price
>of the lower cost share gets larger, this lower jump in price can be
>counteracted as you can buy many more shares of a CBM than you
>could buy of a stock like Apple. So in this respect, owning stock is
>different from say putting your money in the bank in that there is
>a cost associated with changing your asset from stock to money.
>This cost is an absolute (x amount per share) rather than a
>percentage of the money you have invested.

This is mostly false information:

Quoting from my commision sheet:
Fidelity Brokerage
Transaction Commision Rate

0-2500 $25.75 + 1.6% of principle
2501-6000 $50.75 + .6% of principle
6001-22000 $68.75 + .3% of principle

Minimum charge $.085/share on first 1000 shares plus $.04/share
thereafter.

Maximum charge $48 for first 100 shares plus $.49/share
thereafter
All stocks subject to minumum $36 charge.

So let's compare $10000 of $7 (cbm) stock and $10000 of
another $50 stock.
7$ 68.75 + .003 * $10000 = 98.75$
Minimum of 8.5c/share at 1428 shares = $121
So to sell those shares would cost $121

50$ 68.75 + .003 * $10000 = 98.75$
Mimimum of 8.5c/share at 200 shares = $17.00
So to sell those shares would cost $98.75

The gross profit:
200 shares with 2$ profit/share is 400$
1428 shares with .375$ profit/share is $535.5

subtract commission and my net profit is
7$ stock $535 - $121 = $414
50$ stock $400 - $99 = $301

The 7$ stock made me 33% more than the 50$ stock.

>Does this make sense to you? Maybe I'm not doing a great job
>of explaining this?
>

Hope this spells it out clearly.
Dale Luck
GfxBase

4348. Re: Read bits and ST files/directories

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 21:10:26 UTC
From: omerzu@quando.UUCP
Message-ID: <1512@quando.UUCP>
Source record: 240841

In article <1990May15.120156.9197@cs.wayne.edu> you write:
>I screwed up an installation last night, and to retry the installation I
>have to remove all the files and directories. However, the directories
>are all set "read only" and I hav no utils to remove them. Anyone used
[...]

As far as I know, the gulam shell supports a command
chmod +w file
which allows you to set the write access bit.

--
Thomas Omerzu, omerzu@quando.quantum.de

4349. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 21:19:01 UTC
From: ac08@vaxb.acs.unt.edu
Message-ID: <25889.26507245@vaxb.acs.unt.edu>
Source record: 240849
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <72116@srcsip.UUCP>, kovach@SRC.Honeywell.COM (Pete Kovach) writes:
>

[a lot of stuff about the price of stocks...]

> Heh, I have some swamp land I'd like to sell......
> Peter Kovach
>
> I've owned IBM XTs, ATs, Color computers I, II, III, TI, Exidy Sorcerer,
> Pet, TRS-80 Mod I, Elf, and others, I've worked//with Mac I and IIs,
> but the only real machine is the ---- //
> \\// AMIGA
> \/

Funny... I've worked with *every* model of Mac...

What in the hell is a Mac I?

In other words, if you're going to brag about how much computer experience
you have, *please* try to get your story straight...

Or you'll never sell that swampland.

Chad

4350. RTX / MT C-Shell TTY Driver specs

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 22:07:32 UTC
From: david@bdt.UUCP
Message-ID: <2601@bdt.UUCP>
Source record: 240840

I received enough requests for this via mail that I thought I
would post it.

These are the specs. for an MT C-Shell compatible RTX device driver
for a TTY (login) device. This defines the rules for doing stuff
like setting DTR, waiting for DCD, etc. in a device independent
fashion, using the device driver d_cntrl() function.

RTX does not specify the details of what d_cntrl() should do. This
defines what MT C-Shell expects of a TTY device driver which is
to be used for MT C-Shell logins (getty) and UUCP (uucico). This
document describes the interface from the device driver writers
perspective. To use it from the application's perspective, just
turn things around.

=== CUT HERE ====== CUT HERE ====== CUT HERE ====== CUT HERE ===

MT C-Shell TTY Driver Documentaion

Confidential
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Beckemeyer Devleopment Tools

MT C-Shell tty drivers can support d_cntrl() functions if
desired. They will work as a simple "raw" uncontrolled
tty device if the driver simply returns 0L to all d_cntrl calls.

If the driver implements d_cntrl(), the format for MT C-Shell drivers
is that a termio data structure is passed to the driver:

```
struct termio {
int t_cmd;
int t_baud;
int t_mask;
int t_flags;
};
```

The t_cmd element is used to determine the control function which
may be:

```
/* tty commands */
#define TTY_CONF 1
#define TTY_OPEN 2
#define TTY_CLOSE 3
#define TTY_DCDWAIT 4
#define TTY_STAT 5
```

The TTY_CONF is used to set the baud rate and rs-232 params,
it uses the t_baud and t_mask fields of the termio struct as
in the Rsconf() GEMDOS call. E.g. to set the baud to 9600
without affecting the mask, an application would use:

```
struct termio termio;

termio.t_cmd = TTY_CONF;
termio.t_baud = 1;
termio.t_mask = -1;
d_cntrl(dev, &termio);
```

TTY_OPEN is used to open the line for outgoing calls by programs
like UUCP. This should fail with a non-zero value if the line
is currently opened by another process.

TTY_DCDWAIT is used to by applications (e.g. getty) to wait for
an incoming call. The process should be suspended until an
incoming call is received and the line is available.

TTY_CLOSE ends use of the tty line by the application. The RTS
line should be lowered for a few seconds and then raised to
reset the modem; the line should be marked as clear.

TTY_STAT is used by applications to detect carrier. The call
should return -32 iff carrier is *not* present.

If all d_cntrl() calls simply return 0, the system will work.
The implementation of the above commands depends on the use
of the device and its line. Behavior with modems connected
may need to be different than with 3-wire terminals in order
for it to work. You should be able to test the basic driver
functionality by implementing a simple d_cntrl() which returns
0 first, before attempting to implement all of the tty control
functions.

=== CUT HERE ====== CUT HERE ====== CUT HERE ====== CUT HERE ===

The idea is that the application would use either TTY_OPEN or
TTY_DCDWAIT to access the line. When finished, TTY_CLOSE
should be used. TTY_STAT can be used to determine the status
of DCD.

If TTY_OPEN is used then the status of DCD is "don't care" at
the driver level -- the driver will not react to changes in DCD
(similar to UN*X NOHUP). This is also the situation when the
line is used without any TTY_OPEN or TTY_DCDWAIT d_cntrl().

If TTY_DCDWAIT is used, the processes using the TTY will be killed
when carrier goes away (hangup). This happens in the driver. The
driver doesn't have to impelement this hangup handling, in
which case TTY_DCDWAIT acts just like TTY_OPEN.

What follows is some sample code that uses the d_cntrl calls.
The hangup() routine does the close. The opentty() opens

the line and sets the baud/parity.

```
=== CUT HERE ====== CUT HERE ====== CUT HERE ====== CUT HERE ===
static int xbaud, xdev;

hangup()
{
struct termio termio;

termio.t_cmd = TTY_CLOSE;
d_cntrl(xdev, &termio);
}

int bdtbl[] = {
19200,
9600,
4800,
3600,
2400,
2000,
1800,
1200,
600,
300,
200,
150,
134,
110,
75,
50,
0
};

setbaud(baud)
int baud;
{
int *b;
struct termio termio;

/* set the baud rate */
for (xbaud = 0, b = bdtbl; *b; b++, xbaud++)
if (*b == baud) {
termio.t_cmd = TTY_CONF;
termio.t_baud = xbaud;
termio.t_mask = -1;
termio.t_flags = -1;
d_cntrl(xdev, &termio);
return(0);
}
return(-1);
}
```

```
/* set parity to odd, even, or none based on argument as follows:
* n == 0 no parity
* n > 0 even parity
* n < 0 odd parity
*/
setparity(n)
int n;
{
int ucr;
struct termio termio;

/* div by 16, 1 stop bit */
ucr = 0x88;
/* parity means 7-bit */
if (n)
/* n > 0 means even */
ucr |= (n > 0 ? 0x26 : 0x24);
termio.t_cmd = TTY_CONF;
termio.t_baud = xbaud;
termio.t_mask = ucr;
termio.t_flags = -1;
d_cntrl(xdev, &termio);
}

opentty(ttynam, baud, ttycmd)
char *ttynam;
int baud, ttycmd;
{
int fd;
struct termio termio;

if ((fd = Fopen(ttynam, 2)) < 0) {
DEBUG(9, "cannot open %s\n", ttynam);
return(-1);
}
xdev = Ftype(fd);
Fclose(fd);
if (xdev < 0 || xdev >= 16) {
DEBUG(9, "%s: not a tty device\n", ttynam);
return(-1);
}
/* open the device if required */
if (ttycmd > 0) {
termio.t_cmd = ttycmd;
if (d_cntrl(xdev, &termio)) {
DEBUG(9, "tty %s in use\n", ttynam);
return(-1);
}
}
/* set the baud rate */
if (setbaud(baud) != 0 && DEBUG_LEVEL(9)) {
printf("bad baud rate: %d\n", baud);
```

```
return(-1);
}
return(0);
}
```

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

4351. "AUTO-FOLDER BLUES...!"

Newsgroup: comp.sys.atari.st
Date: 1990-05-15 23:21:39 UTC
From: nikonf@diku.dk
Message-ID: <1990May15.232139.28861@diku.dk>
Source record: 240838

I am posting this for a friend.

... who owns an Atari Stacy 2.
This machine has a 44 Mbyte harddrive - SCSI protocol i believe.

My friend, who is a curious soul, has had the marvelous idea to place
some binary object in the harddrive AUTO FOLDER called "Revolver" OSLT - the
result of which being somewhat unpractical: During boot the harddrive
functions normally UNTIL the moment when this Revolver thing is run. When
this happens, the screen goes black and user control is lost.
Just before blackout we get the HD driver message on screen so the drive
itself is up and running before things go wrong.

What bothers my friend now is the following little problems:

1) How will he (or will he indeed) be able to remove Revolver from the folder?

2) How come is seems we can't even format the hole thing again?
... yes we have been in the phase of despair...

Concerning 2): We have used increasingly drastic utilities to try to get
hold of the harddrive ranging from HD-SCAN to HDX and HINSTALL.
None of these seems to accept the presence of a harddrive
at all. We boot from floppy of course when we try this and we
have the AHDI.PRG in the floppy AUTO-FOLDER.

What's going on?
That is the question.

Anybody with knowledge, hints, ideas: Please e-mail your responses.
Thanx in advance.

- Morten.

--
Morten Pors Nielsen | (((·))) "If binary systems where really
Dept. of Computer Science | (o o) something - we would have had
University of Copenhagen | v two fingers..."
"...et in arcadia ego..." | - Me, 1990. :-)

4352. Re: dcclock.acc causes dcdesktop to bomb

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 01:28:07 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1091@uhnix2.uh.edu>
Source record: 240850

Gerry -

Thanks for your notes. We are currently testing a new clock for the ST. It is quite unique, and unlike any other. When it is available, we will post it to the net. It works much better with programs like Flash, DC SHOWIT, Shadow, ST Writer, etc. where you will get clock images scrolling on the screen.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4353. Re: deleting programs from autofolder under dcdesktop

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 01:33:38 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1092@uhnix2.uh.edu>
Source record: 240852

Gerry -

To delete the programs you speak of, simply rename them to a .PRX and reboot so they don't run. Then you can delete them. This is actually a bug in the TOS OS when you right programs that don't have a relocation fixup table. We have solved this bug and the fix will be in the updated programs. For now, simply do as I suggest above.

For goodness sake, if you ever have a problem with our software, call us before you do anything as drastic as zeroing a partition! We are available at almost any hour.

- mike

--

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Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4354. Re: TECH: GEM desktop with no icons, why?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 01:39:02 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1093@uhnix2.uh.edu>
Source record: 240851

The question is why would the desktop come up with no icons.

Since I've done a lot of work with the GEM desktop lately <grin>...

My experience tells me that the problem is caused by reading a zero (0) byte DESKTOP.INF file. Or, you might have a related problem, where the file is not being read correctly. If no DESKTOP.INF file exists, a default desktop will come up, but if one is found and is bad, you can get weird to no desktop.

I'm not sure what your multitasker is doing, but be certain it doesn't bypass the construction of the DESKTOP.INF in memory.

- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4355. Re: ftp for serial port?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 02:26:57 UTC
From: fortinp@bcars223.bnr.ca
Message-ID: <1990May16.022657.26203@bnrgate.bnr.ca>
Source record: 240847

In article <849@nikhefh.nikhef.nl>, t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:
>
> Does anyone know of or has used an ftp program for use over the serial
> port?

Yes, I use Phil Karn's SLIP as ported to the ST by Howard Chu. The code
was obtained via anonymous ftp from flash.bellcore.com and recompiled to
remove some stuff I didn't need.

I then had problems with my machine crashing if I ran anything between a
reboot and starting SLIP. This was eventually traced to a couple of memcpy()
calls which did not include the required length parameter on the calls. I
forget which module this was in, but it was ST specific.

>
> Thank you, Geert Jan van Oldenborgh, NIKHEF-H.

You're welcome...
Pierre Fortin
fortinp@bnr.ca (Use this address, the machine may vary...)

P.S.: The most SLIP use I made of this fine package was simultaneously
running a couple of telnet and three ftp sessions.

4356. KA9Q/SLIP help needed!

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 02:48:15 UTC
From: kibo@pawl22.pawl.rpi.edu
Message-ID: <&##$NM*@rpi.edu>
Source record: 240843

[]
I have a 1200 baud modem attached to my ST (on the normal AUX: port.)
I have a remote system that speaks SLIP and has a dialup.
I have the KA9Q software.

Can someone please tell me how I should set up KA9Q's NET.RC to
tell it that I have this setup? I don't think I have the 'attach' command
quite right, but the documentation is very frustrating (especially since
it's IBM-specific, and leans toward people who aren't doing SLIP on the
modem port.)

Any help in this matter would be me with eternal gratitude! If you're
running a similar KA9Q setup, sending me your NET.RC would make me very happy...

My NET.RC currently includes (among other things):
attach asy AUX: 0 slip sl0 4640 232 1200
route add default sl0
ip ttl 32
tcp mss 192
tcp window 960

I get it to send out the first SYN at startup, and the remote system
answers, but trying to do anything after that results in nothing being
sent to the modem...

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo%pawl.rpi.edu@itsgw.rpi.edu _____
kibo@mts.rpi.edu / Kibology / Anything I say is the opinion
userfe0n@rpitsmts.bitnet / is better! / of myself, and not of Xibo.

4357. Re: Neodesk incompatibilities...

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 03:56:18 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12049@stag.math.lsa.umich.edu>
Source record: 240845

In article <1738@engage.enet.dec.com> wallace@oldtmr.enet.dec.com (Ray Wallace) writes:
>Based on my experiences and a lot of other peoples comments, if you are having
>irratic and unexplained problems when using NeoDesk the problem is most likely
>the print spooler desk accesory. To illiminate your problems just remove
>NEOQUE.ACC (if that isn't the name then it is something close to it) from your
>top level directory. You will still be able to print files by dragging file
>names to the printer icon, it's just that you will have to wait for the
>printing to complete before doing anything else.

I never experienced any problems from neoqueue, but then I stopped using it
since I use the spooler that came with my UltraDisk. However, I've noticed
problems trying to switch resolutions when NeoCntrl was installed on my
system. Plain-old lockup when going medium to low or vice versa. I haven't
reported this to Gribnif yet, but I'm fairly certain it's the culprit.

--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4358. Need advice/sources for making simple 68000 system

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 04:22:18 UTC
From: bwhite@oucsace.cs.ohiou.edu
Message-ID: <1398@oucsace.cs.OHIOU.EDU>
Source record: 240846
Cross-posted to: comp.sys.m68k,comp.sys.atari.st,sci.electronics

I'm in the process of designing a 68000-based controller to interface
with a small micro (Atari ST) for a peripheral. What I need is some sources
for very simple 68000 computer or controller circuits. I have worked with
8-bit processors and static RAMs, but never tried to tackle dynamics. My
specifics are:
64K of EPROM in address 000000 - 00ffff
64K of DRAM in address 010000 - 01ffff
Memory-mapped I/O in 020000 - 02ffff (not 64K worth!)
2M of DRAM in address 100000 - 11ffff
Clock speed 2MHz or 4MHz.

Essentially I need info on a memory controller chip (does not need to
perform refresh, I can do that from the code), a clock generator, and
some simple buffered I/O. I will be making extensive use of interrupts
(autovectored), probably all 7 of them.
If anyone can give me info on either 1) a source of information for this
(magazine article, book, etc) or 2) a personal schematic (or portion
thereof) which you could snailmail me (I'll pay postage), I'd be very
grateful.
Please respond E-mail as bwhite@oucsace.cs.ohiou.edu. I do not
have the time to read these newsgroups regularly.

4359. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 05:12:25 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May16.051225.21718@cunixf.cc.columbia.edu>
Source record: 240854
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

I stand corrected. I hadn't taken into consideration the plethora
of commission deals offered by discount brokers. Rather, I had been
using a general case. However, the point is moot. CBM and Atari
have lost those small gains in subsequent trading. They are VERY
volatile and only seem to jump on very bullish days. Anyway, this
thread has gone on long enough. Future replies to email please.

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4360. Re: ftp for serial port?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 05:52:41 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1706@nixpbe.UUCP>
Source record: 240870

t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:

>I know this has been asked ~ 1.E6 times, but:

>Does anyone know of or has used an ftp program for use over the serial
>port?

Will I'm not sure about it I still think you should have a close look at the
KA9Q software if you can get it. It has to my knowledge been ported to the
ST line and should include at least sources for SLIP == Serial Line IP.

Once you have a SLIP connection to a host there should be no problem running
ftp on top of it - all the work is done below the TCP level.

I do not know of any FTP implementation designed to run directly on top of
serial lines. That would, I think, not be very portable apart from calling for
a major redesign of most ftp software.

I hope this helps a bit.
Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

4361. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 06:30:53 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <29947@cup.portal.com>
Source record: 240858

David Watters asks:
>Where on earth did you hear the Atari Games was going to market the tg porta
>and don't you think that with the tg-16 and sg-16, NEC would want to market
>themselves?

Sigh... this all came from a *Z-Rag* "newsbreak", which they've subsequently corrected to indicate that Atari Games has only signed to develop software for the NEC system. NEC will market their game under their own name...

Another factor is, superior hardware or not, other game manufacturers seem to understand the necessity of supplying new games for their systems, a fact of videogame life that seems to escape Atari Corp... the ill-fated "XE Game System" had dozens of games promised for it, but few ever materialized...

A friend is selling his Lynx, even though he knows it's far superior, and is planning on buying a Nintendo Gameboy... why...? Because in the six months or so since Atari introduced the Lynx, they've only released one or two new games for it... he's played "Shoot the Curl" and "Hacky-Sack" till he's blue, he's mastered all the levels of "Chip's Challenge" and he's bored with "Gauntlet III"... where does he go for new games for his Lynx..? Nowhere...

Sure... there are dozens of new titles promised for the Lynx by Christmas... but that doesn't help my friend... NOW...

Maybe none of this matters to Atari.. the Lynx is selling like hotcakes, to people to whom the few games that are available are all new... by the time everyone gets bored with those games, Atari may have moved on to something else...

BobR

4362. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 06:54:04 UTC
From: stefan@hpbbi4.HP.COM
Message-ID: <510007@hpbbi4.HP.COM>
Source record: 240861

/ hpbbi4:comp.sys.atari.st / leo@ehviea.ine.philips.nl (Leo de Wit) / 1:06 pm May 15, 1990
/
> c) Since most programs really need the relocation, they can't use the
> fast load flag. In this case - the most often case - GEMDOS will still
> clear all of the process' memory; much faster than in the old ROMs, but
> still in the order of second(s) for a 4MB machine. Backward compatibility.
> Pinhead will only clear all of BSS; the difference in speed you get is
> most certainly not a placebo effect (for a small program most time is
> in clearing the memory; loading it takes less).
>
> Leo.
> ----------

The fastload bit tells GEMDOS not to clear the heap. The
heap is the memory given to the program but not a part of text, data or
bss. So turning on the fastload bit will still relocate your program
AND clear your bss.
Only programs which expect a zeroed heap (assuming malloc() returnes
zeroed memory) may crash.

Just a remainder, THIS features is documented only since TOS 1.4 .

Stefan

4363. Re: Status of new DVI-ST program?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 08:33:02 UTC
From: ralph@laas.fr
Message-ID: <RALPH.90May16103302@sirius.laas.fr>
Source record: 240856

In article <BAMMI.90May5225427@fermi.ces.cwru.edu> bammi@fermi.ces.cwru.edu (Jwahar R. Bammi) writes:

| i dont know about dvist, but a new version of Robert Stabl's showdvi (v 0.80)
| is available for FTP on dsrgsun.ces.cwru.edu in
| pub/atari/StTeX/showdvi-0.80.zoo. this version will run on color too.

Will the new version be posted to comp.binaries.atari.st? I would
appreciate that!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
==
Reliable software should kill people reliably! -Andy Mickel, Pascal News #13,78

4364. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 09:03:44 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2752@medusa.informatik.uni-erlangen.de>
Source record: 240855

leo@ehviea.ine.philips.nl (Leo de Wit) writes:

>a) The fast load flag was already there in older versions of TOS
>(probably from 1.0) on. In those versions a bug existed: the file
>descriptor used for reading the executable into memory wasn't closed. I
>trust Allan & companions to have fixed this in 1.4.

What you think was a fast load flag in TOS 1.0 isn't identical with
the officially documented one in TOS 1.4.

>c) Since most programs really need the relocation, they can't use the
>fast load flag. In this case - the most often case - GEMDOS will still
>clear all of the process' memory; much faster than in the old ROMs, but
>still in the order of second(s) for a 4MB machine. Backward compatibility.
>Pinhead will only clear all of BSS; the difference in speed you get is
>most certainly not a placebo effect (for a small program most time is
>in clearing the memory; loading it takes less).

You can set the fast load bit for programs that need relocation. Take,
for example, WORDPLUS. Again, the TOS 1.4 fast load bit has nothing to
do with the TOS 1.0/1.2 program header trick that switches off relocation
and the clearing of the BSS and stuff. The TOS 1.4 fast load bit
just prevents GEMDOS from clearing all of the available memory.
Am I wrong, Allan?

Claus Brod I don't really know what I mean.
Am Felsenkeller 2
8772 Marktheidenfeld, West Germany

4365. Spectre: cannot print word labels on NEC printer.

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 10:01:36 UTC
From: jmg@cernvax.cern.ch
Message-ID: <1880@cernvax.UUCP>
Source record: 240857

I have the GCR, plus the printlink driver for a NEC p2200. All is fine
until I want to use Word 4 merge to create and then print a set of labels.
The labels look OK when I create them as a document, page preview looks
OK, the print setup is correct as fanfold paper with suppression of
page skipping, the printer knows it is on 12 inch paper
BUT
the bl**dy output goes wrong, and the printer loses track completely
of the page setup, starting from around the end of the first page.

This used to work last year, but then I had a previous version of Spectre,
an Epson RX80 printer with Epstart driver and probably Word 3. I have no
idea which of these has caused the problems: I suspect Printlink, but if
I contact them they will probably decline responsibility since it is not
a real Mac.

Anyone got this to work?

4366. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 10:15:07 UTC
From: chris@tharr.UUCP
Message-ID: <746@tharr.UUCP>
Source record: 240853

In article <1990May14.140429.12266@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
>I have let this go to the world as there are some readers in the States.
>
>Is there nothing that can be done? Would posting to the ST world mail address
>help? ..
>....

It is unlikely that this would do any good.
I suspect that ST World is changing due to the lack of advertisers with an interest in a serious magazine rather than any drop in the readership.

>
>I am as you may guess a little no a lot upset!!
>

Me too.. I'm glad we still have comp.sys.atari.st!

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

4367. Re: Problems with Spectre GCR and my floppy

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 12:14:17 UTC
From: marclaan@neabbs.UUCP
Message-ID: <384097@neabbs.UUCP>
Source record: 240875

Hi All Spectres:
The new Apple System 6.05 / Finder 6.15 don't seem to work properly
under GCR 2.65. They run ok, when you first boot with an older
System/Finder version, and then change to the new 6.05 via
Option+Ctrl+Finder-launch.
But: rebooting (for instance via Shift+Undo) ends in the graveyard-->
the crashpage of Dave Small says: Illegal Instruction Error. Same
occurs when you directly try to boot with the new system 605.
Anyone with better experiences?
(by the way: we installed 6.05 with Installer, under GCR and in Mac
Plus-configuration). We use 1040 ST, with 2.5 meg, and a Megafile 44
removable with Mac-partition (bootable).

---> Marc Laan, Amsterdam, Netherlands.

4368. Re: WHERE IS PINHEAD????????

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 12:59:13 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990May16.125913.23467@newcastle.ac.uk>
Source record: 240867

Is there an easy way to set the fast load bit (PD utility ?) on TOS 1.6?

Dave H.
(D.C.Halliday@newcastle.ac.uk)

4369. Getting terminator ST stuff.

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 13:11:14 UTC
From: cmp8157@sys.uea.ac.uk
Message-ID: <1468@sys.uea.ac.uk>
Source record: 240863

Could some kind soul please E-mail me some info on how
to get things from the terminator archives for my ST. I've
successfully retrieved things from the Lancaster PD archives
here in England, but I can't seem to get the Sun here at the
University of East Anglia, which I use for downloading, to
manage any anonymous FTP on foreign sites, specifically the
terminator site.
Another problem is that I have absolutely no idea of
the file names of things there and I don't want to try a
wildcard (assuming it accepts them) for fear of overloading
my mail file.

Extremely grateful thanks in advance,
Steve.

Steve Sowerby, U.E.A., Norwich, England - cmp8157@sys.uea.ac.uk

4370. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 13:21:20 UTC
From: gray@hplb.hpl.hp.com
Message-ID: <GRAY.90May16142120@ghiggins.hpl.hp.com>
Source record: 240862

Chris Allen writes:

> I'm glad we still have comp.sys.atari.st!

I was musing t'other night on the topic of STWorld, etc. and was similarly glad that I have access to comp.sys.atari.st.

Reading this newgroup is one of my more rewarding activities and I offer a bouquet to all the contributors, regular *and* occasional ---

Thankyou, it's a pleasure e-knowing you.

This is one of the best newsgroups to which I subscribe, there is a lot of mutual respect (with the odd, probably-excusable exception) and a high signal-to-noise ratio (OK, so this message degrades the ratio, but I thought it should be said :-))

Cheers,

--

Graham
======

Graham Higgins | Phone: (0272) 799910 x 24060
Hewlett-Packard Labs | gray@hpl.hp.co.uk
Bristol | gray%hplb.uucp@ukc.ac.uk
U.K. | gray@hplb.hpl.hp.com

Disclaimer: My opinions above are exactly that, mine and opinions.

4371. Re: Status of new DVI-ST program?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 13:49:12 UTC
From: stabl@forwiss.uni-passau.de
Message-ID: <1990May16.134912.3875@forwiss.uni-passau.de>
Source record: 240859

In article <RALPH.90May16103302@sirius.laas.fr> ralph@laas.fr writes:
>In article <BAMMI.90May5225427@fermi.ces.cwru.edu> bammi@fermi.ces.cwru.edu (Jwahar R. Bammi) writes:
>
>| i dont know about dvist, but a new version of Robert Stabl's showdvi (v 0.80)
>| is available for FTP on dsrgsun.ces.cwru.edu in
>| pub/atari/StTeX/showdvi-0.80.zoo. this version will run on color too.
>
>Will the new version be posted to comp.binaries.atari.st? I would
>appreciate that!
Yes, version 1.0 will be posted to comp.binaries.atari.st within the
next two weeks (I hope).

The distribution will contain the screen previewer (showdvi), a library
program (with source) and a printer driver for various printers (NEC P6[+],
HP DeskJet[+], Epson FX ?? and Atari Laserprinter SLM804).

A few features:
showdvi and dviprint now handle any resolution,
font names could be 32 characters long,
many configuration possibilities,
....

Version 0.76 of dviprint at dsrgsun only works for the Atari Laserprinter,
please do not use it with the above printers (sorry!).

Robert Stabl.
--
\ Robert Stabl =|= stabl@unipas.fmi.uni-passau.de /
\ Dept. of Computer Science |=| stabl%unipas.fmi.uni-passau.de@unido.BITNET /
/ University of Passau =|= stabl%unipas.fmi.uni-passau.de@relay.CS.NET \
/ West Germany |=| ...!uunet!unido!unipas!stabl \

4372. Re: Word Perfect for students

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 15:00:11 UTC
From: hcj@lzsc.ATT.COM
Message-ID: <1763@lzsc.ATT.COM>
Source record: 240860

In article <25842@eerie.acsu.Buffalo.EDU>, chu@acsu.Buffalo.EDU (john c chu) writes:
> Sorry, I know this has been asked more times than anyone would wish to count
> but I remember something about a student price for Word Perfect
> Can anyone tell me how much and how to get it?

I just talked to W.P.
The STUDENT price is Atari $89 , and for the IBM 5.1, its $135.
Contact WP DIRECTLY. Their dealers want none of it.

Howard C. Johnson
ATT Bell Labs
att!lzsc!hcj
hcj@lzsc.att.com

4373. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 17:05:44 UTC
From: movold@thor.acc.stolaf.edu
Message-ID: <298@nic.stolaf.edu>
Source record: 240866

>Here's another for you that a player in my game bought.
>Since we are pointing out technology oriented stocks...
>
>Friday March 2, 1990
>Microsoft 103 1/4
>
>The stock split recently and yesterday closed at:
>Microsoft 65 3/4 (which is equal to 131 1/2 in original shares)
>
>-rsvp

I assume this has something to do with Windows 3.0 for IBM PCs.
I really hope that IBM and Microsoft can team up and kick Apple's butt.
I despise the way that the computer society has been disillusioned into
believing that Macs are even worth buying. I think they suck! Get 'em outta
here! Come one, get 'em outta here! If Atari or Commodore can't do it, which
they obviously can't, then I'll settle for IBM.

No more "but that's unfair, people LIKE using the Mac."
How about "people like money"?

4374. Tackle Box ST and Pascal Source code...

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 17:31:53 UTC
From: techjw@jetson.uh.edu
Message-ID: <6196.26514839@jetson.uh.edu>
Source record: 240864

Can someone direct me to a FTP site or to a BBS that has a large amount of PASCAL (tos or GEM) source code for the ST?

Also, Does anyone know how I can get 'Tackle Box ST'? It was offered through OSS but I heard that they are now defunct. The original company that offered the package was (is?) SRM Enterprises.


```
-----------------------------------------
| Paul Sears University of Houston |
| "ThunderCat" --------------------- |
| College of Technology |
| --------------------- |
| 129.7.1.2 TECHJW@Elroy.UH.Edu |
|_______________________________________|
```


'the greater an individual's power over others,
the greater the evil that might possibly originate with him'
- PROPAGANDA, off the CD, A SECRET WISH

4375. Re: Status of new DVI-ST program?

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 17:57:37 UTC
From: kibo@pawl.rpi.edu
Message-ID: <{B#$%M|@rpi.edu>
Source record: 240865

In article <1990May16.134912.3875@forwiss.uni-passau.de> stabl@forwiss.uni-passau.de (Robert Stabl) writes:
>The distribution will contain the screen previewer (showdvi), a library
>program (with source) and a printer driver for various printers (NEC P6[+],
>HP DeskJet[+], Epson FX ?? and Atari Laserprinter SLM804).
>[...]
>Version 0.76 of dviprint at dsrgsun only works for the Atari Laserprinter,
>please do not use it with the above printers (sorry!).

Before seeing this, I had downloaded showdvi/dviprint from dsrgsun.
As you say, the HP output from dviprint doesn't work, but I tried the
Epson FX mode (using my HP's FX-80 emulator) and that one worked fine for me...

Just thought you'd like to know.

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo%pawl.rpi.edu@itsgw.rpi.edu _____
kibo@mts.rpi.edu / Kibology / Anything I say is the opinion
userfe0n@rpitsmts.bitnet / is better! / of myself, and not of Xibo.

4376. Wanted info for ST CAD program(s)

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 19:39:03 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990May16.193903.24384@resrch.molienergy.bc.ca>
Source record: 240869

```
--
Martin Siebert
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada
```

4377. SCSI interface adapter for ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 19:45:09 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990May16.194509.24551@resrch.molienergy.bc.ca>
Source record: 240871

Does anyone know something and has experience with a SCSI adapter for the ST? If so I would appreciate it if you could brief me on this.

Thanks Martin

--
Martin Siebert
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada

4378. Atari 520 ST FOR SALE.

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 19:54:03 UTC
From: smr@beach.cis.ufl.edu
Message-ID: <23241@uflorida.cis.ufl.EDU>
Source record: 240868
Cross-posted to: comp.sys.atari.st,misc.forsale

I am posting this for a friend who does not have net access, please
respond to the phone number listed here.

Atari 520 ST for sale. New board, external 3.5 disk drive.
LOTS of software. I'll pay for the shipping inside the US.
$400 or best offer. Call Bennett at 904-374-9742.

Thanks, eh.

--
(not (not (not (not (not ...)))))
---
smr@beach.cis.ufl.edu rushing@titan.ksc.nasa.gov

4379. Info wanted for ST CAD program(s) 2

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 19:57:26 UTC
From: martins@resrch.molienergy.bc.ca
Message-ID: <1990May16.195726.24678@resrch.molienergy.bc.ca>
Source record: 240872

I like to do some mechanical design on my ST. Thos is mainly 2D. I found few CAD programs that could fill this requirement however I could not get hands on experience. Therefore could someone give me some suggestions with regards to CAD programs for the ST. Is there also a PD CAD program?

Thanks in advance

Martin
--
Martin Siebert
...!ubc-cs!van-bc!resrch!martins
Advanced Energy Techologies Inc., Burnaby, B.C. Canada

4380. Latest Picture Fomats List

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 22:25:57 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May16.222557.5838@wam.umd.edu>
Source record: 240873

John Brochu, author of the famed "PicSwitch", sent me a letter
and a disk containing modified picture format descriptions for NeoChrome,
DEGAS Elite Compressed, Spectrum 512 Compressed, GEM Bit Image, IFF,
and MacPaint formats. John also sent a description of the PackBits
compression method used in DEGAS Elite, IFF, and MacPaint formats.

Here's the new version with his corrections. Many thanks go to
John for his contributions, and also to Gerfried Klein who sent
the MacPaint description as described by by *pple, corp.

Dave Baggett
dmb@wam.umd.edu | dmb@TIS.COM

PS> The "GEM Bit Image" description in previous versions describes an
outdated version of this format which has been replaced by what
is described below. John believes that the old format was never
actually implemented, so I took the description out.

---------- >8 ----------

ST Picture Formats

Edited by:

David Baggett
5640 Vantage Point Road
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(usenet: dmb@TIS.COM)

(Please report errors or additions)

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Ken MacLeod Jim McCabe Darek Mihocka David Mumper
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PackBits Compression Algorithm

Introductory Information
----
word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is
color register zero (background), last word is color register
15. Each word has the form:

Bit: (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
0 0 0 0 0 R2 R1 R0 0 G2 G1 G0 0 B2 B1 B0

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest
intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each
palette entry, since a few programs store special
information there (most notably Art Studio).

The Formats

<NEOchrome> *.NEO

1 word flag byte [always 0]
1 word resolution [0 = low res, 1 = medium res, 2 = high res]
16 words palette
12 bytes filename [usually " . "]
1 word color animation limits. High bit (bit 15) set if color
animation data is valid. Low byte contains color animation
limits (4 most significant bits are left/lower limit,
4 least significant bits are right/upper limit).
1 word color animation speed and direction. High bit (bit 15) set
if animation is on. Low order byte is # vblanks per step.
If negative, scroll is left (decreasing). Number of vblanks
between cycles is |x| - 1
1 word # of color steps (as defined in previous word) to display
picture before going to the next. (For use in slide shows)
1 word image X offset [unused, always 0]
1 word image Y offset [unused, always 0]
1 word image width [unused, always 320]
1 word image height [unused, always 200]
33 words reserved for future expansion
16000 words picture data (screen memory)

32128 bytes total

<NEOchrome Animation> *.ANI

NOTE: To get this feature on versions 0.9 and later select the Grabber
icon and click both mouse buttons in the eye of the second R in the
word GRABBER.
Interestingly enough, some versions of NEO only require you
to press the right button, not both. Hmmm...

1 long magic number BABEEBEA (hex) (seems to be ignored)
1 word width of image in bytes (always divisible by 8)
1 word height of image in scan lines
1 word size of image in bytes + 10 (!)
1 word x coordinate of image (must be divisible by 16) - 1
1 word y coordinate of image - 1
1 word number of frames
1 word animation speed (# vblanks to delay between frames)
1 long reserved; should be zero

```
--------
22 bytes total for header

? words image data (words of screen memory) for each frame, in
order

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 = right]
4 words 128 - animation channel delay in 1/60's of a second. [0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a second.)
-----------
```

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane. Note this is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest order bit plane of scan line zero, followed by the data for the next higher order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the lowest order bit plane of scan line one, followed by the data for the next higher order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed in this buffer.

o The buffer is only emptied when there are EXACTLY 40 characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40 bytes in it. In other words, all control commands must end on or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus error when the picture is loaded.

<Tiny> *.TNY (any resolution)
*.TN1 (low resolution)
*.TN2 (medium resolution)
*.TN3 (high resolution)

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format that David Mumper's original TNYSTUFF.PRG produces.

1 byte resolution (same as NEO, but +3 indicates rotation information also follows)

If resolution > 2 {
1 byte left and right color animation limits. High 4 bits

hold left (start) limit; low 4 bits hold right (end)
limit
1 byte direction and speed of color animation (negative value
indicates left, positive indicates right, absolute value
is delay in 1/60's of a second.
1 word color rotation duration (number of iterations)
}

16 words palette
1 word number of control bytes
1 word number of data words
3-10667 bytes control bytes
1-16000 words data words

42-32044 bytes total

Control byte meanings:

For a given control byte, x:

x < 0 Absolute value specifies the number of unique words to
take from the data section (from 1 to 127)
x = 0 1 word is taken from the control section which specifies
the number of times to repeat the next data word (from
128 to 32767)
x = 1 1 word is taken from the control section which specifies
the number of unique words to be taken from the data
section (from 128 - 32767)
x > 1 Specifies the number of times to repeat the next word
taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the
data is divided into four sets of vertical columns. (This results in
better compression.) A column consists of one specific word taken
from each scan line, going from top to bottom. For example, column 1
consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc.,
followed by word 1 on scanline 200.
The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e.,
these aren't bitplanes. For example, medium resoltion only has two bitplanes,
but Tiny still divides medium resolution pictures into four parts.

<Spectrum 512> *.SPU

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)> *.SPC

1 word flag word [$5350 or "SP"]
1 word reserved for future use [always 0]
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

<= 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme,
similar to DEGAS compressed and Tiny. The data map is stored as a
sequence of records. Each record consists of a header byte followed by
one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= -1 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three
palettes for each scan line (597 total). The color map is stored as a
sequence of records. Each record starts with a 1-word bit vector which
specifies which of the 16 palette entries are included in the data
following the bit vector (1 = included, 0 = not included). If a palette
entry is not included, it is assumed to be zero (black). The least
significant bit of the bit vector refers to palette entry zero, while the
most significant bit refers to palette entry 15. Bit 15 must be zero,
since Spectrum 512 does not use palette entry 15. Bit 0 should also be
zero, since Spectrum 512 always makes the background color black.
The words specifying the values for the palette entries indicated in
the bit vector follow the bit vector itself, in order (0 - 15).

<Art Director> *.ART (low resolution only)

```
16000 words picture data (screen memory)
16 words palette
15 * 16 words 15 more palettes for animation
-------------
32512 bytes total

<C.O.L.R. Object Editor Mural> *.MUR (low resolution only)

16000 words picture data (screen memory)
(palettes are stored in separate files)
-----------
32000 bytes total

<Doodle> *.DOO (high resolution only)

16000 words picture data (screen memory)
-----------
32000 bytes total

<Animatic Film> *.FLM (low resolution only)

1 word number of frames
16 words palette
1 word speed (0 - 99; value is 99 - # vblanks to delay between frames)
1 word direction (0 = forwards, 1 = backwards)
1 word end action (what to do after the last frame)
0 = pause, then repeat from beginning
1 = immediately repeat from beginning
2 = reverse (change direction)
1 word width of film in pixels
1 word height of film in pixels
1 word Animatic version number (major)
1 word Animatic version number (minor)
1 long magic number 27182818 (hex)
3 longs reserved for expansion (should be all zeros)
--------
32 words total for header

? words image data (words of screen memory) for each frame, in order

<GEM Bit Image> *.IMG

1 word version number of image file [1]
1 word length of header in words [usually 8]
1 word number of color planes [1 for monochrome]
1 word pattern length in bytes [1-8, usually 2 for screen images]
1 word pixel width in microns (1/1000 mm, 25400 microns per inch)
1 word pixel height in microns
1 word line width in pixels
1 word number of lines
-------
? words header length defined in 2nd word of header

? bytes data
```

NOTES: If the image is a color image (planes > 1), the planes are stored
separately starting with plane 0. There is, however, no standard way of
storing the color palette. Some programs may save the palette in separate
files, some may extend the header. For this reason, you should never
assume the header is 8 words long, always get the header length from the
2nd word of the header. Also, the line width in the 7th word is the number
of pixels in a line. Since the data is encoded in byte-wide packets, the
actual unpacked line width is always a multiple of 8, and may be 1-7 pixels
longer than the length specified in the header.

For each byte x in the data section,

x = 0 Pattern/scanline run.
Read the next byte, n (unsigned).

If n > 0 then:
Read a number of bytes equal to the "pattern
length" word in the header. Repeat this
pattern n times.

If n = 0 then:
Scanline run. Data for the next scanline
is to be used multiple times. Read the
following record:

1 byte flag byte [$FF]
1 byte number of times to use
next scanline data

The data for the next scanline follows,
compressed normally.

x = 80 (hex) Uncompressed bit string. The next byte
determines the number of bytes to use
literally. The literal data bytes follow.

otherwise Solid run. The value of x determines
what to draw. The high bit specifies whether
the pixels are set or cleared. A 1 indicates
a byte-run using $FF, a 0 indicates a byte-run
using $00. The low 7 bits, taken as an unsigned
quantity, specify the length of the run in bytes.

<STAD> *.PAC (high resolution only)

4 bytes "pM86" (vertically packed) or "pM85" (horizontally packed)
1 byte id byte
1 byte pack byte (most frequently occuring byte in bitmap)
1 byte "special" byte
----
7 bytes total for header

? bytes data

The data is encoded as follows. For each byte x in the data section:

```
x = id byte Read one more byte, n. Use pack byte
n + 1 times.
x = "special" byte Read two more bytes, d, and n (in order).
Use byte d n times.
otherwise Use byte x literally.

<Imagic Film/Picture> *.IC1 (low resolution)
*.IC2 (medium resolution)
*.IC3 (high resolution)

4 bytes "IMDC"
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
16 words palette
1 word date (GEMDOS format)
1 word time (GEMDOS format)
8 bytes name of base picture file (for delta compression), or zeroes
1 word length of data (?)
1 long registration number
8 bytes reserved
1 byte compressed? (0 = no, 1 = yes)

If compressed {
1 byte delta-compressed? (-1 = no, > -1 = yes)
1 byte ?
1 byte escape byte
}
-------
65 bytes total for header (68 bytes if compressed)

? bytes data

Compressed data may be either stand-alone or delta-compressed (relative
to the base picture named in the header). Delta compression involves
storing only how the picture differs from the base picture (i.e., only
portions of the screen that have changed are stored). This is used to
to encode animated sequences efficiently.

Compressed data, stand-alone:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 2, use the next byte n times.
If n = 1, keep reading bytes until a
byte k not equal to 1 is encountered.
Then read the next byte d.
If the number of 1 bytes encountered is o,
use d (256 * o + k) times. I.e.,

if (n == 1) {
o = 0;
while (n == 1) {
o++;
```

```
n = next byte;
}

k = n;
d = next byte;

Use d (256 * o + k) times.
}
else {
d = next byte;
Use d (n) times.
}

x != escape byte Use x literally.

Compressed data, delta compressed:

For each byte x in the data section:

x = escape byte Read one more byte, n. (n is unsigned).

If n >= 3, use the next byte n times.
If n = 1, do the same as for n = 1 in
stand-alone compression (above).
If n = 2, then set n = next byte.
If n = 0, end of picture.
If n >= 2, take n bytes from base
picture.
If n = 1, do the same as for n = 1
in stand-alone compression (above),
but take (256 * o + k) bytes from
base picture.

x != escape byte Use x literally.

<IFF Format> *.IFF

4 bytes "FORM" (FORM chunk ID)
1 long length of file that follows
4 bytes "ILBM" (InterLeaved BitMap file ID)

4 bytes "BMHD" (BitMap HeaDer chunk ID)
1 long length of chunk [20]
20 bytes 1 word = image width in pixels
1 word = image height in lines
1 word = image x-offset [usually 0]
1 word = image y-offset [usually 0]
1 byte = # bitplanes
1 byte = mask (0=no, 1=impl., 2=transparent, 3=lasso)
1 byte = compressed [1] or uncompressed [0]
1 byte = unused [0]
1 word = transparent color (for mask=2)
1 byte = x-aspect [5=640x200, 10=320x200/640x400, 20=320x400]
1 byte = y-aspect [11]
```

```
1 word = page width (usually the same as image width)
1 word = page height (usually the same as image height)

4 bytes "CMAP" (ColorMAP chunk ID)
1 long length of chunk [3*n where n is the # colors]
3n bytes 3 bytes per RGB color. Each color value is a byte
and the actual color value is left-justified in the
byte such that the most significant bit of the value
is the MSB of the byte. (ie. a color value of 15 ($0F)
is stored as $F0) The bytes are stored in R,G,B order.

4 bytes "CRNG" (Color RaNGe chunk ID)
1 long length of chunk [8]
8 bytes 1 word = reserved [0]
1 word = animation speed (16384 = 60 steps per second)
1 word = active [1] or inactive [0]
1 byte = left/lower color animation limit
1 byte = right/upper color animation limit

4 bytes "CAMG" (Commodore AMiGa viewport mode chunk ID)
1 long length of chunk [4]
1 long viewport mode bits (bit 11 = HAM, bit 3 = interlaced)

4 bytes "BODY" (BODY chunk ID)
1 long length of chunk [# bytes of image data that follow]
? bytes actual image data

NOTES: Some of these chunks may not be present in every IFF file, and may
not be in this order. You should always look for the ID bytes to find a
certain chunk. All chunk IDs are followed by a long value that tells the
size of the chunk. This is the number of bytes that FOLLOW the 4 ID bytes
and size longword. The exception to this is the FORM chunk. The size
longword that follows the FORM ID is the size of the remainder of the file.
The FORM chunk must always be the first chunk in an IFF file.

The R,G,B ranges of AMIGA and ST are different (AMIGA 0...15, ST 0...7),
as is the maximum number of bitplanes (AMIGA: 5, ST: 4).

Format of body data

An expanded picture is simply a bitmap. The packing method is PackBits
(see below), and is identical to MacPaint and DEGAS Elite compressed.

The (decompressed) body data appears in the following order:

line 1 plane 0 ... line 1 plane 1 ... ... line 1 plane m
[line 1 mask (if appropriate)]
line 2 plane 0 ... line 2 plane 1 ... ... line 2 plane m
[line 2 mask (if appropriate)]
...
line x plane 0 ... line x plane 1 ... ... line x plane m
[line x mask (if appropriate)]

The FORM chunk identifies the type of data:
```

"ILBM" = interleaved bit map
"8SVX" = 8-bit sample voice
"SMUS" = simple music score
"FTXT" = formatted text (Amiga)

<MacPaint> *.MAC

1 long version number [0=ignore header, 2=header valid]
38 * 8 bytes 8x8 brush/fill patterns. Each byte is a pattern row,
and the bytes map the pattern rows top to bottom. The
patterns are stored in the order they appear at the bottom
of the MacPaint screen top to bottom, left to right.
204 bytes unused
----
512 bytes total for header

< 51200 bytes compressed bitmap data

< 51712 bytes total

NOTE: The version number is actually a flag to MacPaint to indicate if
the brush/fill patterns are present in the file. If the version is 0,
the default patterns are used. Therefore you can simply save a MacPaint
file by writing a blank header (512 $00 bytes), followed by the packed
image data.

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image.
The packing method is PackBits (see below). There are 72 bytes per
scan line. Each bit represents one pixel; 0 = white, 1 = black.

<PackBits Compression Algorithm>

The following packing algorithm originated on the Mac, was adopted by
Electronic Arts/Commodore for use in the IFF standard, and then by Tom
Hudson for use in DEGAS Elite. The algorithm is currently used in
MacPaint, IFF, and DEGAS Elite compressed file formats. Each scan line
is packed separately, and packing never extends beyond a scan line.

For a given control byte 'n':
0 <= n <= 127 : use the next n + 1 bytes literally (no repetition).
-127 <= n <= -1 : use the next byte -n + 1 times.
n = -128 : no operation, not used.

---

* Roland Waldi contributed extensive information on the following formats:

GEM, IMG, Doodle, STAD, Imagic Film/Picture, Art Director, IFF

** John Brochu, ST picture formats guru, provided sage advice and many
corrections to the following formats:

NeoChrome, DEGAS Elite Compressed, Spectrum 512 Compressed,
GEM Bit Image, IFF, MacPaint

Version of Wed May 16 18:02:25 EDT 1990

4381. Re: deleting programs from autofolder under dcdesktop

Newsgroup: comp.sys.atari.st
Date: 1990-05-16 22:53:12 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3312@rodan.acs.syr.edu>
Source record: 240874

Mike, Thanks very much for explaining how to delete those programs from the auto folder...Just out of curiousity, are those directions in the manual? If so, where are they? what pages, etc?
By the way, I am having no problems with DCclock, as long as I load it from the desktop...I've installed it on the desktop, so what is one more keystroke?
By the way Mike, as you can see below, I have just gotten this hard drive, so it wasn't so bad to zero a partition...I didn't have very much on it.

I would just like to say that I really LOVE this program...i.e. dcdesktop. I've been an avid fan of double click for a long time now, but this collection of programs is by and far the best. I bought dcdesktop before I had a hard drive and was learning how to use all the features when I was able to buy a hard drive. Let me tell you, having a hard drive would have been a great improvement all by itself, but having dcdesktop help navigate through everything is like having a brand new computer. I can certainly recommend this program without any reservations...it has done wonders for my ST.

--Gerry
(I have absolutely no connection with double click software other than being a satisfied user of their software.)

4382. Re: Word Perfect for students

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 03:41:34 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <3167@ultb.isc.rit.edu>
Source record: 240876

In article <25842@eerie.acsu.Buffalo.EDU> chu@acsu.Buffalo.EDU (john c chu) writes:
>Sorry, I know this has been asked more times than anyone would wish to count
>but I remember something about a student price for Word Perfect
>Can anyone tell me how much and how to get it?
>(Sorry, I wasn't paying attention when this last popped up)
>
I'll post this publicly, as I'm sure there's more than one person
interested in this.

To get WordPerfect at the student price of $99, you need to find out if
your college is part of the program. Go to your computing office and
find out. If they ARE part of the program, they will have forms. Fill
it out, and send in the required proof (a copy of your ID, or a copy
of your schedule of courses). I believe WordPerfect mails them out
from their headquarters (at least mine was 2 years ago).

Chris Freemesser, Rochester Institute of Technology (THE ACORN BBS
||| BITNET: clf3678@ritvax) (716)436-3078
||| Usenet: clf3678@ultb.rit.isc.edu (2400 baud/42 megs
/ | \ GEnie: C.FREEMESSER) full Atari support

4383. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 05:15:22 UTC
From: jfh@rpp386.cactus.org
Message-ID: <18313@rpp386.cactus.org>
Source record: 240878
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May15.131803.17231@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>Here's a comment I want to address publicly:
>
>John F. Haugh II <jfh@rpp386.cactus.org> writes (to me):

I did not give you permission to post private mail, and in fact I would
like to catagorically deny having written any of what you posted.

>Well, even if I AM an anal retentive asshole (an interesting trick, if
>you really think about it), I didn't intend the meaning derived here.

You quite clearly did mean the interpretation which the author of that
letter you posted implied. The statement was made that you would not
consider votes not matching the letter of the posting.

>Obviously, votes with similar-enough subject lines count too. My vote
>logging/tallying script looks for all messages in my mailbox with
>"YES", "Yes", "NO", or "No" in the subject line. I use grep -- how
>amazingly novel! The spaces after "NO" were put in there for no
>particular reason at all.

That's your story.

>My strict tone of voice in the call for votes was:
>
> 1) to prevent people from entering votes via news
> 2) to prevent people from entering ambiguous votes
> like "yeah" or "uh-huh"

Why can't I vote from news? I personally prefer to hit the old "r"
key and rip off a quick "NO" vote. I mean, why shouldn't I?

>for EXACTLY the reason that I didn't want stuff like this to get started.
>You can't win, I guess.

What did you expect? People don't come up with legalistic wording
just to practice typing.

>(But it sure is nice to know he's not voting "NO[space][space]" just because
>I'm a total twit!) :-)

Gee, nice to know you don't know how to reply to private mail by mail.

I would like to go on public record as protesting the entire nature of
this vote. Mr. Baggett is not qualified ethically to conduct this vote,
and the current scandal should more than disqualify this as being a
valid vote. I strongly encourage =everyone= who reads this note to

send in a "NO" vote immediately, or to send Eliot Lear a letter requesting
this vote be dishonored until a more honest vote taker can be found.
--
John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

4384. Re: comp.sys.atari.st.tech vote does NOT violate the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 05:26:22 UTC
From: jfh@rpp386.cactus.org
Message-ID: <18314@rpp386.cactus.org>
Source record: 240879
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May14.184059.6530@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>People have been sending me NO votes with comments like "this vote doesn't
>follow the guidleines."

Your vote does not follow the guidelines, this is why people have
been sending you "NO" votes. I strongly encourage everyone reading
this message to send you a "NO" vote.

A strong, clear, unambiguous message needs to be sent out that
overly restrictive and specific voting requirements will not be
tolerated.

>Give me a break, guys. If you like the idea, vote YES. If you don't
>vote NO. But don't vote NO because you haven't been following the
>discussion and misinterpret lear's comment.

Please, whatever you do, vote "NO". This newsgroup can come up
for a vote again later. But whatever you do, end this silly
tendency towards overly restrictive and legalistic wording in
newsgroup votes.

Seriously, I am getting very tired of having to respond to
"nay@blarf.com" rather than "no@blarf.com". How many of you
have actually responded to "no" rather than "nay", and then been
very upset not to see your "NO" vote tallied?
--
John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

4385. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 06:19:40 UTC
From: marc@wopr.uu.ch
Message-ID: <48@wopr.uu.ch>
Source record: 240890

alkman@hexagon.pkmab.se (Stefan Alkman) writes:

>I'd like to run Unix or something like that on my Atari Mega 2 ST.
>I've heard that there are something called 'minix', but i don't

A real UNIX doesn't exist for the Atari ST because this computer
lcks a paged-mmu. MINIX, in fact exists, but it is an educational
operating system written completely in the C language and therefore
a little bit slow.

If you want to use a UNIX like operating system on the ST, use OS-9/68k,
it's much more powerful and faster than MINIX is. OS-9 is a multi-
tasking, multi-user and real-time operating system.

OS-9/68000 is an advanced multi-tasking operating system specifically
designed for the Motorola 68000 range of microprocessors and has been
optimised for low cost, high performance applications on Atari ST
personal computers.

It is compact and highly efficient providing extremly high system
throughput on any size system. Professional support material is supplied
in the form of companion programming languages and development tools
which in themselves are a decisive element in unlocking the performance
potential of the 68000.

Besides, OS-9 is Software compatible with UNIX at C source code level.

Regards,
Marc Balmer

4386. Re: KA9Q/SLIP help needed!

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 06:58:39 UTC
From: fortinp@bcars223.bnr.ca
Message-ID: <1990May17.065839.20672@bnrgate.bnr.ca>
Source record: 240877

In article <&##$NM*@rpi.edu>, kibo@pawl22.pawl.rpi.edu (James 'Kibo' Parry) writes:
> I have a 1200 baud modem attached to my ST (on the normal AUX: port.)
> I have a remote system that speaks SLIP and has a dialup.
> I have the KA9Q software.
>
> Can someone please tell me how I should set up KA9Q's NET.RC to
> [stuff deleted]
>
> My NET.RC currently includes (among other things):
> attach asy AUX: 0 slip sl0 4640 232 1200
> route add default sl0
> ip ttl 32
> tcp mss 192
> tcp window 960
>
> [stuff deleted]

So far so good... Do you have a "start telnet" also?

Here are the steps I go through:
1. Using STalker (an excellent desk accessory communications program, I
dial the terminal server. After the CONNECT, I get the t.s.'s prompt
and I enter the command "slip". At this point, the t.s. returns an
IP address (e.g., 1.2.3.4) and goes into SLIP mode. I then prevent
STalker from stealing any line characters by typing <ALT>-K.
2. I close the STalker window, then double-click on the NET.TOS program.
3. At the prompt, I enter: IP ADDR [1.2.3.4]
(Yes, the square brackets are required)
4. I then type: telnet myhostname
or: telnet [1.2.3.135]
This produces a "SYN sent". A few seconds later, I get the prompt
from my system at work and log on...

The "magic" key is F10. Pressing F10 will give the "NET>" prompt where
you can issue other KA9Q commands like "start ftp", etc... Press <CR>
on an empty line to return to the _active_ session, or "se #" to return
to a specific session when you have more than one active.

Voila!!

Note: I ran into a problem where the NET.TOS program would crash,
especially if I ran almost any other program after bootup, but before
NET.TOS. I eventually traced this to the ST.C program; there were a
couple of memcpy(...) statements which did not have the length specified.
This was corrected by adding ",sizeof (struct iorec)" just before the
closing parenthesis and recompiling. I also took the opportunity to

reduce the size of the code by removing AX25, etc by modifying CONFIG.H

Oh, there were a number of other fixes I had to make to MAIN.C in particular
to keep the MWC compiler happy, but all in all relatively easy.

> --
> james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
> kibo%pawl.rpi.edu@itsgw.rpi.edu ____
> kibo@mts.rpi.edu / Kibology / Anything I say is the opinion
> userfe0n@rpitsmts.bitnet / is better! / of myself, and not of Xibo.

Pierre Fortin
fortinp@bnr.ca

4387. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 08:14:36 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <3069@sactoh0.UUCP>
Source record: 240883

In article <29909@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> How long do you think there WILL be an Atari Corp. Lynx if Atari Games (the
> "other" Atari company) begins marketing the NEC 16bit handheld video game
> (which is far superior to the Lynx) *with* the familiar "Atari" logo on
> it (which Atari Games has the rights to use)...?
>
Does anyone really believe this guy?? What a pile of bull. For one,
the Lynx is doing very well, and another, the portable NEC is at
least a year away. Another is why would NEC give it to Atari Games,
who doesn't have anything to do with any home machines? Atari Games
only does arcade games, and in concert with Namco.

I hope that noone believes this bull.

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo

4388. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 08:35:41 UTC
From: mfolivo@sactoh0.UUCP
Message-ID: <3070@sactoh0.UUCP>
Source record: 240884

In article <29947@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> videogame life that seems to escape Atari Corp... the ill-fated "XE Game
> System" had dozens of games promised for it, but few ever materialized...

Well, what games are you talking about. The XE Game Systems is a
dead issue at the moment, but what are you talking about? There
WERE a dozen games or so that were released for it. And if you got
a disk drive, there were a TON of games that were available. In
fact, there were more than enough cartridges that were available at
the time it was released. I'd suggest that you get your information
straight, rather than just speculate.

>
> A friend is selling his Lynx, even though he knows it's far superior, and
> is planning on buying a Nintendo Gameboy... why...? Because in the six
> months or so since Atari introduced the Lynx, they've only released one or

Hooray for your friend. WE do not care that your friend buy an
inferior game system. I mean, monochrome?

> Sure... there are dozens of new titles promised for the Lynx by Christmas...
> but that doesn't help my friend... NOW...

Well, if you like playing the same games all thr time, that is who
many "run and jump", "horizontal blast-'ems" do you want, anyway?
At least the Lynx games have a variety of games. Well, I'm not here
to change your mind, since it is already set. So get your gameboy,
sell your Atari stock and equipment, and unsubscribe...

--
Mark Newton-John
(ames att sun)!pacbell! \ Sakura-mendo, CA
ucdavis!csusac! - sactoh0!mfolivo

4389. Some Phantom clues

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 11:28:20 UTC
From: icsu8053@caesar.cs.montana.edu
Message-ID: <1915@dali>
Source record: 240881

I was struck by the Pahntom for the second time in my life tonight. I was typing a mail message in Unix windows when it struck and I took some time to play with the Phantom before reseting.

Wierd thing #1: I never touch the backspace key in Unix windows, only delete. Doesn't the phantom usually strike when using backspace? I *was* doing a lot of delete-type-delete-type business at the time.

Wierd thing #2: After exiting Unix windows, I landed back in Gemini. Just for kicks, I thought I should try mupfel (in its window). Low and behold, it worked great and at full speed. Then, I exited mupfel and entered the Diary 1.7 desk accessory. It displayed all the classic Phantom symptoms. So, here were two windows, side by side; one with the Phantom and one without.

The only conclusion I could possibly make from this is that the Phantom resides in GEM. The mupfel shell does not use it and Diary does. This isn't much of a conclusion, but it does *seem* to defy the hardware timing theory. Although, I'm no expert of ST hardware *or* software.

My system config at the time was:

Hardware: Mega 4 ST, Megafle 30, Supra 2400
Operating System: TOS 1.4 (6-chip EPROM version)
\AUTO programs: Shadow 1.1, cache100, foldr100, {_g+plus, poolfi, maxidisk, saver.prg, shell0.prg, skull.prg, superbt, tos14fix.prg, vaccine.prg, watcher.prg
Accessories: Shadow 1.1, AlarmClock, M-Disk 4.3, Diary 1.7, MiniTerm 9.33, Gem-clipboard (from Gemini 1.1)

I hope this helps someone. I should add that this only the second time I've seen the Phantom since 1985. The other time was in Word Perfect, the first release, on my 520ST. I now use WP 15-30 hours a week and the Phantom has stayed away. Why? "Only The Phantom knows..."

Craig

--
/ Craig Pratt / Montana State University, Bozeman MT/
/ Craig.Pratt@msu3.oscs.montana.edu / " Practically odor-free! " /
/~~~~~~/
/ "Facts are stupid things." - Ronald Reagan, 1988 Republican Convention /

4390. John Haugh's second tirade

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 12:27:52 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May17.122752.14190@wam.umd.edu>
Source record: 240880
Cross-posted to: news.groups,comp.sys.atari.st

This is the last message on the topic I will reply to, either via mail or news:

In article <18313@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:
>I did not give you permission to post private mail, and in fact I would
>like to catagorically deny having written any of what you posted.

If you hadn't really written it, you probably wouldn't be scurrying around to cover yourself right now. You have every right to deny you wrote it, even though you'll have a real hard time coming with a motive for my making up something like that, given the typical character of my postings. (Ask anyone who reads comp.sys.atari.st).

In any case, I still can't see any reason why you had to send me obscene mail in response to my call for votes.

Perhaps this should be mentioned in the newsgroup creation guidelines? Any vote containing obscenities and personal attacks should be ignored as having come from a complete psychotic? Nah, that's too "anal retentive", to use Mr. Haugh's "supposed" words.

>That's your story.

Sometimes fact IS stranger than fiction. I didn't see anything terribly controversial invovled, such that I would have to tell a story. Your note, aside from offending someone you didn't even know, pointed out that my wording was too harsh. I admitted that, and I clarified my statement.

>What did you expect? People don't come up with legalistic wording
>just to practice typing.

No, they don't. I worded it that way intentionally. I went a bit too far in my attempt to limit the number of uncountable votes; uncountable yes votes AND no votes.

>
>>(But it sure is nice to know he's not voting "NO[space][space]" just because
>>I'm a total twit!) :-)
>
>Gee, nice to know you don't know how to reply to private mail by mail.

I don't reply to people who send me obscene mail. You should take responsibility for what you write. If you want to discuss the legality of publishing private mail on the net, you may defer the discussion to misc.legal where it is more appropriate.

I might also point out (for the sake of argument) that this "reply"
to me is posted publicly. You don't know how to use mail either,
I guess.

>I would like to go on public record as protesting the entire nature of
>this vote. Mr. Baggett is not qualified ethically to conduct this vote,
>and the current scandal should more than disqualify this as being a
>valid vote.

Once again, it's your perogative to go on public record saying whatever
you like. But you know and I know that you're simply angry and want
some kind of revenge. I'm sorry about that.

Your implication that I'm unethical is completely without grounds.
Let's review this:

1) You send me a NO vote containing an obscene diatribe
2) I address the issue you raised publicly, quoting you.
3) I'm unethical.

I don't see how 1 & 2 imply 3. Maybe I'm missing something. Originally,
I was just "anal retentive", meaning (I assume) that I was being too
strict in my call for votes. OK, I _was_ too strict, and I attempted
to publicly clarify the situation.

How does that make me unethical?

The "current scandal" is entirely of your making. There is no "scandal",
except the one _you're_ currently engaged in for "allegedly" sending me
obscene hate mail.

Your call to arms is disgraceful:

...send in a "NO" vote immediately, or ... send Eliot
Lear a letter requesting this vote be dishonored until a more
honest vote taker can be found.

You may have a problem with me personally, but you aren't helping your
case be waging a smear campaign like this. I'm sure the people who
have voted YES don't appreciate your attempt to kill this new group
because of your own personal problems.

I could likewise tell everyone reading this to vote YES, just to counter
your obnoxious attack on the group, but I'm not going to do that. At
this point I'm just too disgusted to really care.

Dave Baggett
dmb@wam.umd.edu

4391. Getting KA9Q

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 12:33:24 UTC
From: dinapoli@rodan.acs.syr.edu
Message-ID: <3318@rodan.acs.syr.edu>
Source record: 240882

I've seen a lot of posts about the KA9Q package, so I thought I might check it out. I ftp'd the net_st.arc archive from flash.bellcore.com to the Gould NP-1 that I run rn off of. From there I downloaded it via C-Kermit to the Sun 3/260 server here in my office. From there I used GEM-Kermit from my Mega 4 (again, in binary mode) to yank it off the Sun server (again, using C Kermit on the Sun). Once accomplished, I tried to UnArc it with ARCX.TTP. It unpacked the first few files, but crashed when in the middle of unpacking NET.RC~ (Address error). I then tried to un-arc again, picking up where I left off. The next file was NET.TOS and that crashed ARCX.TTP as well. Any suggestions? Am I using an obsolete version of ARCX (I've seen a more up to date one on Compuserve) ? Have I done the ftp from flash.bellcore.com incorrectly?

Thanks

Ron DiNapoli

4392. spice for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 13:37:07 UTC
From: micro@imada.dk
Message-ID: <757@imada.dk>
Source record: 240885

Hello netters;

Is it possible to get Spice for Atari on a FTP site (where) - I
have just seen it in a German PD libary, so obviously there is a
PD/Shareware version...

- Klaus (micro@imada.dk)

4393. UltraScript for Linotronic ?

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 13:46:06 UTC
From: micro@imada.dk
Message-ID: <758@imada.dk>
Source record: 240886

Hello netters;

From a review of a DTP pacage called Fleet Street Pub. we
understand that the Postscript emulator UltraScript from Imagen
supports different printer drivers...
The review suggests that you would be able to get "..Postscript
Quality even from a modest 9-pin printer.".
Atari sells UltraScript as a Postscript option for their Laser,
but they (Atari Denmark) don't know about other drivers.

Now to the questions:
- Are there drivers for Linotronic printers (using the interface
from DMC).
- if not:
- is it possible to write one, eg can UltraScript support 1200
or even 2400 dpi.
- can UltraScript generate an .IMG file (20 Mbytes!) for the
page...
- Would Imagen be interested in offering the DTP world a Software
RIP for the Atari?
- Is Imagen on this network?

-Klaus (micro@imada.dk)

4394. XBRA from C

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 13:49:11 UTC
From: micro@imada.dk
Message-ID: <759@imada.dk>
Source record: 240887

I have just started to use the XBRA protocol to intercept system
vectors. I want this standard to spread in order to keep my programs
running [-keep it selfish else they don't believe you ;-)].
Ok, I know that there are problems with the XBRA protocol - It's
for assembly programmers only...
That is the reason for this posting, I have written some assembly
routines to enable C programmers to use the XBRA protocol, without a
single line of assembly. You are free to do anything ('cept selling)
with the pack, which contains :
XBRAC.S The Assembly source.
XBRAC.O Object file.
XBRAC.H Header file.
XBRADEMO.C Demo program (sic).
XBRA.TXT This text++ and your suggestions.
Doc's in the source!

There are 4 entry points:
XB_isinstal(), XB_install(), XB_remove(), XB_kill().

To illustrate how simple it is, here is an example. You want to
install a 'clock' on the system vektor at 0x400, All you have to
do is to make a 32 byte array:
char magic[32] = "XBRA_id_";

where '_id_' is your id. The rest of this array is used to hold a
small assembly routine. Install the routine on the vector :
XB_install(magic, 0x400, clock);

where 'clock' is the name of the routine. This call makes a copy of
the assembly routine into the array [-don't modify the array after
this call]. 'XB_install' returns 1 if a routine with your ID allready
was in the chain (yours was not installed). Otherwise your routine
will now be called 200 times every second!
To remove the routine again, simply make the call :
XB_remove(magic, 0x400);

this again will return 1, iff your routine was found (and now
unchained), 0 otherwise...
If you are sure your routine is in the chain and 'XB_remove'
returns 0, you can kill it with 'XB_kill' this function relayes on
the variables in the 'magic' struct (it'd better be installed or
...).

There is one minor short coming - the pack is for Borland TC only,
but you are free to modify the source to run with your favourite C
compiler.

The routines relayes on several TC specific things :
o First pointer parameters are passed in A0, A1.
o First simple parameters are passed in D0, D1, D2.
o All functions [shall] preserve D3-D7/A2-A7.

If you are interested please send me a mail. Depending on the interest I will either mail individually or what ever...

- Klaus (micro@imada.dk).

4395. CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 16:02:54 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May17.160254.16656@cunixf.cc.columbia.edu>
Source record: 240889
Cross-posted to: comp.sys.amiga,comp.sys.atari.st

The DOW was down 2.77 points in moderate trading yesterday. CBM was UP
1/4 to 7 5/8. Volume is really starting to pick up! This is
very good news for owners of CBM stock. Also, Atari stock
was down in very light trading to its new LOW, 4 7/8.

Draw your own conclusions. :-)

Cheers,

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.

(c)All rights reserved. |

Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4396. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 16:48:12 UTC
From: kassover@jupiter.crd.ge.com
Message-ID: <7739@crdgw1.crd.ge.com>
Source record: 240888
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In article <11599@cbmvax.commodore.com> andy@cbmvax (Andy Finkel) writes:
...
!
!I have trouble understanding this as well. My broker (my bank,
!actually) bases its commission on a percentage of the money
!invested, rather than based on number of shares. I believe
!that most discount brokers work on this basis, actually.
!

Many brokers charge a "per order" fee, as well as a commission on
the value of the transaction(s). There is often an "odd lot" fee
which attaches to individual orders for less than typically 100 shares of a
particular stock.

!Good thing, too, otherwise it wouldn't make sense to buy the
!low priced stocks!

One rarely buys these shares in ones and two's. 100 shares of
something at $10/share is a kilobuck.

--
David Kassover "Proper technique helps protect you against
kassover@ra.crd.ge.com sharp weapons and dull judges."
kassover@crd.ge.com F. Collins

4397. Terminator Mail Service

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 19:01:56 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <12081@stag.math.lsa.umich.edu>
Source record: 240891

As promised, I have written a mail retrieval system for terminator.
It is in beta-test now, so I'm gonna need some beta testers. Any
volunteers?

The new service is called BART, Brode's Archive Retrieval Thang.
Send me a message and I'll give you some preliminary instructions
on using BART. (like the address to send test messages to)

If things go smoothly, then we'll install it for general usage in a
week or so.

Jon Brode -- dyer@math.lsa.umich.edu Jesse '92
Terminator Atari Archive Supervisor

4398. The Terminator Posse

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 19:33:07 UTC
From: dyer@math.lsa.umich.edu
Message-ID: <12082@stag.math.lsa.umich.edu>
Source record: 240892

After a long vacation from the archive business, I'm back on the block. But since I don't have the time I once did, I've recruited some people that are willing to help restore terminator to its former glory. Here's a short introduction to the terminator volunteer corps.

Jeff Weiner - weiner@terminator.cc.umich.edu

Jeff is doing what I used to do. He's the one responsible for getting new software, co-ordinating the indexing efforts and fielding comments/complaints. When in doubt, bother him.

John R Dunning - jrd@terminator.cc.umich.edu

John takes care of the 8-bit stuff and is responsible for a lot of the GNU software. We like him even though he spells his name wrong.

Graham Higgins - gray@terminator.cc.umich.edu

Graham is our European connection. He's helping out with the index and keeping us up to date on all those new programs coming out in Europe. He's the one responsible for moving a lot of junk out of the unindexed directory.

Susan Gross - gross@terminator.cc.umich.edu

Susan takes care of the archive on U of M's mainframe. She's helping out with the index as well.

Howard Chu - hyc@terminator.cc.umich.edu

Howard is our technical consultant and chief automation engineer. Recently, he's installed a system that archives the binaries and sources groups automatically.

Jon Brode - jon@terminator.cc.umich.edu

Last, and possibly least, myself. I am no longer be involved with the day-to-day affairs of running the archive, but I'm hanging on as executive supervisor and laison to the terminator administrator. I'm also the one to contact about problems with BART.

Special thanks to the people behind the "grass roots" indexing project and all the people who have sent us programs over the year and months.

Jon Brode -- dyer@math.lsa.umich.edu Jesse '92
Former Supreme Allied Atari Commander for the Ann Arbor Area

4399. Re: comp.sys.atari.st.tech vote does NOT violate the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 20:05:23 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440118@hplsla.HP.COM>
Source record: 240895

John F. Haugh II writes:

> Please, whatever you do, vote "NO". This newsgroup can come up
> for a vote again later. But whatever you do, end this silly
> tendency towards overly restrictive and legalistic wording in
> newsgroup votes.
>

The only effect this kind of posting is having on me is making me feel REAL GOOD about voting YES!

andyc%hplsla@hplabs.hp.com

4400. Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 21:59:59 UTC
From: robd@vax.SPD.3Com.Com
Message-ID: <3589@3comvax.SPD.3Com.Com>
Source record: 240893

I am still looking for info on hooking up Atari STs to an ethernet network.
Does anyone have an ethernet card for the machine?

Are there any networking products for this machine?

C'mon. Someone must know.

Thanks.

//Rob

Rob Dickinson
Distributed Systems Division
3Com Corporation

robd@spd.3mail.3com.com
(408) 970-1905

4401. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 22:45:36 UTC
From: stephen@oahu.cs.ucla.edu
Message-ID: <35479@shemp.CS.UCLA.EDU>
Source record: 240894
Cross-posted to: news.groups,comp.sys.atari.st

In article <18313@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:
(stuff deleted)
>What did you expect? People don't come up with legalistic wording
>just to practice typing.
>
>>(But it sure is nice to know he's not voting "NO[space][space]" just because
>>I'm a total twit!) :-)
>
>Gee, nice to know you don't know how to reply to private mail by mail.
>
>I would like to go on public record as protesting the entire nature of
>this vote. Mr. Baggett is not qualified ethically to conduct this vote,
>and the current scandal should more than disqualify this as being a
>valid vote. I strongly encourage =everyone= who reads this note to
>send in a "NO" vote immediately, or to send Eliot Lear a letter requesting
>this vote be dishonored until a more honest vote taker can be found.
>--
>John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
>Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

Come one, folks! Do you really believe that this was all a trick to get
the newsgroup passed without a proper vote? That's stretching things a bit!
I'm sure he said that the subject line had to be the same so he didn't have to
hand count hundreds of votes. What would you have hime do? Sure, cosmetic
differences in the subject line may be counted, but they may not... You can't
be sure so he wanted to make sure people understood the importance of voting
with those words rather than. "Yessiree" or "Unh uh." Why are we voting on
such trivialities. If he wanted to fake the vote, he wouldn't have to go to
such extreme means. It would be easy.

Steve

Obviously this is just my personal opinion, but I'm amazed at how many people
are posting stuff liek this. Freud had a name for this condition.

--
Steve Whitney "It's never _really_ the last minute" (())_-_(())
UCLA Comp. Sci. Grad. Student | (* *) |
Internet: stephen@cs.ucla.edu UCLA Bruin--> { _@_/ }
GEnie: S.WHITNEY `-----'

4402. Re: Great Deal

Newsgroup: comp.sys.atari.st
Date: 1990-05-17 23:34:59 UTC
From: rrmorris@uokmax.uucp
Message-ID: <1990May17.233459.2989@uokmax.uucp>
Source record: 240896
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,misc.forsale

ONLY $1800, or best offer!!! ----->

AMIGA 2000, 1084s monitor, GVP 40 MEG Quantum hardcard, two internal
drives, and various software, and whatever else normally comes
with an amiga 2000.

It is in excellent shape, only 1 1/2 years old. works fine, im
using it right now (I'm writing a C program, doing this on the
school network, and playing a game).

rrmorris@uokmax.cs.uoknor.edu - This account can still close now
at any time, so I can also be contacted at :

405-728-1148
A

4403. New versions of click.prg, beep.prg, and play.prg available

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 02:22:50 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May18.022250.22576@wam.umd.edu>
Source record: 240897

The latest releases of these programs are available at terminator (35.1.33.8)

The drive light bug has been fixed in all three. Additionally, all three programs can be made to play sounds through a Hippo/Navarone digitizer instead of the monitor speaker. (Try putting your keyclick through a stereo system: POCK POCK POCK ...)

Beep and Click no longer use bits in CONTERM since this conflicts with other programs. Now they can be configured to use any location in memory for the on/off flag. They default to using location 768 decimal, which is currently an unused interrupt vector slot.

In any case, you can move the flag to wherever you want by putting the value in the .inf file (see the docs for more info). I think this will pretty much guarantee upward compatibility.

QD Play now has an option -q which prevents it from printing the little blurb.

Relevant files:

Name: Beep, version 1.1
File: atari/music/samples/beep.arc

Name: Digital Keyclick, version 1.3
File: atari/music/samples/click.arc

Name: QD Play, version 1.25
File: atari/music/samples/play.arc

Digivec has been shelved temporarily while I figure out more reliable ways to accomplish the same tricks, and add the ability to trigger sounds with AES and VDI events (like windows opening, etc.) (Thanks to Mario Dalessio for the idea.)

Please report any problems so I can fix things promptly. (Problems? Nah, there won't be problems.... ha!)

Thanks all,

Dave Baggett
dmb@wam.umd.edu

PS> These files should show up in comp.binaries.atari.st in a few weeks, since I'll be mailing them momentarily...

4404. Re: comp.sys.atari.st.tech vote does NOT violate the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 02:24:26 UTC
From: steve@thelake.mn.org
Message-ID: <A2869761201@thelake.mn.org>
Source record: 240899
Cross-posted to: news.groups,comp.sys.atari.st

[In article <18314@rpp386.cactus.org>,
jfh@rpp386.cactus.org (John F. Haugh II) writes ...]

> In article <1990May14.184059.6530@wam.umd.edu> dmb@wam.umd.edu (David M.
Baggett) writes:
>>People have been sending me NO votes with comments like "this vote doesn't
>>follow the guidleines."
>
> Your vote does not follow the guidelines, this is why people have
> been sending you "NO" votes. I strongly encourage everyone reading
> this message to send you a "NO" vote.
>
> A strong, clear, unambiguous message needs to be sent out that
> overly restrictive and specific voting requirements will not be
> tolerated.

I don't really much care about whether comp.sys.atari.st is one newsgroup
or two. I can't imagine why it's worth arguing about, much less imagine
sending mail laced with obscenities, unless I felt some need to
demonstrate that I knew how to spell "anal."

If my kids got into an argument about whether to stack blocks into two
piles instead of one, I'd be shocked. They have better sense and far more
maturity.

(quoting David again...)

>>Give me a break, guys. If you like the idea, vote YES. If you don't
>>vote NO. But don't vote NO because you haven't been following the
>>discussion and misinterpret lear's comment.

Either Eliot made a mistake or there was a mixup during his vacation.
There was a call for discussion, and it was posted to the network.
The header of the call for discussion follows. Note the sender and
approved fields.

|Path: cs.umn.edu!brutus.cs.uiuc.edu!zaphod.mps.ohio-state.edu!uwm.edu!bionet!turbo.bio.ne
t!wam.umd.edu
|From: dmb@wam.umd.edu (David M. Baggett)
|Newsgroups: news.announce.newgroups,comp.sys.atari.st
|Subject: CALL FOR DISCUSSION: comp.sys.atari.st.tech
|Message-ID: <1990Apr13.225146.7988@wam.umd.edu>
|Date: 22 Apr 90 22:51:46 GMT
|Sender: lear@turbo.bio.net
|Reply-To: dmb@wam.umd.edu (David M. Baggett)

|Followup-To: news.groups
|Organization: University of Maryland at College Park
|Lines: 70
|Approved: lear@turbo.bio.net
|
|This is the first call for discussion regarding the creation of a new
|newsgroup comp.sys.atari.st.tech. The discussion period will end
|on Monday, April 30, 1990. (Total discussion time will be 18 days.)

The voting guidelines that David posted were clear and simple.

After viewing this round of scientific aquariumism, plus the recent performance of the junior stock analyst debate team, the Lynx videogame discussion and other off-topic noise, I've decided to send a YES vote on the establishment of comp.sys.atari.st.tech. I think I can figure out how to do so.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

4405. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 02:52:47 UTC
From: rjung@nunki.usc.edu
Message-ID: <9790@chaph.usc.edu>
Source record: 240898

In article <3070@sactoh0.UUCP> mfolivo@sactoh0.UUCP (Mark Newton-John) writes:
>In article <29947@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>> Sure... there are dozens of new titles promised for the Lynx by Christmas...
>> but that doesn't help my friend... NOW...
>
>Well, if you like playing the same games all thr time, that is who
>many "run and jump", "horizontal blast-'ems" do you want, anyway?

You're kidding, right? The Gameboy would _love_ to have run and jump,
blast-em type games. With that pitiful excuse for a screen, you're lucky if you
can still see your character in a scrolling field, or the scrolling field
itself (see SUPER MARIO LAND for an example).

As a matter of fact, I feel that the Gameboy is oversaturated with puzzle
titles more than anything else. Now, since there is no sudden surge of interest
in puzzle games, I am forced to conclude that this is happening only because
that's ALL the Gameboy is good for.

Heck, let the Nintendo zombies play with their little boy games. I'm just
itchin' to get VINDICATORS, RAMPAGE DELUXE, ROADBLASTERS, and TOURNAMENT
CYBERBALL (to name but a few) on my Lynx. In the meantime, there's BLUE
LIGHTNING for me to play on -- now _there's_ a game with long-term appeal.

--R.J.
B-)

P.S. Better move this to rec.games.video, this is not very ST-oriented,
no matter how you slice it.

P.P.S. Anybody seen Atari's fold-out ad for the Lynx in the June issue of
GAMEPRO? Who knows, if they can keep this up and sell lots of Lynxes, that
can have benefits for the computer line as well... (It's also a neat ad)

////////////////////////////////////|\\
Send whatevers to rjung@nunki.usc.edu | If it has pixels, I'm for it.
-------------------------------------+---------------------------Lynx me up!
"You weren't chosen because you're the best pilot in the Air Force. You were
chosen because you're the class clown and frankly, you're expendable."

4406. Omti 5200 Help Request

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 04:54:10 UTC
From: os9paul@gkcl.ists.ca
Message-ID: <8283@ists.ists.ca>
Source record: 240769

A friend has purchased a used Omti 5200 SCSI controller that he hopes to use on his Atari. The problem is that we have no documentation for the board. If you have any information about which jumpers relate to which functions, it would be appreciated. Or if you are using this controller, how are your jumpers set? In particular W0, W1, W3, W4, W5, W6, W7, W8, W14, and W15 setting are needed. (The other 'W' locations on the board do not have staking pins or jumpers at the moment. Should these all be open when used with the ST?)

Does anyone know an address or phone number for Omti or where the manual for this board may be obtained? As you may have guessed, we're getting rather desperate/frustrated here. Any assistance would be greatly appreciated. Thanks in advance!

Paul Good INTERNET: os9paul@gkcl.ists.ca UUCP: ists!gkcl.ists.ca!os9paul

4407. Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 05:05:11 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990May18.050511.20677@tukki.jyu.fi>
Source record: 240900

Hi! (again)

Is there any way to make a _program_ that changes drive and/or directory
in a way that when the program exits, a shell or desktop would be
in that directory???

I'm writing program similar to Peter Nortons NCD for MS-DOS-machines,
it works in MS-DOS (or actually part of it), and with some #ifdef's it
should work in ST, but when the program exits...

Where does TOS (or GEM) keep current directory?? How does it know
which directory to show in desktop window??

Timo
--
Timo Suhonen suhonen@tukki.jyu.fi
I am logged in, therefore I am

4408. TeX shells

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 07:37:14 UTC
From: mcli@joker
Message-ID: <7472@ur-cc.UUCP>
Source record: 240752

Hello everyone,

I recently setup TeX on my system and have encountered some problems.
My system is a mono 1040ST with an ICD 40 Meg Hard drive. I have my TeX
files on partition f:. I can run TeX, LaTeX, and showdvi using the texshell
written by Greg Lindahl. However, somehow, LaTeX will not look into
\tex\inputs for the .sty files. Hence, I have to resort to typing:
\tex\inputs\article.sty and \tex\inputs\art10.sty every time I run a
file through LaTeX.

Is there a better shell available where you can specify the paths to
your .sty files?

Thanks for your help.

Maurice
* ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * ** * **
BITNET : MCLI_SS@UORDBV \/
UUCP : ...rochester!uhura!mcli >--< ======================
Internet: mcli@joker.optics.rochester.edu /\

4409. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 07:37:42 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30010@cup.portal.com>
Source record: 240754

Mark Newton-John makes a lot of "Atari Cheerleader" comments about the Lynx handheld videogame system...

>Well, what games are you talking about. The XE Game Systems is a
>dead issue at the moment, but what are you talking about? There
>WERE a dozen games or so that were released for it. And if you got
>a disk drive, there were a TON of games that were available. In
>fact, there were more than enough cartridges that were available at
>the time it was released. I'd suggest that you get your information
>straight, rather than just speculate.

Yes, the XE-Game System is a dead issue... just like so many other Atari products that received their own "ballyhoo" from Atari Corp, then had NO support in the long run...

The list of games promised for the XEGS was long... did you ever attend a CIS (Consumers' Electronics Show) and see the lists of games Atari claimed would be released "RSN" for their systems..? Did you ever wait, and wait, and wait for those games to be delivered..? They finally did ship "Airball" and "Dark Chambers", and, I believe, the XE version of "Desert Falcon", but ANY "game system" is going to need FAR more support than that...

(The disk drive option is a "non-issue" since Atari never did publicize the availability of a disk drive for the XEGS, invalidating the argument that the were TONs of games available.. OLD games at that...)

>Well, if you like playing the same games all thr time, that is who
>many "run and jump", "horizontal blast-'ems" do you want, anyway?
>At least the Lynx games have a variety of games.

Yes.. the 5 or 6 available Lynx games are different... but how long do you expect anyone to keep on playing the SAME games over and over..? Every time I look at the GameBoy carts in the local store, I see new and different games the local stores don't even CARRY Lynx games...

> Well, I'm not here
>to change your mind, since it is already set. So get your gameboy,
>sell your Atari stock and equipment, and unsubscribe...

So why are you here...? To keep on chanting the same Atari Cheerleader "rah rah's"...? No matter how unfounded they are..?

I don't plan on buying EITHER a Gameboy OR a Lynx... and I *like* my ST.. but I don't make excuses for the company that made it either...

BobR

4410. Re: spice for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 07:52:21 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2760@medusa.informatik.uni-erlangen.de>
Source record: 240751

micro@imada.dk (Claus Pedersen) writes:
> Is it possible to get Spice for Atari on a FTP site (where) - I
>have just seen it in a German PD libary, so obviously there is a
>PD/Shareware version...

There is a commercial version from Koionia Lab (sp?). I can find out
more about it if you want me to.

Claus Brod I don't really know what I mean.
Am Felsenkeller 2
8772 Marktheidenfeld, West Germany

4411. ATARI.ST SOUND FILES (perferable not archived)

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 10:38:58 UTC
From: pearsonm@agnes.acc.stolaf.edu
Message-ID: <328@nic.stolaf.edu>
Source record: 240771
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc

Hello, i am looking for ANY FTP sites of Atari ST sound files.
I have an IBM PC/AT with a program that lets me use these Atari Sounds.
If soneone cound send me some NOT archives for I do not have an atari to unarchive them. or tell me where i can get them VIA FTP it would be appreciated.

Please respond via email to: pearsonm@acc.stolaf.edu
thanks

Matthew Pearson | 'Death isn't home, he's everywhere' - Warlord
pearsonm@acc.stolaf.edu| 'Were on a highway to hell' AC/DC
>Robotech Forvever! | 'Mutha, don't wanna go to school today.' Extreme
THE WARLORD | 'I've gotten 2014 times smarter since then' -MCP

4412. Re: Getting KA9Q

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 10:41:25 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May18.104125.8677@water.waterloo.edu>
Source record: 240755

In article <3318@rodan.acs.syr.edu> dinapoli@rodan.acs.syr.edu (Ron DiNapoli) writes:
>.... I ftp'd the "net_st.arc" archive from flash.bellcore.com ...
> ... From there I downloaded it ...
> ..., I tried to UnArc it with ARCX.TTP.
> ... and that crashed ARCX.TTP

Almost certainly you had a problem with one of the transfers you did.
I got the file "pub/ka9q/net_st.arc" from "flash.bellcore.com"
and it tested ok on my VAX.

4413. SWITCHER progs

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 11:16:31 UTC
From: cstxqdl@warwick.ac.uk
Message-ID: <545@lily.warwick.ac.uk>
Source record: 240761

I recently tried out an interesting little PD proggy called STSWITCH that splits the ST into two virtual machines which can be toggled between. Not exactly multi-tasking, but it is a pretty good idea, and I could use something like that. The problem with STSWITCH is that it is not overly robust, although the docs say this and that it was only written for a laugh.
What I want to know is : Does anyone have/know of any other such proggies which are more reliable, or of an upgraded version (I got mine from Lancaster PD). Maybe even the author is out there and can shed some light on the subject???
Answers via the net or on the back of a postcard to:

cstxqdl@uk.ac.warwick.cu

Cheers,
-Jas.

4414. Stacy & Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 11:56:16 UTC
From: jackin@rentukka.uta.fi
Message-ID: <1322@kielo.uta.fi>
Source record: 240756

I am still seeking a place to buy a Stacy. Also Lynx would be nice.

Can somebody there in the states give me one place which is known to be reliable.
I would like to order a Lynx. Fax number and address would do nicely.
Note that I live in Finland.

Markku Maenpaa.

4415. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 13:29:28 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May18.132928.11161@water.waterloo.edu>
Source record: 240757

In article <48@wopr.uu.ch> marc@wopr.uu.ch (Marc Balmer) writes:
> ...
>A real UNIX doesn't exist for the Atari ST because this computer
>lcks a paged-mmu. MINIX, in fact exists, but it is an educational
>operating system written completely in the C language and therefore
>a little bit slow.
>
>If you want to use a UNIX like operating system on the ST, use OS-9/68k,
>it's much more powerful and faster than MINIX is. OS-9 is a multi-
>tasking, multi-user and real-time operating system.

I wonder how this OS-9 stuff compares with IDRIS .

IDRIS has been available for the ST for several years.
It was first developed in Whitesmith c for the IBMPC, and
was ported to the ST by Computer Tools International.

In 1985, UNIX WORLD magazine reportedly praised the IDRIS system for
its ability to run on hardware with no memory management unit (MMU).
I believe that IDRIS provides a HYBRID scheduler that controls its
its multitasking. (*)

I would be intererested to hear from any users about their experience
with IDRIS. I would be more interested to hear comparisons between
IDRIS and OS/9. It is my impression that IDRIS was (at one time) priced
lower than OS/9.

Lee Dickey

(*) My source for this information is ST World, Vol II, Number 6, August, 87.

4416. Switching text mode font to 6x6 ????

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 13:54:32 UTC
From: ant@mks.com
Message-ID: <1990May18.135432.20359@mks.com>
Source record: 240758

```
GOAL:
Last night I tried to play with LineA -ve variables and setting the
text mode font to 6x6 so that all Bconout to the console would be in
this new font. I could then have more rows and cols on the screen for smart
applications. But I think I found a design problem with the BIOS.

METHOD:
;***
;*** font6x6.s Set System Font to 6x6
;***
;
; Files: numacros.s font6x6.s
; Assemble: mac -p font6x6.s

.include numacros

first_ade = 36
last_ade = 38
offset_table = 68
data_table = 76
form_width = 80
form_height = 82

.text
A_init
;0(a0) = 6x6, 4(a1) 8x8, 8(a1) = GDOS font list
move.l (a1), a1
move.l data_table(a1), V_FNT_AD(a0)
move.l offset_table(a1), V_OFF_AD(a0)
move.w first_ade(a1), V_FNT_ST(a0)
move.w last_ade(a1), V_FNT_ND(a0)
move.w form_width(a1), V_FNT_WD(a0)
move.w form_height(a1), V_CEL_HT(a0)
Pterm0

.end

NOTES:
By changing the line 'move.l (a1),a1' ---> 'move.l 4(a1), a1' I could revert
back to my original 8x8 font.

I have neglected to set V_CEL_MX, V_CEL_MY, and V_CEL_WR at this point in time
since these seem only to control the number of rows, cols, and vertical
cell displacement.

PROBLEM:
I run the program and I end up with a 6 high x 8 wide font. The BIOS or who
```

ever is doing console output for Beckmeyer's Micro CSH accepts everything
but insists that the font cell width is 8 pixels so I end up with the
right character but also the first 2 columns of the next one from the font data
table. I looked through the LineA variables and I could not find anything that
looked like V_CEL_WD (alpha cell width). Nor does the system output routine
compute the cell/character width in the current font size. It would seem that
the cell width is fixed at 8 pixels.

QUESTIONS:
1) Can I change the system alpha font to 6x6?
2) Am I forgeting to set something in the LineA variables?
3) Is there another *simple* *low-level* way to switch the system alpha
font so as to be transparent to any user programs (ie. shells, editors).

Future thanx for your help, and my your camel not spit into the wind :)

- ant
--
__ "A thousan li journey begins
_ . .-|- / _\ . . |_ _. _ _ . . with just one step."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/|

4417. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 14:03:38 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <665@hexagon.pkmab.se>
Source record: 240762
Cross-posted to: news.groups,comp.sys.atari.st

In article <18313@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:
>In article <1990May15.131803.17231@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>>Here's a comment I want to address publicly:
>>
>>John F. Haugh II <jfh@rpp386.cactus.org> writes (to me):
>
>I did not give you permission to post private mail, and in fact I would
>like to catagorically deny having written any of what you posted.

[a lot of talk about the letter he didn't write deleted]

>valid vote. I strongly encourage =everyone= who reads this note to
>send in a "NO" vote immediately, or to send Eliot Lear a letter requesting
>this vote be dishonored until a more honest vote taker can be found.

And by this you transform a voting for a new group to a personal
war. Why?

If you want to know I voted "YES", not because of this posting (actually
already a couple of days ago), but because I think it's a good idea to
split comp.sys.atari.st into several smaller parts. Everybody is
probably not interested in reading about "How do I to kill a virus" or
"The Phantom Typist".

[Maybe a new group news.groups.vote would be a good idea? All votes
could then be posted there?]

DISCLAIMER: This is _my_ opinion, and you can't change that. Please
don't flame.
--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se or daniel@hexagon.pkmab.se

4418. Top Status Area -- An Idea

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 14:06:30 UTC
From: ant@mks.com
Message-ID: <1990May18.140630.20708@mks.com>
Source record: 240759

Possibel idea on:

How to get a top non-scroll zone

In browsing SALAD last night I noticed a -ve variable V_CUR_OF (-30) that is the "byte offset from screen base to top of first cell".

Could not this variable offset into the screen where the first (scrolling) screen line would be; ie. a new (0,0) orgin. Then top area from 0 to offset could be used as a status area.

QUESTION: What is this variable actually meant to do??

- ant
--
__ "A thousan li journey begins
_ . .-|- / _\ . . |_ _. _ _ . . with just one step."
(_\ |\| | |(_/ |\/| |\ _\ o (_ (_) |\/|

4419. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 14:33:53 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7499@mcshh.hanse.de>
Source record: 240774

alkman@hexagon.pkmab.se (Stefan Alkman) writes:

>I've heard that there are something called 'minix', but i don't
>now anything about it. So if someone who has tried something like
>that or somthing else who is like Unix, I'd like to hear from YOU!

Yes, Minix/ST is now out in its version 1.5.10. It is now compatible in most parts to its IBM pendent. It includes the source of a UNIX like operating system and has System 7 compatible system calls as well as a POSIX library. The standard compiler, which is used to compile it, has ANSI abilities. This is due to the fact that a real ANSI PC version won't fit into the magic 64KB.

Well, it made itself to become a very good OS in its V1.5.X versions, which are not official, but from a nice man called Frans Meulenbroeks. Therefore you'll not be able to buy it. You only can get V1.1 for about ECU 130,- and then get any upgrades from someone you might find in comp.os.minix, where you'll find further upgrades, too. Otherwise you'll might find anotherone in Sverige there, because everybody is allowed to make three copies for friends for educational purposes.

You can get the famous GNU full ANSI C compiler, too. Some 100 standard unix tools are included, e.g. sed, awk, yacc, vi-clones, etc. I like it very much.

Keep in mind that it is for educational purposes, and therefore in a very modular design, with message passing between the relevant parts of the system. Therefore it is not very speedy, but it satisfies.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

> Stefan Alkman
>--
>Stefan Alkman, Bjorkrisv 7 S, S-702 34 OEREBRO, Sweden
>Internet: alkman@hexagon.pkmab.se
>UUCP: sunic!kullmar!pkmab!hexagon!alkman

4420. Validity of the comp.sys.atari.st.tech vote

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 15:02:47 UTC
From: jfh@rpp386.cactus.org
Message-ID: <18323@rpp386.cactus.org>
Source record: 240763
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May17.122752.14190@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>This is the last message on the topic I will reply to, either via mail or news:

Sure, why fight a losing battle? I've already received quite a few letters
from people pointing out that they were confused by the voting rules which
you placed on your newsgroup and have serious doubts if their votes will
be counted at all.

I strongly encourage those people, and anyone else who has concerns about
overly restrictive wording in "Calls for Votes" to formally, clearly, and
unambiguously protest the growing trend for overly restrictive terms for
votes.

>Your implication that I'm unethical is completely without grounds.
>Let's review this:

[stuff moved around some ...]

>I don't see how 1 & 2 imply 3. Maybe I'm missing something. Originally,
>I was just "anal retentive", meaning (I assume) that I was being too
>strict in my call for votes. OK, I _was_ too strict, and I attempted
>to publicly clarify the situation.

1) and 2) weren't intended to imply 3). But let's review them for
a moment -

> 1) You send me a NO vote containing an obscene diatribe
> 2) I address the issue you raised publicly, quoting you.

You posted private mail, which I have gone on record as having both
not written and not given you permission to post. You have now
continued your public campaign, hoping to steer the attention away
from your legalistic guidelines and towards the words "anal-retentive
asshole", which you consider to be an obscene diatribe.

> 3) I'm unethical.

Perhaps 1), 2), and the fact that you violated both Federal law and
good net.behavior in posting mail allegedly written by me combines
to make you unethical, since you don't practice ethical behavior as
defined by the net. That's the meaning of unethical - not being
ethical. To be ethical one would have to practice ethical behavior,
something which you have proven you do not do by your violation of
both the law and accepted behavior.

>I could likewise tell everyone reading this to vote YES, just to counter
>your obnoxious attack on the group, but I'm not going to do that. At

>this point I'm just too disgusted to really care.

Again, there has been no obnoxious attack on this group, only on your being its vote taker. I would also encourage everyone who is going to vote against this group to copy me on the "NO " vote to insure that our dear Mr. Baggett does not lie or find other legalistic means for ignoring your "NO " vote.

I would also like to point out that your clever changing of the Subject: and Followup-To: lines has not gone unnoticed. Since this issue remains of interest to persons concerned with the legitimacy of this vote, and the potential for scandal, I have changed the subject line away from the clearly personal attack which you are trying to wage against me, and redirected this back to where it rightly belongs.

Furthermore, I would like to encourage another comp.sys.atari.st reader to step forward and take over the responsibilities for holding this vote, since I believe that is the only way a sure and certain scandal can be averted. Since I can't remember whether Peter da Silva is an Atari or Amiga user, I won't try to enlist his efforts, but I do hope that someone who is trustworthy will become involved so that this vote can proceed without further incident.

--

John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

4421. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 15:11:34 UTC
From: kovach@SRC.Honeywell.COM
Message-ID: <72693@srcsip.UUCP>
Source record: 240760
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

In his article, Chad (no last name posted - I can see why) states -

>Funny... I've worked with *every* model of Mac...
>
>What in the hell is a Mac I?

Well Chad, the "Mac I" is how a large number of people refer to the outdated Mac 512s, SEs, etc which are all packaged in the same box that the original 512 came in - Thus the 1 reference. See Chad, the reason Apple came up with the Mac "II" (That means 2 in Roman numerals) was because they also considered the old box style machines to be versions of the Mac I.

Now if this is confusing, let me give another example - The R.S. TRS-80 Color Computer never had a "I" either, but all dealers refer to it as "1" now that there has been a 2 and a 3.

No dealer would call anything they make the "__________ 1" if it was the first model. But, once they come up with a new and improved version, called the 2, and subsequently the 3, 4, ... the original is refered to as the "one".

>Seems rather simple - Funny... I've worked with *every* model of Mac...

Yep, seems quite funny, actually hilarious, that you could not figure such a simple concept out.

And by the way, I certainly wasn't bragging about my "experience" by mentioning the PCs I have owned - Only a fool would consider mentioning owning some of those machines as bragging - but rather that each of those machines was far inferior to the Amiga and thus I called it a "real machine". If I wanted to brag, mentioning mainframes, superminis, etc would make more sense. Nope, just puffing the Amiga - but then I should not have figured you would understand that comment either.

>
>In other words, if you're going to brag about how much computer experience
>you have, *please* try to get your story straight...
>
>
>Or you'll never sell that swampland.

Peter Kovach

I've owned IBM XTs, ATs, Color computers I, II, III, TI, Exidy Sorcerer, Pet, TRS-80 Mod I, Elf, and others, I've worked//with Mac I and IIs, but the only real machine is the ---- //
\\// AMIGA

\/

4422. Re: comp.sys.atari.st.tech vote violates the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 15:13:19 UTC
From: jfh@rpp386.cactus.org
Message-ID: <18324@rpp386.cactus.org>
Source record: 240764
Cross-posted to: news.groups,comp.sys.atari.st

In article <A2869761201@thelake.mn.org> steve%thelake.uucp@cs.umn.edu writes:
>The voting guidelines that David posted were clear and simple.

The voting guidelines which he posted stated that the Subject:
line must exactly match the two sample Subject: line which he
posted. The "NO " Subject: line contained two spaces.

His efforts at making "NO" votes harder to have counted than
"YES" votes makes the call for votes invalid. This is very
similiar to the tactics used in the comp.unix.sco newsgroup
which has a "yes" vote box, and until recently, a "nay" vote
box - not "yea" and "nay", or "yes" and "no", but "yes" and
"nay". Of course it was changed after this was pointed out.

>After viewing this round of scientific aquariumism, plus the recent
>performance of the junior stock analyst debate team, the Lynx videogame
>discussion and other off-topic noise, I've decided to send a YES vote on
>the establishment of comp.sys.atari.st.tech. I think I can figure out how
>to do so.

Yes, but if you should change your mind and decide to vote
"NO", remember the two spaces. And even if you should decide
to vote "YES", as is your right, make absolutely certain that
you use the exact same Subject: line which he included in his
initial call. Otherwise, according to his call for votes,
your "YES" vote is invalid and he may not count it.
--
John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org

4423. GhostScript ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 18:44:00 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <46300095@uxa.cso.uiuc.edu>
Source record: 240776

Just wondering... is anyone porting or has anyone ported Ghostscript
to the ST?

-- Greg

4424. SIMM CITY

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 19:13:20 UTC
From: cr1@beach.cis.ufl.edu
Message-ID: <23263@uflorida.cis.ufl.EDU>
Source record: 240765

Does anyone know of anyplace, anywhere were I can get SIMM City for
the Atari ST? Please send me a phone number.

--
=-=-=-

4425. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 19:38:30 UTC
From: dag@persoft.com
Message-ID: <1990May18.193830.15850@persoft.com>
Source record: 240766

In article <1990May18.050511.20677@tukki.jyu.fi> suhonen@tukki.jyu.fi (Timo Suhonen) writes:
>Is there any way to make a _program_ that changes drive and/or directory
>in a way that when the program exits, a shell or desktop would be
>in that directory???
>
>I'm writing program similar to Peter Nortons NCD for MS-DOS-machines,
>it works in MS-DOS (or actually part of it), and with some #ifdef's it
>should work in ST, but when the program exits...

This might sound easy, and under MS-DOESNT, it is, however TOS is a little different... On MS-DOS, you have a current working directory on each drive and a current drive which is global to the whole system. Under TOS, you have a per-process current directory and current drive. When a new process begins, it inherits its current directory/drive stuff from its parent and can change things for itself and any subsequent children, but not for its parent. When the child process exits, the parent process still has the same working directory and drive that it had when it spawned the child.

I suspect that there is some dangerous hack which only works under one version or another of TOS to do this, but I wouldn't recommend using whatever it is. I may be wrong, and I suspect that Atari will say so if I am, but I've been playing in the guts of TOS for a very long time and think I know what I'm about here.

Daniel A. Glasser

--
Daniel A. Glasser | Persoft, Inc. | dag@persoft.com (if it works yet)
"Their brains were small, and they died."

4426. Re: comp.sys.atari.st.tech vote violates the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 19:40:39 UTC
From: ncastellano@eagle.wesleyan.edu
Message-ID: <24197@eagle.wesleyan.edu>
Source record: 240773
Cross-posted to: news.groups,comp.sys.atari.st

In article <18324@rpp386.cactus.org>, jfh@rpp386.cactus.org (John F. Haugh II) writes:
> In article <A2869761201@thelake.mn.org> steve%thelake.uucp@cs.umn.edu writes:
>>The voting guidelines that David posted were clear and simple.
>
> The voting guidelines which he posted stated that the Subject:
> line must exactly match the two sample Subject: line which he
> posted. The "NO " Subject: line contained two spaces.
>
> His efforts at making "NO" votes harder to have counted than
> "YES" votes makes the call for votes invalid. This is very
> similiar to the tactics used in the comp.unix.sco newsgroup
> which has a "yes" vote box, and until recently, a "nay" vote
> box - not "yea" and "nay", or "yes" and "no", but "yes" and
> "nay". Of course it was changed after this was pointed out.
>

This is the most paranoid bit of nonsense I have read since The Book
of the Subgenius. Dave has clearly pointed out that the number of
spaces after "NO" does not matter. What's the complaint here? You
seem to be unwilling to give up your INCORRECT INTERPRETATION of his
posting. If you're so trustworthy and fair, why don't YOU offer to
run the vote, and count 4 million votes with "My vote is: nyeah" or
"I think it's kind of a stupid idea but in the long run it may be
better so I think so but maybe not" in the header?

>>After viewing this round of scientific aquariumism, plus the recent
>>performance of the junior stock analyst debate team, the Lynx videogame
>>discussion and other off-topic noise, I've decided to send a YES vote on
>>the establishment of comp.sys.atari.st.tech. I think I can figure out how
>>to do so.
>
> Yes, but if you should change your mind and decide to vote
> "NO", remember the two spaces. And even if you should decide
> to vote "YES", as is your right, make absolutely certain that
> you use the exact same Subject: line which he included in his
> initial call. Otherwise, according to his call for votes,
> your "YES" vote is invalid and he may not count it.

Are you for real or what?

By the way, IMHO Dave Bagget is trustworthy, or else I would not run
software written by him on my machine. I have several programs
written by him. What have YOU, John F. Haugh II, contributed to the
comp.sys.atari.st community, besides a decrease in the signal to noise

ratio?

> --
> John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh
> Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.org
--
ncastellano@eagle.wesleyan.edu ncastellano@wesleyan.bitnet
Sinkhole!dEADHEAd@mast.citadel.moundst.mn.org
"We are happy. (_silence._) What do we do now, now that we are happy?"
-Estragon, _waiting for godot_ by samuel beckett

4427. Ordering Sozobon C via ordinary mail

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 19:56:13 UTC
From: mj@myrias.com
Message-ID: <72p9r6w3@myrias.com>
Source record: 240768

This posting is on behalf of Sozobon. Please send all inquires
to Tony Andrews. I know as much as you will do after you will read
an enclosed message.

Michal
mj@myrias.com

>>>>>>>>>>>>>>>>>>>> cut here >>>>>>>>>>>>>>>>>>>

Several people have been asking where they can get various parts
of the Sozobon compiler and associated tools. While we encourage
distribution through various non-commercial and commercial bulletin
boards, we cannot control which versions end up where. In particular,
few, if any, have added the recent bug fixes and supply fixed versions of
1.2 hcc and top.

If you are having problems finding the latest release of Sozobon C,
you can always order the full release floppies directly from us.
Send $10 US ($12 from Overseas) made out to 'Tony Andrews' to this address:
(This is a new address as Tony has moved recently)

Tony Andrews
4704 Berkshire Court
Boulder, Colorado USA
80301

Please specify single or double sided floppies (double sided is the default).

Currently, you will get all of the following:

Sozobon C compiler release 1.0
- 'cc' front end for the compiler
- 'hcc' the compiler itself
- 'top' the optimizer
- 'jas' the assembler
- 'ld' the loader
- 'make', 'ar', 'nm' similar to the UN*X tools

Sozobon C compiler release 1.2 update
- newer 'hcc' with all the latest bug fixes
- newer 'top' with all the latest bug fixes

Libraries from various other contributers
- 'dLibs' stdio library version 1.2 (Dale Schumacher)
- an improved 'fplib' (David Brooks)
- AES and VDI bindings 'gemfast' versions 1.2 and 1.3
(Ian Lepore)

Other tools
- 'stevie' a clone of the vi editor, version 3.45
- 'szadb' a clone of the adb debugger (Don Dugger)
- 'sc_desk' a version of 'cc' for use under GEM

As always, you get the source for all of the above. There is no copy protection and no restrictive license; please share with others.
You will get 2 DS or 3 SS disks. Everything is packed with 'lharc' from Haruyasu Yoshizaki (also included) to save space.

Johann Ruegg *
Tony Andrews |
Joseph Treat |
|
* - * * - * * - - - * * - - - * * - * * - * * *
/ / | / | | | \ | \ | \ |
* - * * * * - * * | | * | * | * *
\ | | \ \ | | | | | | | /
* - - - * * - - - * * - * * - * * - - - * * - - - * * *

4428. Re: spice for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 20:23:40 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90May18162340@curie.ces.cwru.edu>
Source record: 240767

In article <2760@medusa.informatik.uni-erlangen.de>
csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:

> micro@imada.dk (Claus Pedersen) writes:
> > Is it possible to get Spice for Atari on a FTP site (where) - I

i'll upload my copy of the PD spice to dsrgsun.ces.cwru.edu
over the weekend for FTP. warning: it is excrutiatingly slow.
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4429. Pexec()

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 20:24:23 UTC
From: bisson@csogat.dec.com
Message-ID: <11695@shlump.nac.dec.com>
Source record: 240753

The Pexec() function lets you create another process and execute it.
The format of the call is:Pexec(code,path,cmd,x)

I managed to use this function with code=0 (Load and go) and x=0L
(Use a copy of the calling process environment).

Can somebody describe the other values that code and x accept.I would
be particulary interested in loading a program and execute it when I want.

Please, email your answers to: bisson@csogat.enet.dec.com

Thank You,

Pierre-Yves.

4430. g++

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 20:25:49 UTC
From: markr@seqp4.ORG
Message-ID: <500@seqp4.UUCP>
Source record: 240778

```
main()
{
cout << "Hello G++ World\n";
}
```

produces:
Bogon alert wrote 400 syms expected 445.

Anybody have a clue?

--
-Mark Roddy
Sequoia Systems, Inc. (508) 480-0800 x1284
markr@seqp4.uucp m2c!seqp4!markr

4431. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 21:41:23 UTC
From: schultzd@frith.uucp
Message-ID: <1990May18.214123.14992@msuinfo.cl.msu.edu>
Source record: 240770
Cross-posted to: news.groups,comp.sys.atari.st

In article <18313@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:
>In article <1990May15.131803.17231@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>>Here's a comment I want to address publicly:
>>
>>John F. Haugh II <jfh@rpp386.cactus.org> writes (to me):
>
>I did not give you permission to post private mail, and in fact I would
>like to catagorically deny having written any of what you posted.
>
****FLAME ON****
If someone sends me U.S. mail, I can do whatever the He** I want with it,
including xerox it and mail it to everyone in the World! THe same holds
for e-mail!

>>My strict tone of voice in the call for votes was:
>>
>> 1) to prevent people from entering votes via news
>> 2) to prevent people from entering ambiguous votes
>> like "yeah" or "uh-huh"
>
>Why can't I vote from news? I personally prefer to hit the old "r"
>key and rip off a quick "NO" vote. I mean, why shouldn't I?
>
"r" SENDS e-mail!!!!!!!! What he said is don't vote by posting a net message.
PAY ATTENTION!!!

>
>>(But it sure is nice to know he's not voting "NO[space][space]" just because
>>I'm a total twit!) :-)
>
>Gee, nice to know you don't know how to reply to private mail by mail.
>
Since we are talking about a PUBLIC vote, this should be addressed
PUBLICLY! (You know, so that EVERYONE knows what is going on!)

>I would like to go on public record as protesting the entire nature of
>this vote. Mr. Baggett is not qualified ethically to conduct this vote,
>and the current scandal should more than disqualify this as being a
>valid vote. I strongly encourage =everyone= who reads this note to
>send in a "NO" vote immediately, or to send Eliot Lear a letter requesting
>this vote be dishonored until a more honest vote taker can be found.
>--
>John F. Haugh II UUCP: ...!cs.utexas.edu!rpp386!jfh

>Ma Bell: (512) 832-8832 Domain: jfh@rpp386.cactus.or

A have a novel idea... How about voting YES if you want a split and NO iff you
don't! (Voting NO because you want to make a statement only hurts the users
of this net. If you don't like Mr. Baggett, don't read his messages, but
for God's Sake DON'T go messing with voting just to make a point!
****FLAME OFF****

Vote for what you believe in, NOT what someone tells you to vote for.

#define DISCLAIMER "It is NOT my fault...!"

____
David W. Schultz | | |_ _/|
312 N. Case Hall | schultzd@cpsin.cps.msu.edu | | \/ |
Michigan State Univ. | schultzd@frith.egr.msu.edu | -|- -|-
E. Lansing, MI 48825 | Last Chance: 517 355-7033 | |___ | __
--| | | | | |
_____________________ # # # | -|- -|-
--

#define DISCLAIMER "It is NOT my fault...!"

____
David W. Schultz | | |_ _/|

4432. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 22:45:35 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6050.265442cf@uwovax.uwo.ca>
Source record: 240772

In article <1990May18.050511.20677@tukki.jyu.fi>, suhonen@tukki.jyu.fi (Timo Suhonen) writes:

> Is there any way to make a _program_ that changes drive and/or directory
> in a way that when the program exits, a shell or desktop would be
> in that directory???

No, each program seems to have its own current directory, so changing the child's will not change the parent's.
>
> Where does TOS (or GEM) keep current directory?? How does it know
> which directory to show in desktop window??
>

Don't rely on any undocumented variables (like where TOS keeps a program's current directory) because they're almost certainly different in different versions of TOS, and with all the different versions (TOS 1.0, 1.2, 1.4, 1.6, TURBODOS, and maybe someday TOS/030) your program will end up not working on a lot of machines.
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

4433. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-18 23:42:05 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <943@xenon.kcl-cs.UUCP>
Source record: 240787

In article <3589@3comvax.SPD.3Com.Com> robd@vax.SPD.3Com.Com (Robert Dickinson) writes:
>I am still looking for info on hooking up Atari STs to an ethernet network.
>Does anyone have an ethernet card for the machine?
>
>Are there any networking products for this machine?

Yup. There are several about- From Germany there is "Pam's Net", which supports thick and thin ethernet, servers etc. (Get hold of a copy of the German magazine "ST Computer"). There was a british thing called "9-Tiles" which was a LAN system that could support ST, PC, Mac etc all at once, but I have not seen it for a while.
Hope this is of some help,

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<< Disclaimer: This message has been treated with flame-resistant chemicals >>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

4434. Atari hard disk controller

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 02:08:03 UTC
From: stata@hplabsb.HP.COM
Message-ID: <5735@hplabsb.HP.COM>
Source record: 240775
Cross-posted to: comp.os.minix,comp.sys.atari.st

I'm interested in using Minix-ST to experiment with optimizing
cylinder placement on a hard disk.

I want to modify the Minix-ST hard disk controller (the one that
comes w/ the standard PH 1.1 distribution). I've looked at the
file stwini.c, and have made the following assumptions about the
mapping of the sector numbers that go into the routine "do_xfer" and
the physical placement of the sectors on the disk (notes: hi_spt =
sectors per track, hi_dhc = tracks per cylinder):

1. Sectors numbered "0" thru "hi_spt - 1" are all on the
same track. Sectors numbered "hi_spt" to "2*hi_spt-1" are
likewise on the same track and are on the same cylinder
as sector "0".

2. In general, sectors numbered "i" to "i+hi_spt-1" are on
the same track for i = multiples of hi_spt, and sectors
numbered "i" to "i+hi_spt*hi_dhc-1" are on the same cylinder
for i = multiples of (hi_spt*hi_dhc).

3. The cylinder holding sector "0" is the outermost cylinder.
The cylinder holding sector "hi_spt*hi_dhc" (given that (2) is
correct) is the 2nd to outermost cylinder. Etc.

4. The controller does interleaving: sectors i and i+1, if
they are on the same track, will be interleaved appropriately.

I'm assumting that the hard disk controller automatically takes care of
seeking: you give it a starting sector and a byte count and it will
automatically go to the right place and start reading as many sectors
as needed.

Are these assumptions correct? Does the controller automatically
swap bad tracks with spare tracks? What's the format of the
bad sector table?

Regards,
Raymie Stata
stata%cello@hplabs.hp.com

4435. New thangs at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 04:15:13 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990May19.041513.2199@terminator.cc.umich.edu>
Source record: 240777

Howdy everybody,

Just thought I'd let you know about a few changes at terminator.

1) All of our sounds have been moved from the music directory to their own directory called 'sound'. The players that accompany them also have been moved. They are in the 'sound/players' directory.

2) A directory called 'announce' has been added. This is designed for articles concerning upcoming atari events. I hope this will complement the postings in c.s.a.st. If you have any events that you would like to be posted here, please mail me directly.

3) A directory called 'newitems' has also been added. This should satisfy all of you who would comb through the new directory previously. Each new item will be entered there for about two weeks.

If any one has any questions concerning these changes, has material for announce or has any submissions, please contact me at weiner@terminator.cc.umich.edu
Thanks and have a swell day,
Jmw
--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Where nobody sleeps - ever... are afoot at the Circle-K..."

4436. Re: CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 05:09:00 UTC
From: jhc00614@uxa.cso.uiuc.edu
Message-ID: <46300096@uxa.cso.uiuc.edu>
Source record: 240779

Dude, I'm a diehard Amiga owner as well, but remarks like this posted
on comp.sys.atari.st accomplish nothing but getting a lot of pissed.
Different strokes for different folks, ok?

4437. 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 05:19:53 UTC
From: es2a+@andrew.cmu.edu
Message-ID: <0aJBRtu00UgyIYXcNU@andrew.cmu.edu>
Source record: 240784

I am trying to write an 11 sector per track formatter, thinking that it should be straightforward. Not so.

I have made the following calls:

```
... for(track=0;track<MAXTRACKS;track++)
Flopfmt(buf, intbuf, device, sectors, track, side, interleave, magic, pattern);
...
Protobt(buff, serial, type, flag);
[then modify buff to conform to the real #of sect/track, tot. sectors on disk,
etc.]
Flopwr(buff, filler, device, 1, 0, 0, 1);
```

This seems to work fine for sectors/track = 8,9,10, but dies for >10.

I have formatted 11 sector/track disks using my B drive using another program, so I know the drive can handle 11 sectors/track.

My guess is that Flopfmt just can't handle 11s/t, and I'll have to access the Western Digital chip directly. Does anyone have any pointers on this? I have the interleave parameter in Flopfmt set to 1. Should it be otherwise?

I know, I know, I should become a registered developer to find the answers, right? :-)

Thanks in advance,
Eric Stuyvesant
es2a+@andrew.cmu.edu

4438. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 08:46:33 UTC
From: dewey@sequoia.execu.com
Message-ID: <16370@sequoia.execu.com>
Source record: 240780
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May18.214123.14992@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
]In article <18313@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:
]>
]>I did not give you permission to post private mail, and in fact I would
]>like to catagorically deny having written any of what you posted.
]>
]****FLAME ON****
]If someone sends me U.S. mail, I can do whatever the He** I want with it,
]including xerox it and mail it to everyone in the World! THe same holds
]for e-mail!
]
]****FLAME OFF****
]
Whether you like it or not, John is correct and you are completely in the wrong. You DO NOT post e-mail without permission. Oh, you missed that minor bit when you read through the net documents? (You did read them, didn't you. Of course, you did - they just don't apply to you, right?)

I don't happen to agree with John's point about the vote. But he's a hell of a lot more correct than you are about what you do with private mail! Try reading what is expected behavior. Typing ***FLAME ON*** when you're going to go against long established guidelines demonstrates very little except that your arguments are probably worthless and you don't know enough about the net to contribute. Just blather.
--
| Execucom and I often have different ideas. THESE are mine, ok? Ok. |
| dewey@execu.com or uunet!sequoia!dewey |
|Don't reword the question into such generality that it appears absurd, that's|
|a puerile trick. -Barry Shein | But this IS Usenet!! - me |

4439. Re: comp.sys.atari.st.tech vote violates the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 09:17:23 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1709@nixpbe.UUCP>
Source record: 240792
Cross-posted to: news.groups,comp.sys.atari.st

In <18324@rpp386.cactus.org> jfh@rpp386.cactus.org (John F. Haugh II) writes:

>In article <A2869761201@thelake.mn.org> steve%thelake.uucp@cs.umn.edu writes:
>>The voting guidelines that David posted were clear and simple.

>The voting guidelines which he posted stated that the Subject:
>line must exactly match the two sample Subject: line which he
>posted. The "NO " Subject: line contained two spaces.

>His efforts at making "NO" votes harder to have counted than
>"YES" votes makes the call for votes invalid. This is very

If indeed "grep 'NO' ... " is used to find no-votes, it is NO HARDER to vote
NO than to vote YES because grep doesn't give a damn about what precedes and
what follows a given pattern unless ordered to do so.

So if "grep 'NO'" is used you can send in stuff like
"NO to ..."
"my NOVOTE on ..."
"I'm voting _NO_ because ..."
etc. etc.
You could even vote NO by mistake if you send in a mail to the given address
saying
"Please send me your nifty SNOBOL interpreter" :-)

I don't see anything restrictive about that. Always presuming a correct
grep usage. So cool it.

Martin
PS.: I'm in favour of the new group. So there!

--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

4440. LaserJet III

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 13:38:48 UTC
From: roddy@sbil.uucp
Message-ID: <1990May19.133848.9259@sbil.uucp>
Source record: 240782

Has anyone out there tried using an HP LaserJet III with an atari ST?

I exitedly opened up the printer box, plugged it all together and...
nothing happens. The Atari sees that something is on the printer parallel
port, so appears to send the data, but the LaserJet never seems to
receive any of it (nothing in its buffers). Could this be lack of
Ooomph in the Atari's power supply? The printer passes all of its
self tests, and the ST parallel port used to work with my old printer.

I used to have an HP DeskJet+, where there was the problem of the printer
not working if it was off when the ST was powered up, but several power
cycle tests proved the problem is not the same. Could be a duff parallel
port on the printer, but I doubt it. I will try the serial port tonight,
and try to get a different computer on the parallel port as a further test,
but I have an awful feeling that the Atari is going to let me down again...

Any pointers (esp. from all the HP.COM guys I know are out there!)

Roddy Manzie, London
roddy@sbil.UUCP

4441. Re: CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 13:56:26 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May19.135626.16504@cunixf.cc.columbia.edu>
Source record: 240783
Cross-posted to: comp.sys.atari.st,comp.sys.amiga

In article <46300096@uxa.cso.uiuc.edu> jhc00614@uxa.cso.uiuc.edu writes:
>
> Dude, I'm a diehard Amiga owner as well, but remarks like this posted
>on comp.sys.atari.st accomplish nothing but getting a lot of pissed.
> Different strokes for different folks, ok?

I have gotten numerous email requests to continue posting stock information, discontinue doing it, and some that would like me to walk into 5th Avenue traffic. :-)

The fact of the matter is that this information does provide some insight as to what the financial markets think about the strength of the companies involved. If our pet companies are doing well and instill confidence in the markets, the price goes up and we get newer/better products. If the value goes down, our companies are seen as weakening. They will have a harder time getting financing and we will not be getting new/improved toys to play with. What does any of this have to do with the ST? Absolutely NOTHING! (But neither do posts about the LYNX, the Portfolio and for sale postings) The do, however, act as a barometer for the health of the companies involved and they may help you decide whether to sink $500 into that new whizbang accelerator gadget thingy or wait for an updated machine or switch companies altogether. I don't think these newsgroups were meant to be used to talk about vectors, interrupts, and C code all the time, but to talk about a variety of interests that we, as computer owners, may have interest in. Also, I have gotten MANY more letters saying they appreciated hearing stock news occasionally than letters indicating otherwise. SO I will continue to do so. If you don't want to see them (and some of you obviously do not) please feel free to put the word "stock" in your kill file. I will always include this word in the subject header. This should satisfy those of you who feel qualified to be net.police who grumble about "what type of message should go where."

Have a good one,

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4442. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 14:32:19 UTC
From: jason@cs.odu.edu
Message-ID: <JASON.90May19103219@aethelbehrt.cs.odu.edu>
Source record: 240781

In article <3589@3comvax.SPD.3Com.Com> robd@vax.SPD.3Com.Com (Robert Dickinson) writes:
I am still looking for info on hooking up Atari STs to an ethernet network.

Are there any networking products for this machine?

C'mon. Someone must know.

Thanks.

I don't know of anyway to hook it directly to an ethernet, but
you could hook it to a machine on an ethernet through the RS232 port.
This would give you access to anything on the network that machine has
access to.
--
Jason C. Austin
jason@cs.odu.edu

4443. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 18:25:19 UTC
From: rjd@cs.brown.edu
Message-ID: <40320@brunix.UUCP>
Source record: 240785

In article <746@tharr.UUCP> chris@tharr.UUCP (Chris Allen) writes:
>In article <1990May14.140429.12266@newcastle.ac.uk> D.C.Halliday@newcastle.ac.uk (D.C. Halliday) writes:
||I have let this go to the world as there are some readers in the States.
||
||Is there nothing that can be done? Would posting to the ST world mail address
||help? ..
||....
|
|It is unlikely that this would do any good.
|I suspect that ST World is changing due to the lack of advertisers with an
|interest in a serious magazine rather than any drop in the readership.
|

Lack of advertisers? Pick up a copy of ST World and take a look
at it! That thing has about the same ad/article ratio as Byte Magazine.
I can't believe that ST World was *losing* money.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4444. Help with copy protected games

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 18:43:45 UTC
From: rjd@cs.brown.edu
Message-ID: <40322@brunix.UUCP>
Source record: 240786

I have a couple of games that I enjoy: Dungeon Master and
Dark Castle. Unfortunately, I hardly ever play them, because I
have to load them at disk drive speeds. (The programs are hideously
compressed, plus they have the copy protection schema decoding
to deal with.) Every inital game load takes minutes...which seems
like hours when you are waiting. (When I play games, I usually only
have a about 20 minute or a half an hour to spare...)

Can someone recommend a disk copier that will allow me to
install these games on my hard disk? Or, instead, does anyone
know if the companies that make these games will sell me a
hard disk installable version?

Thanks in advance.

- Rob DeMillo | Internet: rjd@brown.cs.edu
Brown University | Also Internet: demillo@juliet.ll.mit.edu
Planetary Science Group | Reality: 401-273-0804 (home)
"I say you *are* the Messiah, Lord! And I ought to know, I've followed a few!"

4445. KA9Q & SLIP: how I got it to work.

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 19:29:06 UTC
From: kibo@pawl2.pawl.rpi.edu
Message-ID: <K_%5-@rpi.edu>
Source record: 240788

[]
In last week's installment, Kibo had downloaded KA9Q from
terminator.cc.umich.edu and couldn't make it do SLIP over his modem.

He was frustrated and nobody could help him so he decided to go
browsing for ofther software to play with. He FTPed to flash.bellcore.com
and, lo and behold, he found file net_st.arc which contained a different
version of NET.TOS. The bellcore version was two years newer, fifty
percent bigger, and wasn't compiled from damaged source files. Kibo installed
it with the same setup that he couldn't make work with the terminator
version, and it worked.

So anyway, if you want KA9Q, I suggest checking which version
of NET.TOS is included before you download. The most recent one I've
seen was the one from flash.bellcore.com. It works very well for my
modem SLIP use (it does tend to lock up if you open too many sessions
and thus fill up memory, but that's far far better than not working at all.)

Thus we leave Kibo, with FTP and Telnet servers happily bouncing
packets around the net, until the next installment of: Kibo Gets Networked!

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo%pawl.rpi.edu@itsgw.rpi.edu ____
kibo@mts.rpi.edu / Kibology / Anything I say is the opinion
userfe0n@rpitsmts.bitnet / is better! / of myself, and not of Xibo.

4446. Re: Atari sock

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 19:56:10 UTC
From: danb20@pro-graphics.cts.com
Message-ID: <2736@crash.cts.com>
Source record: 240791

In-Reply-To: message from ac08@vaxb.acs.unt.edu

I think that when he said Mac I he means the original Macintosh. I too may
have said Mac (I), only to distinguish a specific Mac rather than the entire
Macintosh line that now exits.
I must agree that Amiga is the most fantastic thing I've seen under $5G.
ProLine: danb20@pro-graphics
UUCP: ...crash!pro-graphics!danb20
ARPA/DDN: pro-graphics!danb20@nosc.mil
Internet: danb20@pro-graphics.cts.com
u.s.mail: 509 StonyBrook Drive, Bridgewater, NJ, 08807 USA

4447. Re: 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 20:38:04 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12113@stag.math.lsa.umich.edu>
Source record: 240789

In article <0aJBRtu00UgyIYXcNU@andrew.cmu.edu> es2a+@andrew.cmu.edu (Eric Stuyvesant) writes:
>I am trying to write an 11 sector per track formatter, thinking that it
>should be straightforward. Not so.
>
>I have made the following calls:
>
>... for(track=0;track<MAXTRACKS;track++)
>Flopfmt(buf, intbuf, device, sectors, track, side, interleave, magic, pattern);
>...
>Protobt(buff, serial, type, flag);
>[then modify buff to conform to the real #of sect/track, tot. sectors on disk,
>etc.]
>Flopwr(buff, filler, device, 1, 0, 0, 1);
>
>This seems to work fine for sectors/track = 8,9,10, but dies for >10.
>
>I have formatted 11 sector/track disks using my B drive using another program,
>so I know the drive can handle 11 sectors/track.
>
>My guess is that Flopfmt just can't handle 11s/t, and I'll have to access the
>Western Digital chip directly. Does anyone have any pointers on this? I have
>the interleave parameter in Flopfmt set to 1. Should it be otherwise?
>
>I know, I know, I should become a registered developer to find the answers,
>right? :-)

I've written a program to do this, but I don't use it. The 11 sector format is too unreliable. However, if you want the info without shelling out the bucks for the developer's kit, you might try the Abacus ST books. I used their volume 13, ST Disk Drives: Inside & Out to get my program started. It's helpful to have some other references handy, though, as I found some errors in the Abacus descriptions. (As well as the all-too-common ambiguities in the descriptions. That's the real reason to have multiple sets of docs. I have the Abacus ST Internals and GEM Programmers Reference as well, also have The Concise Atari ST 68000 Programmer's Reference Guide, the dev kit, the MWC manual, a couple Compute! books, etc., and I tend to use two or three of 'em in one sitting. With an ST, you can NEVER have Too Much documentation. (More's the pity, eh?)

I saw a neat hack somebody uploaded to GEnie called Flash-Format, which you may also want to look at. Apparently if you pass an interleave of 11 to Flopfmt, it writes 10 and 1/2 sectors per track. If you treat the disk as a 9 sector per track disk, you get better speed than with Twister format. When the head is seeking from one track to the next, sector 10 is passing by. When the head reaches the next track, it reads the header for sector 11, which will have a

nonexistent data field/CRC. The error will cause the read to terminate with
an interrupt, and tell TOS that it's on the right track, just in time for
sector 1 to be read. I was pretty impressed, though it's unfortunate that you
can't get this high speed performance and use 10 data sectors per track.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4448. Re: Help with copy protected games

Newsgroup: comp.sys.atari.st
Date: 1990-05-19 20:44:36 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12114@stag.math.lsa.umich.edu>
Source record: 240790

In article <40322@brunix.UUCP> rjd@cs.brown.edu (Rob Demillo) writes:
>I have a couple of games that I enjoy: Dungeon Master and
>Dark Castle. Unfortunately, I hardly ever play them, because I
>have to load them at disk drive speeds. (The programs are hideously
>compressed, plus they have the copy protection schema decoding
>to deal with.) Every inital game load takes minutes...which seems
>like hours when you are waiting. (When I play games, I usually only
>have a about 20 minute or a half an hour to spare...)
>
>Can someone recommend a disk copier that will allow me to
>install these games on my hard disk? Or, instead, does anyone
>know if the companies that make these games will sell me a
>hard disk installable version?

Hm, Dark Castle ran just fine off my hard drive. But I got pretty
tired of it, I wiped it out a long time ago.

I know what you mean about Dungeon Master though. As far as I know,
FTL has no plans for releasing a hard drive installable version of it.
I'd suggest you order SwitchBack from Alpha Systems. You'll need at
least 2 meg of RAM to get any use out of it with Dungeon Master, but
once you've got it set up you can save and restore running games at
will.

As I mentioned in a previous posting (a couple months back, I guess)
you'll need to do some tweaking to get it running smoothly, but it's
simple enough to do.

I've also decompressed the Dungeon Master program, and gotten it to
load that way off my hard drive, but it was a tedious process patching
things so it didn't always look for data on drive A. I got tired of
it too, so I haven't decompressed the data file yet. I just use Switchback
to load games now anyway.
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4449. Voting

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 01:11:10 UTC
From: qralph@dna.lth.se
Message-ID: <1990May20.011110.3228@lth.se>
Source record: 240793

Hi,
I guess I am against splitting up the Atari group, because thanx to my curiosity I will anyway read both of them, to be sure I didn't miss any details of importance.
I feel people want a tech group to avoid this incredibly boring and childish discussion about the stringency in writing a NO or a YES on a line and similar things. There's often endless talk about things that don't belong to Atari at all and should be confined to private e-mail. Not to talk about all those people who feel the same behind the keyboard as the timid family father once he is behind the steering wheel, starting to swear at the other drivers.
Besides, all those quoting 50 lines of message incl. headings, just to add a "me too"... Some discipline and we can still remain in the same family.

|---|
| Want to talk to me? Try: |
| QRALPH@SELDC51 || QRALPH@SELDC52 || qralph@dna.lth.se |
| My name? In official Sweden it is: 4.901.185.654 (secret) |
| Anywhere else: Ralph Haglund |
| Disclaimer: If it works, it's out of date. |
|____|

4450. Re: SWITCHER progs

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 02:54:24 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9005200251.AA03581@fsucs.cs.fsu.edu>
Source record: 240794

In article <545@lily.warwick.ac.uk>, cstxqdl@warwick.ac.uk (Jas) writes:
>
> I recently tried out an interesting little PD proggy called STSWITCH that
>splits the ST into two virtual machines which can be toggled between. Not
>exactly multi-tasking, but it is a pretty good idea, and I could use something
>like that. The problem with STSWITCH is that it is not overly robust, although
>the docs say this and that it was only written for a laugh.
> What I want to know is : Does anyone have/know of any other such proggies
>which are more reliable, or of an upgraded version (I got mine from Lancaster
>PD). Maybe even the author is out there and can shed some light on the
>subject???
> Answers via the net or on the back of a postcard to:
>
>
> cstxqdl@uk.ac.warwick.cu
>
>Cheers,
> -Jas.

Revolver is a commercial program that does the same thing, with more bells
and whistles. It can create several virtual computers, and has some nice
features in addition imbeded in it (ie mouse accelerator, controll functions,
etc). It also gives the capability to "roll out" a partition of memory
(saving all memory and register states) to a file to be "rolled in" at a later
date. This is nice for stuff that takes some time to load (ie a zillion font
files for a GDOS application), as it is saved as one big file and can be
loaded rapidly.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

4451. comp.sys.atari.st.tech - Mass Acknowledgement

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 03:40:29 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May20.034029.18562@wam.umd.edu>
Source record: 240795
Cross-posted to: news.groups,comp.sys.atari.st

Here's a list of folks from whom I've received votes. All votes on this list have been counted. Additionally, all votes received so far have been counted, so if you voted and aren't on the list it's because mail bounced. In this case, please resend your vote. (If it still bounces, get help from a local mail path wizard. According to group creation guidelines, I can't count votes posted to the net; i.e., with F or f in rn.)

It does not say in the guidelines whether or not mass acknowledgements must be posted to news.announce.newgroups so I am assuming they don't have to be. If this is incorrect, please let me know.

If you have not voted yet and would like to, please wait for the next call for votes, which should appear soon in news.announce.newgroups, news.groups, and comp.sys.atari.st. The second call for votes (to appear) contains revised and hopefully clearer wording.

Mass Acknowledgement:

Votes logged so far, sorted by From line:

/* Purple Haze */ <NCASTELLANO@EAGLE.WESLEYAN.EDU>
2HJAWEAPON@kuhub.cc.ukans.edu
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From julian@freya Wed May 16 10
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[End of voters list]

4452. Re: Help with copy protected games

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 07:46:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30076@cup.portal.com>
Source record: 240797

Rob Demillo asks about Dungeon Master:
>Can someone recommend a disk copier that will allow me to
>install these games on my hard disk? Or, instead, does anyone
>know if the companies that make these games will sell me a
>hard disk installable version?

This is the #1 most asked question of FTL, about Dungeon Master..
(I can't say anything about the other game, Dark Castle.. I've never seen it)

The answer to both questions is no... FTL has no HD installable version,
and they've said that the main part of the time it taked to boot the game is
taken up in decompression in memory, so loading the game from HD would save
very little time.

I know it's annoying to have to wait (it's almost 3 minutes.. I've timed it!)
while the game boots... and I've booted it just a few times myself.

One bright spot though... the #2 most asked question was "Why can't I use
my "B" drive to Save games?" ... and FTL not only listened, and made the
change for Chaos Strikes Back to allow using both drives, but the game
is a little easier to load, since you don't have to switch disks. You can
click on "Resume" and walk away, get a drink or whatever, and it'll be ready
to play when you get back. (Now if only you could hit "ESC" and bypass the
opening screens...)

BobR

4453. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 10:02:18 UTC
From: t19@nikhefh.nikhef.nl
Message-ID: <855@nikhefh.nikhef.nl>
Source record: 240796

From the Dutch STart, May 1990:

Ethernet netowrk cards for the ST

1) Atari net, Atari Germany, >1200 dutch guilder/node
demonsrtation at CeBit, ST's connected to TT server (Mega bus card).
2) Bionet, BioData, MS-DOS file server (or ST -> limited set-up), fl 2.177/ST
(full review, stable & workable network, DMA port version)
3) pam's net???

Furthermore MIDI nets

1) SGS
2) eLan

In case anyone wanted to know: our local dealer got it's first TT, more to
follow in June.

4454. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 10:07:12 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1710@nixpbe.UUCP>
Source record: 240798

In <7499@mcshh.hanse.de> schiers@mcshh.hanse.de (Carsten Schiers) writes:

>Yes, Minix/ST is now out in its version 1.5.10. It is now compatible in
>most parts to its IBM pendent.

[capabilities description deleted]

>Well, it made itself to become a very good OS in its V1.5.X versions,
>which are not official, but from a nice man called Frans Meulenbroeks.
>Therefore you'll not be able to buy it.

[stuff about buying V1.1 deleted]

If I got it right from Frans' answers to some foulups in crc matching (see
comp.os.minix if you don't know what I'm talking about here) MINIX ST 1.5.10
WILL BE AVAILABLE from PH. (Frans mentioned sending in a set of diskettes
to PH and Mr. Tanenbaum, often called Andy, sent in the PC 1.5.10 version.
HOWEVER, nobody know how long it will take PH to come out with the new version.
If you are a patient fellow, you can save yourself the upgrade hassle and wait
for PH to sell the thing. Supposedly this will come with a new enhanced manual
booklet.

>You can get the famous GNU full ANSI C compiler, too. Some 100 standard
>unix tools are included, e.g. sed, awk, yacc, vi-clones, etc. I like it
>very much.

Just for interest: the GNU C I've got has it's own include files and library
functions. These would probably have to be updated for MINIX ST 1.5.10 since
they now relate to MINIX 1.1. Anybody out there who's already done that?

So long
Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

4455. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-20 10:14:21 UTC
From: mboen@nixpbe.UUCP
Message-ID: <1711@nixpbe.UUCP>
Source record: 240799

In article <3589@3comvax.SPD.3Com.Com> robd@vax.SPD.3Com.Com (Robert Dickinson) writes:
> I am still looking for info on hooking up Atari STs to an ethernet network.
> Are there any networking products for this machine?
> C'mon. Someone must know.
> Thanks.

Over here in Germany there's a thing called Bionet (from Biodata GmbH or so).
This IS a REAL Ethernet thingy with I think TCP/IP on top of it since it is
advertised to hook up Atari STs with IBM PCs, UNIX machines etc. and I don't
think Biodata developed new cards and device drivers for UNIX machines.

Then there is an Ehternet controller from Vortex Gmbh over here in Germany
which was shown at the CeBit if I read things right.

All of these are connected to the standard DMA port so they should be speedy
enough for the standard 10 MBit Ethernet cable.

Naturally I don't know about what's marketed in NA. But this should at least
show you that there are networking products for the ST somewhere in this world.

So long
Martin
--
Email: in the USA -> ...!uunet!philabs!linus!nixbur!mboening.pad
outside USA -> {...!mcvax}!unido!nixpbe!mboening.pad
Paper Mail: Martin Boening, Nixdorf Computer AG, DS-CC22,
Pontanusstr. 55, 4790 Paderborn, W.-Germany

4456. Re: comp.sys.atari.st.tech vote does NOT violate the guidelines

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 01:58:46 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90May21025846@host.fctunl.rccn.pt>
Source record: 240800
Cross-posted to: news.groups,comp.sys.atari.st

Please can someone tell me how do I vote on this newsgroup?
After reading this I want to vote YES, but as I am new to the net I
don't know how to.

Just another thing, what does IMHO mean?

Thanks
JPedro
--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

4457. Modula-2 for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 02:46:40 UTC
From: Seitz@cup.portal.com
Message-ID: <30093@cup.portal.com>
Source record: 240702
Cross-posted to: comp.lang.modula2,comp.sys.atari.st

I'm interested in buying a Modula-2 compiler for my Atari 1040 ST. If you know of any, please let me know. I'm looking for the following features:

1. Complete documentation, including

A. Any differences from PIM2 4th ed.

B. Full documentation of all library modules, including the PIM2 Standard Utility Modules (if these modules are included).

2. High-level graphics, windows, menus, and mouse libraries. I'd like libraries at least as powerful as the PIM2 Windows, Text Windows, Graphic Windows, Cursor Mouse, and Menu libraries.

3. Integrated editor that marks where errors occur in your source code.

4. Source level debugger.

5. Programmer's workbench for tracking and managing modules.

Matt Seitz
Internet: Seitz@cup.portal.com

4458. Request for 1.44 meg drive docs

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 03:24:00 UTC
From: WSCART01@ulkyvx.BITNET
Message-ID: <904F292C2CFF600C9E@ulkyvx.bitnet>
Source record: 240701

Help! I've been trying to connect a 1.44 meg drive to my Mega and seem
to be doing something wrong and I don't know what. Repeat, HELP!

What I have done so far is run three wires to a switch. One lead goes
to the 8 MHz line of the WD-1772 chip, line two goes to the socket of
that pin, and line three goes to the 16Mhz line of the shifter. I throw
the switch and it takes regular mode (one and two connected 8Mhz) to
HD mode (one and three connected 16Mhz). This doesn't work for me.
I've tried formatting it in HD mode with no luck and have formatted
some on an IBM in HD mode which wont work either. I'm lost as to what
to do next.
Some more relevant information is that the WD-1772 was made in 1985
and the HD drive is a TEAC FD-235HF with OP and D0 dips on. Anyone know
what the settings should be for a TEAC? (Options are HHO OP LHI HHI D1 D0
and I can pretty much guess that D1=drive 1, D0=drive 0 where D0 must be
set for the ST.) Another problem I've encountered is that I cant seem
to get the drive to work with the Mega drive A connectors but seems to
work OK in drive B. (In standard DSDD mode of course.)

I was hoping that someone has the upgrade docs for the 1.44 meg upgrade
so that I could find what I did wrong. (Or that someone might find my
mistake from reading this.) I was also thinking my 1.44 meg formatting
program might also be at fault so if someone could E-mail me a theirs,
or test mine to see if it truly works, it would be appreciated.

Thanks,

Stuart Carter
University Of Louisville
Physics Dept.

4459. Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 03:41:00 UTC
From: WSCART01@ulkyvx.BITNET
Message-ID: <904CE2BBDDDF600C9E@ulkyvx.bitnet>
Source record: 240703

A few months ago, the big rave was putting in a 16Mhz CPU into your ST computer. Major drawbacks were the price/performance of these upgrades. Two of the best that come to mind are the Turbo16 which used a caching system to boost speed up to 50% better, and the simple upgrade to the CMI board which supposedly was little more than a 16Mhz CPU which was much cheaper but also only 10% improvement. Now we come to my basic question. Why cant I just buy a 16Mhz CPU for $15 bucks and get that 10% increase in speed.

I'm skeptic that this would work since I've never heard of it being done before but would like to make sure since it seems like such a simple idea.

Thanks,

Stuart Carter
University Of Louisville
Physics Dept.

4460. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 04:20:27 UTC
From: Aaron.Roydhouse@comp.vuw.ac.nz
Message-ID: <1990May21.042027.13302@comp.vuw.ac.nz>
Source record: 240704

In article <4818> bointon@kcl-cs.UUCP (Marcus Barnaby Bointon) writes:
|There was a british thing called "9-Tiles" which was a
|LAN system that could support ST, PC, Mac etc all at once, but I have
|not seen it for a while. Hope this is of some help,

I've just installed and tested a 9Tiles system. Works well.

We're basically evaluating it at the moment, we have a couple
of ST(e)'s and a PC on a ring (it's a buffer-insertion, ring
style network). The PC's & ST's function wonderfully together.

Ethernet it ain't, but fast, functional, reliable, and _very_
useful it is (so far anyway).

If anyone is extremely interested then I'll post/email something
more detailed, but briefly;

Points for:
- 2Mbits raw ring speed (deliveres about 27k/s in pactice,
1st Word plus loads is less than 10sec)
- ST/PC (several other computers as well, but not that we've
tried) integration works flawlessly. The possibility is
you buy a cheap PC-AT (with cheap _reliable_ HD), load it
to the gills with serial/parallel ports (attached to printers,
lasers, plotters, modems, other networks, etc.) and sit it
in a corner of a ring fileserving, spooling, and offering
all its devices as network services.
- Sturdy; plug in, rip-out, crash any node on the ring, anytime
without any problems. You can even break the ring (while
installing another node box say) and all network activities
pause - until the ring in intact again, where upon everything
continues as if nothing had happened.
- You can have as many file-servers as you like on the same ring.

Points against (we haven't had too long to find these yet)
- Only 2Mbits, systems like LANTECH are promising 10Mbits.
- Only PC's (ie. not ST's) can be used as file-servers (although
the can of course serve files to ST's) - this is because the
software only exists for PC's. 9Tiles do provide a ST netbios
with full development information.
- Only PC's can spool printers (again, s/w available for PC's
only), but intelligent serial node boxes can be used to
share printers on an all-ST network.
- Printed docs a little out of date (stuff supplied on
disk [lots] is current and accurate though).

Did I say brief? :-)

Pricewise 9Tiles is no cheaper than other venders, although
service and backup has been very good so far.

Someone else in NZ are presently installing the LANTECH
product for evaluation now - promises to be faster (10Mbits)
but may work for ST's only. (LANTECH are US based I think)

BTW I've got nothing to do wih 9Tiles (or LANTECH) apart from
being located as far away from them as is possible, while still
remaining on the same planet :-)

BBTW We communicate via fax, being on opposite sides(?) on the
globe we are never awake at the same time, but they still manage
to reply within 24hrs of our faxes. (they even faxed us a complete
copy of the ST installation manual (about 50 pages) while we were
still just inquiring about the product!)

Aaron.
--

____
/ \ The Entity | Phone: +64 4 850 988 Fax: +64 4 710 187
|@/ Aaron Roydhouse | SMail: PO Box 11-704, Wellington, New Zealand
__ aaron@comp.vuw.ac.nz | Quote: "Death - To stop sinning suddenly"

4461. Second CALL FOR VOTES: comp.sys.atari.st.tech

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 06:54:20 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May18.134522.29252@wam.umd.edu>
Source record: 240705
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st

[I *did* receive a call for discussion for this group, contrary to my
earlier statement. My apologies for any confusion caused. -eliot]

[This is the revised version with less-strict wording. -dmb]

*** PLEASE READ THIS ENTIRE MESSAGE BEFORE REPLYING ***

This is the first call for votes for creation of a new group

comp.sys.atari.st.tech

The voting period will last until 11:59 PM on June 7, 1990.

*** DON'T VOTE UNTIL YOU READ THE WHOLE MESSAGE! ***

The charter of the group, if created, will be as follows:

Charter for comp.sys.atari.st.tech
---

comp.sys.atari.st.tech is devoted to technical discussion
regarding Atari ST software and hardware. Examples of topics to
be discussed in this newsgroup include:

"What are the pinouts for the ___ port on the ST?"

"Has anyone managed to hook up a ___ successfully?"
(Assuming this is a nontrivial task)

"Which system vector controls ____?"

"What is the official, Atari-sanctioned method of doing ___?"

"What are the specs for ___ file format?"

"How does ___ manage to get 20 million colors on the screen?"

"What is the best way to do fine scrolling?"

Examples of topics NOT to be discussed in this newsgroup include:

"How do you get past the dragon in ___ game?"

"For sale: ___"

"New product announcement: ___"

"My ST is better than your ___ because"

"My ___ is better than your ST because..."

"Atari's financial situation is ___"

---

comp.sys.atari.st.tech, if created, will be unmoderated.

HOW TO VOTE

To cast a vote, send a mail message to dmb@wam.umd.edu with either of
the following subject lines:

Subject: Vote YES for comp.sys.atari.st.tech
Subject: Vote NO for comp.sys.atari.st.tech

In the previous call for votes I stated that the body of the message
would be ignored. This was so I could write a script to log votes
automatically, and to ensure that I wouldn't get ambiguous votes.

However, it has been pointed out that this is too strict, so forget
I ever said it. I will look at the body of the message, and votes
that contain unambiguous subject lines or text will be counted.

If you've sent in a vote with the text in the body, you don't have
to resend; I've already gone through all the votes by hand to make
sure they all got counted. I have not received any uncountable votes
yet.

I will still enforce the following, however:

ONLY votes MAILED to dmb@wam.umd.edu will count. Votes posted to the net
for any reason (including inability to get mail to dmb@wam.umd.edu) and
proxy votes (such as having a mailing list maintainer claim a vote for
each member of the list) will not be counted.

In defense of this, I refer doubters to the *latest guidelines*, which I
have quoted below:

Article 523 of news.announce.newusers:
Subject: How to Create a New Newsgroup (Updated: 16 Feb 1990)

4) ONLY votes MAILED to the vote-taker will count. Votes posted to the net
for any reason (including inability to get mail to the vote-taker) and
proxy votes (such as having a mailing list maintainer claim a vote for
each member of the list) may not be counted.

Looks pretty similar. I didn't just make this up. If you don't like
it, please post a message to news.groups complaining about the guidelines,
not about this call for votes.

The group will pass/fail according to the following criteria in the
guidelines:

3) AFTER the waiting period, and if there were no serious objections
that might invalidate the vote, and if 100 more YES/create votes
are received than NO/don't create AND at least 2/3 of the total

number of valid votes received are in favor of creation, a newgroup control message may be sent out. If the 100 vote margin or 2/3 percentage is not met, the group should not be created.

Additionally, I have extended the voting deadline to June 7 to accommodate the delay in posting to news.announce.newgroups, so we'll be sure to have the >= 21 day voting period called for in the guidelines.

Voting deadline: 11:59PM June 7, 1990

Dave Baggett
dmb@wam.umd.edu

4462. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 08:24:01 UTC
From: jensting@rimfaxe.diku.dk
Message-ID: <1990May21.082401.1153@diku.dk>
Source record: 240706

WSCART01@ulkyvx.BITNET writes:

[..]
> I'm skeptic that this would work since I've never heard of it being
>done before but would like to make sure since it seems like such a
>simple idea.

It can be done alright. The thing is to get a 16 MHz signal, and redo
some of the bus connections. It was done by the German ST Computer
magazine, and requires only a few TTL chips besides the 68000. Mail
for further info (I need to dig it out at the library).

Jens

jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4463. searching for a hardcopyprg

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 08:59:35 UTC
From: bode@cip-s02.informatik.rwth-aachen.de
Message-ID: <2933@rwthinf.UUCP>
Source record: 240707
Cross-posted to: comp.sys.atari.st,sub.sys.st,dnet.atari

Hi netlandians !

I'm searching for a hardcopyprg that acts as a ACC a la SNAPSHOT or
does a ALT-HELP-Hardcopy to harddisk and uses DEGAS or IMG-format
for storing. Anyone out there who got such stuff or knows where to get it ??

Greetings

Marvin

4464. Re: 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 10:00:25 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2769@medusa.informatik.uni-erlangen.de>
Source record: 240708

hyc@math.lsa.umich.edu (Howard Chu) writes:

>In article <0aJBRtu00UgyIYXcNU@andrew.cmu.edu> es2a+@andrew.cmu.edu (Eric Stuyvesant)
writes:
>>I am trying to write an 11 sector per track formatter, thinking that it
>>should be straightforward. Not so.
>>
>>I have made the following calls:
>>
>>... for(track=0;track<MAXTRACKS;track++)
>>Flopfmt(buf, intbuf, device, sectors, track, side, interleave, magic, pattern);
>>...
Flopfmt() uses a very wide spacing between sectors. To squeeze 11 sectors onto
a track you'll have to write your own formatter routine with direct FDC access.

>I've written a program to do this, but I don't use it. The 11 sector format
>is too unreliable. However, if you want the info without shelling out the bucks

I disagree. I've probably written the first 11 sector formatter ever for the
ST (in late 86), and since then I've been working with it. If you have a
drive that spins at the correct speed (300 UpM) everything works fine.

>sector 1 to be read. I was pretty impressed, though it's unfortunate that you
>can't get this high speed performance and use 10 data sectors per track.

One can get nearly as much from a 10 sector disk. Use HYPERFORMAT (this is
my formatter), and you'll get very high speed 10 sector disks.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4465. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 10:08:46 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2770@medusa.informatik.uni-erlangen.de>
Source record: 240709

t19@nikhefh.nikhef.nl (Geert J v Oldenborgh) writes:

>Ethernet netowrk cards for the ST

>1) Atari net, Atari Germany, >1200 dutch guilder/node
> demonsrtation at CeBit, ST's connected to TT server (Mega bus card).
>2) Bionet, BioData, MS-DOS file server (or ST -> limited set-up), fl 2.177/ST
> (full review, stable & workable network, DMA port version)
>3) pam's net???

Now there's also a Ethernet board from Vortex.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4466. Re: Still looking: Ethernet for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 10:10:26 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2771@medusa.informatik.uni-erlangen.de>
Source record: 240710

mboen@nixpbe.UUCP (Martin Boening) writes:

>Then there is an Ehternet controller from Vortex Gmbh over here in Germany
>which was shown at the CeBit if I read things right.

>All of these are connected to the standard DMA port so they should be speedy
>enough for the standard 10 MBit Ethernet cable.

The Vortex solution doesn't do DMA, it uses the processor to move data.
At least this is what the Vortex press releases stated.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4467. Re: Determining Own Name - Major BooBoo

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 11:50:51 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <291@utrcu1.UUCP>
Source record: 240731

```
The reason the trick with Fgetdta doesn't work for determining the name
of a program, is that Pexec sets up a DTA that is located in the
basepage of your program. So, this DTA DOESN'T hold the name of your
program! When you make a program which has to know part of it's name
(for example BUFXXXX.PRG where XXXX is the buffer size), you can use a
Fsfirst("BUF????.PRG", 0) and determine the value of XXXX from the DTA.

Lion (Henk de Leeuw)
University of Twente
optimiza@utwente.nl
```

4468. Re: Atari stock/Lynx

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 12:44:38 UTC
From: chad@norge.enet.dec.com
Message-ID: <11772@shlump.nac.dec.com>
Source record: 240711

To be fair to the XEGS, there were lots of cartridges available. Any of the 400/800/XL/XE carts should work and there were some great games.

Chad
chad@norge.enet.dec.com
Vi elsker dette landet!

4469. Re: Atari stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 12:53:01 UTC
From: chad@norge.enet.dec.com
Message-ID: <11773@shlump.nac.dec.com>
Source record: 240712
Cross-posted to: comp.sys.atari.st,comp.sys.amiga,comp.sys.mac

>In his article, Chad (no last name posted - I can see why) states -
>
>>Funny... I've worked with *every* model of Mac...
>>
>>What in the hell is a Mac I?
>
>Well Chad, the "Mac I" is how a large number of people refer to the outdated
>Mac 512s, SEs, etc which are all packaged in the same box that the original
>512 came in - Thus the 1 reference. See Chad, the reason Apple came up with
>the Mac "II" (That means 2 in Roman numerals) was because they also
>considered the old box style machines to be versions of the Mac I.

Hi

Well, I remember reading this post about Mac I and I don't remeber
seeing any name Chad attached to it. There may be other Chad's posting
but I didn't see my name associated with this (please excuse me if a
Chad did post this). However, I didn't post the note about Mac Is. And
though not a Mac person (yet -- thinking of trading my ST for a Macplus
or SE [for the new cheaper edu discount prices] for MIDI), I haven't
heard people call the original Macs Mac I. I have heard "Classic Mac",
"Fat Mac", Mac 128/512/512ke, etc, but never Mac I. And there are other
Macs besides Mac IIs now, the Plus, SE, and SE/30. Apple calls them
"Compact Macs" and "Modular Macs". Anyway, in the future please post
more identifying info and not just a first name when making accusations
(a net address identifying who you are talking about is a start).

Chad
Chad@norge.enet.dec.com
Vi elsker dette landet!

4470. Teac drive mechanisms

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 13:14:39 UTC
From: ee86djg@cc.brunel.ac.uk
Message-ID: <1508@Terra.cc.brunel.ac.uk>
Source record: 240720

In response to a plea concerning some brand of second drive, Master??, the following info may be useful.

As a lot of people know, the ST works out disk changes by polling the write-protect signal from the drive, hence ESC to update et al.

Therefore, if this signal ain't working funny things may happen, including strange info in the about.. dialog.

Why doesn't it work ? Well, some Teac mechanisms seem to have taken the 3.5in disk standard slightly too far..

The drive includes a sensor switch to detect disk loaded, which is used by many a computer, but not the ST. The funny thing is, this signal is used in Teac mechanisms to disable logically meaningless signal, along the lines of..
" How can the disk be write-protected if there is no disk loaded "

The solution is to check whether your mechanism fudges these signals, and if does, get out the soldering iron and patch in a jumper.

------ Dave G.

(This info for info only. No responsibility taken for any actions.
Including my own.)

No signature 'cos it is bye bye net access at the Graduation Balls Up!

4471. TurboDos suspected bug

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 13:52:44 UTC
From: ee86djg@cc.brunel.ac.uk
Message-ID: <1509@Terra.cc.brunel.ac.uk>
Source record: 240722

For those of you who are not familiar with it, Turbodos is an auto folder program that claims to replace the standard hard disk drivers with faster routines. And it works, apart from having to be careful with floppies. Oh, and the following:

TurboDos appears to truncate files when copying from one hard disk to another. It will truncate either long files or files within multiple copies. Turbodos does not truncate all files.

This "bug" was discovered when we had two hard drives DMA chained as follows:

Atari-----> Rodime 218Mb(SCSI 0)----->Seagate 157N (SCSI 1),

Both drives use Supra interfaces, and Supra software also used.

Bug did not appear when copying between partitions on a single drive.
All normal procedures concernig disabling desk accs and other Auto progs tried.

Can someone investigate/confirm this phenomenon.

Incidentally, it has been reported (A. Ramos, 2nd Manual to ST) that the Turbodos routines were written by D. Laurent of Atari France, and that they were to be used as the hard disk driver in the new TOS. (That is, TOS 1.4/1.6....we still don't have it in the UK). If so, it might be worth checkin whether this problem exhibits itself on Rainbow TOS set-ups.

PS Use a BIG file to check it, and look at the size of the copy.

------- Dave G.
(All opinions etc. Who needs lawyers anyway ?)
(No responsibility taken for any persons actions...including mine.)
(No signature, since bye bye net access at the Graduation Balls Up !)

4472. Re: STs and the NEC/MultiSync GS2A monitor

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 14:38:38 UTC
From: saj@chinet.chi.il.us
Message-ID: <1990May21.143838.3395@chinet.chi.il.us>
Source record: 240729

As many of you are bored to hear again, I use a Thomson Ultrascan (which is internally the same as the original Mitsubishi Diamond Scan) as both color and mono monitor. I agree with Larry Rymal that the mono isn't as good as on a real Atari mono monitor. But I consider it excellent anyway. Comparable to PC VGA. It may be that we have different standards, or perhaps different cables (mine runs the mono output to the green monitor input only).
Steve J.

4473. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 15:08:02 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3390@rodan.acs.syr.edu>
Source record: 240713

In article <904CE2BBDDDF600C9E@ulkyvx.bitnet> WSCART01@ulkyvx.BITNET writes:
> [Discussion of 2 CPU upgrades deleted]
>Why cant I just buy a 16Mhz CPU for $15 bucks
>and get that 10% increase in speed.

My understanding is that the speed of the machine is actually not based on the CPU, but the clock. The ST's clock runs at 8MHz, so popping another chip in there, no matter how fast it is, will still execute instructions at 8MHz. Another problem is the RAM. The stock RAM in an ST has a 120NS access time, so that's just fast enough for 8MHz (125NS would be exactly 8MHz, 120NS is slightly faster). If you double the clock rate and pop in a 16MHz CPU, the CPU will spend most of its time waiting for RAM. Which brings me to my question:

I just upgraded my 1040ST to 4MB using 1MBx8 SIMMS with 80NS access time. Is it possible to just double the ST's clock rate and pop in a faster CPU to get a faster machine?(I realize that the SIMMs aren't fast enough to run at a full 16MHz, but they're a lot faster than regular ST RAM chips) Also, is it possible to make the clock rate switchable between, say, 8MHz and 16MHz so I can still run games that are dependent on CPU speed?

>
>Thanks,
>
>Stuart Carter
>University Of Louisville
>Physics Dept.

Thanks,
---jb

4474. Wanted: Serial printer

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 15:52:52 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1095@uhnix2.uh.edu>
Source record: 240714

I am looking for a small serial printer. The only capabilities that the printer must serve is that it is big enuf for address labels, about 4.5 inches wide. Dot matrix, of course.

If you have such a beast (was there an old radio shack model?) please email to me. If should be serial, if at all possible. I DON'T want a regular printer! I already have one!

Thanks in advance,
- mike

--

Double Click Me | Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)645-3759 | DC DESKTOP | DC FORMATTER | DC UTILITIES | and others

4475. MASTER drive from Oceanic is buggy

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 18:01:30 UTC
From: dbrooks@osf.org
Message-ID: <8306@paperboy.OSF.ORG>
Source record: 240715

Thanks to those who responded concerning the Master 3S 2-sided drive from Oceanic. Konyo acknowledges that the design is faulty, and will fix/replace your drive. If you call them at the number given on the warranty card (sorry, I don't have it to hand) and ask for Service, they will arrange the swap. They don't seem to be prepared to do it through a dealer, which is a pain.

To find out if you have the problem (with this or any other drive), insert a write-enabled disk and get a GEM listing. Then pop the disk out, count to one :-), and push it back in. Hit Escape. The disk should spin. If it doesn't, you have a problem.

If you really need not to lose the drive for a while, or you have the same symptom with another drive, the workaround is: *never* replace a write-enabled disk with another write-enabled disk. Always insert a write-protected disk in between. For the few days I had to do this, I'd take the "new" disk, open the shutter, slide it in, wait a moment, pop it out and close the shutter again.

Good luck, everybody with the drive.
--
David Brooks dbrooks@osf.org
Open Software Foundation uunet!osf.org!dbrooks

4476. bending vectors

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 18:35:18 UTC
From: ge@kunivv1.sci.kun.nl
Message-ID: <1606@kunivv1.sci.kun.nl>
Source record: 240734

A short question:

I'm currently writing a program that has to redirect an interrupt vector.
I know there's a scheme of tagging your own interrupt handler so another
handler can uninstall itself whilst leaving your vector intact, the
XBRA scheme. How does it work and where do I register a unique code
for it.

Second question: I saw some reference to "Cookies", whatever are they.

I want to improve the chance my programs survive in more hostile environments
than my own ST.

Thanks in advance for answering.

Ge' Weijers

Ge' Weijers Internet/UUCP: ge@cs.kun.nl
Faculty of Mathematics and Computer Science, (uunet.uu.net!cs.kun.nl!ge)
University of Nijmegen, Toernooiveld 1
6525 ED Nijmegen, the Netherlands tel. +3180612483 (UTC-2)

4477. Re: ST World (UK)

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 19:36:30 UTC
From: aimd@castle.ed.ac.uk
Message-ID: <4111@castle.ed.ac.uk>
Source record: 240721

If you are a subscriber to ST World (UK), then you'll know this, sorry!

From next month ST World will appear quarterly (!) and increase it's size upto about 120pages (only 24 pages more than the current issue).

Atari ST User is being re-vamped (and it certainly needed it). It looks as though ST User will become the ST World with games reviews. I guess it'll look something like Amiga Computing. It will also have a cover disk with some programming pages on the disk.

All in all, the new ST User sounds quite good, it'll obviously be competing mainly with ST Format but sounds like serious users will be catered for to a large extent while also satisfying more casual users.

ST World looks like it'll take a bit of a back seat. It's hard to see everyone remembering when ST World is coming out when it's been three months since the last issue.

Subscribers can carry on with ST World, switch to ST User or pay 30 quid and subscribe to both!

The new ST User is out on 7th June, should be an interesting read.

Mark.

4478. Editable text fields in Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 20:15:44 UTC
From: heavy@sparky.eecs.umich.edu
Message-ID: <2375@zipeecs.umich.edu>
Source record: 240716

I need some help, bad. I am working on a program, in which I use dialog boxes. The following segment of code copies a string into an editable text field, calls form_do, then tries to get the edited string out. This whole portion of my code worked fine, until I started trying to get the edited strings out of the dialog box, so there would seem to be something wrong with the way I am doing that, any suggestions? Here's what I am doing:

```
...
strcpy((char *)((TEDINFO *)edit[NAME].ob_spec)->te_ptext,oldstring);
objc_draw(edit,0,20,x,y,w,h);
ret = form_do(edit,ITEMID2);
strcpy(newstring,(char *)((TEDINFO *)edit[NAME].ob_spec)->te_ptext);
printf("%s\n",newstring); /* This line crashes massively */
...
```

It should be noted that the first strcpy works.

Thanks in advance,

Richard Hall
University of Michigan

4479. DMA problems since adding Turbo-16 upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 20:17:26 UTC
From: dag@persoft.com
Message-ID: <1990May21.201726.552@persoft.com>
Source record: 240718

About a month ago, I purchased the Turbo-16 board (by FAST Technology) and installed it in my Mega-4, following the printed directions very carefully. After a few phone calls to the technical support people at FAST, I was able to get the upgrade to operate by removing the Blitter chip (the doc's said nothing about incompatible Blitter or MMU chips, but the man on the phone told me that my Blitter was not compatible and that I must get a new one...). The upgrade now works, and the processing speed improvement is impressive; however a problem immediately developed which maybe some kind soul on the net can help me with before I send the machine in for service. (There is no competent service center that I know of within 100 miles of Madison, WI.)

The DMA chip now stops talking to the hard drive (though it will still talk to the floppy controller without complaint) once the surface temp. of the chip gets above 95 degrees (F). Immediately after installing the upgrade, this took about 5 minutes, but I installed a heat sink on the DMA chip, and I can now go for about an hour before the DMA port stops talking. On a scope, the DMA signals just get very mushy and the voltage drops until the disk stops talking to the ST.

It used to be, before I installed the Turbo-16 board, that when I powered up my hard drive with the ST turned off, it would go through its entire selftest. The busy light on the drive (Megafile 30) would then go out and I would turn on my ST, which would auto-boot from the drive, and everything was happy. I often left this configuration on for days at a time without problems.

Now, since I installed the Turbo-16 board, when I turn on the hard drive with the ST turned off, it goes half way through its self-test and then hangs with the busy light on until I turn on the ST, at which point it finishes the self-test while the ST is starting its powerup sequence, and the ST then auto-boots from the drive without difficulty. It is later that the hard drive becomes inaccessable (while the floppy is still just fine.) A burst of cold spray on the DMA chip makes the drive accessable again for a little while, but this is not a good way to solve this problem.

Given this change in behavior, I suspect that something electrical changed due to the modifications required by the upgrade which changes the load on the DMA bus somehow.

Does anybody have any good ideas? Bad ideas? I'm planning on calling F.A.S.T., but I cannot find where I put their phone number.

Daniel A. Glasser

--
Daniel A. Glasser | Persoft, Inc. | dag@persoft.com (if it works yet)

"Their brains were small, and they died."

4480. All this talk about 16MHz upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 21:37:36 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May21.213736.11112@wam.umd.edu>
Source record: 240717

I'm kinda looking into this too. Could someone post a summary of
what they've learned about these things to the net? From what
I've read here it seems that there are some major caveats. Anybody
know a lot about these upgrades?

Specifically:

1) Do these things work with all (most?) ST software?
2) Do any of them allow easy (software?) switching between
8 and 16?
3) Does it really matter how fast your RAMs are?

Please email or summarize to the net.

Thanks all,

Dave Baggett
dmb@wam.umd.edu

4481. everex (lack of) service

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 22:06:15 UTC
From: kjh@pollux.usc.edu
Message-ID: <24812@usc.edu>
Source record: 240719
Cross-posted to: comp.sys.ibm.pc,comp.sys.amiga,comp.sys.apple2,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp,comp.sys.mac,comp.sys.tandy,comp.sys.xerox,comp.sys.zenith

In February, I bought a Seagate 4096 80M drive that was repackaged by Everex. I couldn't get it running at that time because not only was the everex documentation skimpy, it was JUST PLAIN WRONG! I had to call back the vendor several times to get the correct information. At that time, I posted a message saying that the everex documentation was so bad that I would never buy another everex product.

Now my disk has crashed. I tried to call everex several times today, in order to return it to them and have it fixed or replaced under the warantee. (It's only 2.5 months old!) Well, I got hung up on. I got put on hold indefinitely. When you call, you get one of those automated recordings, and you never get to talk to a live person. I NEVER got through to a person who could help me. Everex not only has terrible documentation, they also have terrible service (actually no service at all).

I recommend that you take your business to other companies, and avoid everex.

I'm not scared of the everex laywers either. You can't sue me for slander, because everything I have said is true.

I am sure that several people will post saying that they like everex products, or they have not had any problems with everex. My point in posting this is to warn you that what happened to me could happen to you. I would avoid buying any everex products.

The vendor that I purchased the disk from has agreed to help me. If it wasn't for them, I would never have gotten the disk running in the first place, and I wouldn't be able to get it fixed now either.

Ken Hendrickson N8DGN/6 kjh@usc.edu ...!uunet!usc!pollux!kjh

4482. machine code debugging utility

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 22:25:02 UTC
From: <>
Message-ID: <1990May21.222502.22244@veritoo.uucp>
Source record: 240725

What are the alternitives for debugging machine code with the atari st? I have a good cross assembler running on a 386 XENIX system that I would like to use, (not an atari based assembler). Getting the object file into the Atari's memory does not seem to be a problem.

The question is: what are the choices for a superior machine language debugger running on the Atari ST. The assembler/editor part of such a package is not important, just the debugger.

James A. Hinds
uhccux!aloha1!veritoo!jimh1
jimh1@veritoo.uucp

4483. Re: changing directory with a program??

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 22:51:21 UTC
From: optimiza@utrcu1.UUCP
Message-ID: <292@utrcu1.UUCP>
Source record: 240724

As far as I know, it cannot be done in an easy way. Each program has its own active directories, and, though these are inherited from the calling program, they cannot be 'inherited back'. At least, not in an official way. There are the so-called 'path-handles' in the basepage (an array of 16 chars @ offset 56), but I think they are for GEMDOS-internal use only. When you want to experiment with them, I suggest the following:
1. Do a Dsetdrv() to the drive you want to set the path for.
2. Do a Dsetpath() to set the desired path.
3. Exchange the path-handles for the drive you want to set of your program and its parent. A pointer to the basepage of your parent-program is in the basepage @ offset 36. You must exchange the path-handles instead of just copying the required handle back to the parent, because GEMDOS keeps track of the number of times a path-handle is used.

As you see, it is a lot of fuss, but I think this might work.

Lion (Henk de Leeuw)
University of Twente, Enschede, the Netherlands
optimiza@utwente.nl

4484. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 23:00:10 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12154@stag.math.lsa.umich.edu>
Source record: 240723

In article <3390@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>In article <904CE2BBDDDF600C9E@ulkyvx.bitnet> WSCART01@ulkyvx.BITNET writes:
> > [Discussion of 2 CPU upgrades deleted]
> >Why cant I just buy a 16Mhz CPU for $15 bucks
> >and get that 10% increase in speed.
>
>My understanding is that the speed of the machine is actually not based on
>the CPU, but the clock. The ST's clock runs at 8MHz, so popping another
>chip in there, no matter how fast it is, will still execute instructions
>at 8MHz. Another problem is the RAM. The stock RAM in an ST has a 120NS
>access time, so that's just fast enough for 8MHz (125NS would be exactly
>8MHz, 120NS is slightly faster). If you double the clock rate and pop in
>a 16MHz CPU, the CPU will spend most of its time waiting for RAM. Which
>brings me to my question:

There are many different clocks running inside the ST, including 8, 16,
and 32 MHz clocks. Unfortunately the CPU and MCU are driven off the 8 MHz
clock. So the last statement above is true - if you drop in a 16 MHz cpu
and feed it the 16MHz clock line, presuming no other problems (an unrealistic
assumption, of course...) you will still have to wait for the RAM.
>
>I just upgraded my 1040ST to 4MB using 1MBx8 SIMMS with 80NS access time. Is
>it possible to just double the ST's clock rate and pop in a faster CPU to
>get a faster machine?(I realize that the SIMMs aren't fast enough to run at
>a full 16MHz, but they're a lot faster than regular ST RAM chips) Also, is
>it possible to make the clock rate switchable between, say, 8MHz and 16MHz
>so I can still run games that are dependent on CPU speed?

Apparently there is no way to get the ST running properly with 16 MHz fed to
the memory controller. Perhaps it just isn't capable of operating at that
speed, or maybe some other interaction with GLUE rules it out. This is all
hazy info from a message exchange with Jim Allen. At any rate, it isn't very
feasible, or else it would probably have been done for Turbo-16. I don't know
what the German Hypercache does, but from the sound of it they also resort
to using a cache instead of upping the clock on the memory controller. (This
isn't an issue in the TT, probably, since the 68030 has the memory management
unit integrated onto the CPU chip. Probably also explains why you don't see
too many people talking about putting 68020s in STs, since the '020 would
still need an MMU somewhere. Not that it hasn't been done, just that no one's
tried to market such a beast.)

The Turbo-16 doesn't allow switching the clock rate. I guess the extra hardware
just won't run properly at that speed, or maybe would run too slowly. The
slowdown switch on the Turbo-16 disables the cache to achieve the slowdown
effect. This pretty much leaves you with what you'd get with a CMI or other

no-cache accelerator, i.e., average of 10% faster than normal.

I wonder why no one ever marketed a 68010 based accelerator. Not enough zip
to be worth the trouble?
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4485. Re: All this talk about 16MHz upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-05-21 23:10:14 UTC
From: hyc@math.lsa.umich.edu
Message-ID: <12155@stag.math.lsa.umich.edu>
Source record: 240726

In article <1990May21.213736.11112@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
> 1) Do these things work with all (most?) ST software?

Turbo-16 seems to work with most stuff. Some copy protection schemes are fouled up. My Gauntlet II no longer loads. Apparently the Notator from C-Lab doesn't work, also due to their copy protection. Spectrum 512 is unusable. Dungeon Master works. Falcon works. (My mistake saying it didn't work in an earlier posting....)

> 2) Do any of them allow easy (software?) switching between
> 8 and 16?

No way to get true 8 MHz operation with Turbo-16, other than to pull it out of the socket and plug your 8 MHz chip back in. Not something I'd want to do often, if ever, since the T-16 board can be damaged by flexing. But you can rig it up for software, hardware switching or both at once. The software switch requires running a line from the T-16 to the Yamaha sound chip. Dan Wilga (of Gribnif fame) wrote a small desk accessory that handles the actual switching operation. Anyway, all the switch does is toggle the cache.

> 3) Does it really matter how fast your RAMs are?

Not with Turbo-16. Dunno about any other boards. CMI is no longer in existence, so I guess the only ones to look at are JRI and Datafree. (Is Datafree still around?)
--
-- Howard Chu @ University of Michigan
... the glass is always greener on the side ...

4486. Re: Atari stock/Lynx/Cartridges

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 00:27:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30116@cup.portal.com>
Source record: 240747

chad@norge.enet.dec.com writes:
>To be fair to the XEGS, there were lots of cartridges available. Any of
>the 400/800/XL/XE carts should work and there were some great games.

Actually, that's very true... the latest B&C Computervisions ad in AIM
magazine lists *82* "Entertainment" cartridges for the 8-bit Atari,
and a couple of dozen more under Productivity and Education...

And a lot of these ARE good games... but... VERY, VERY few of the games
are as new as the XE-Game System, and MANY of them harken back to the dawn of
the 400/800 (11 years old, that is). Very few of the promised new titles
for the XEGS ever saw the light of day... and you just can't support a
game system on old games...

When your next-door friend tells you he just got "Super Mario III" for his
Nintendo system, what are you going to reply..? "Well... I've got
3-D Tic Tac Toe and Super Breakout..."

All of which makes me just a little bit leery when Atari says they'll have
24 new games out for the Lynx by next Christmas...

BobR

4487. Re: Teac drive mechanisms

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 01:25:51 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <24528.26584ecf@kuhub.cc.ukans.edu>
Source record: 240727

In article <1508@Terra.cc.brunel.ac.uk>, ee86djg@cc.brunel.ac.uk (D J Gumbrell) writes:

> The solution is to check whether your mechanism fudges these signals, and if
> does, get out the soldering iron and patch in a jumper.
>
> ------ Dave G.
>
> (This info for info only. No responsibility taken for any actions.
> Including my own.)

Well, when my 1040's internal drive went south, I took it to a
Atari authorized service center, and they replaced it with "some"
sort of non-standard drive, the result being it didn't recognize
media changes. Since it had taken them nearly two months to do
that, I didn't feel like waiting another month and sending my poor
computer back through the mail, so I soldered a jumper between
proper pins as you describe.

Result: For awhile it was fine, and most of the time now, it is fine, and
everything works correctly. Except sometimes, usually after having
the computer on for several hours, I'll go to save something to the
disk, and no matter what disk I put in, or how many times I swap,
I get a message that the disk in drive A is write protected. This
can be a real pain since it's my only drive.

Hopefully I have a reset proof ram disk loaded in which to save my
file, otherwise... oh well...

Chris Whittenburg
WHITTEN@KUHUB.CC.UKANS.EDU
-
-
==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

4488. Re: ATARI.ST SOUND FILES (perferable not archived)

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 01:32:38 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May22.013238.22811@water.waterloo.edu>
Source record: 240728

In article <328@nic.stolaf.edu> pearsonm@agnes.acc.stolaf.edu (Matt Pearson) writes:

>I have an IBM PC/AT with a program that lets me use these Atari Sounds.
>If soneone cound send me some NOT archives for I do not have an atari to
unarchive them.

An interesting idea is contained in this message. I hope my experience
will clarify things for you if you have worried about moving things
from one system to another.

Some months ago I did some experiments with ARC on my Atari ST,
on the IBM PC at the office, and on our VAX running Unix.

I created a simple text file on my ST.
ARC was used on my ST to create an archive file containing it and
certain other files.
Kermit was used to transfer the ARC file to the VAX.
I was able to un-arc the files on the VAX.
Kermit was used again to transfer the ARC file from the VAX to the PC.
ARC on the PC was used to extract the original files from the ARC file.
All went smoothly, and the results were that I have perfect copies
of everything on all three systems.

I think that "pearsonm" will be pleasantly surprised to learn that ARC
in one place is ARC in another. ZOO seems to work correctly too, but
I have not done extensive testing. The program that I have had some
trouble with is "LHARC", but I am not sure where the problem is, yet,
since I have tested only on the VAX and the ST.

4489. machine code debugging utility

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 01:35:44 UTC
From: jimh1@veritoo.uucp
Message-ID: <1990May22.013544.24181@veritoo.uucp>
Source record: 240730

What are the alternitives for debugging machine code with the atari st? I have a good cross assembler running on a 386 XENIX system that I would like to use, (not an atari based assembler). Getting the object file into the Atari's memory does not seem to be a problem.

The question is: what are the choices for a superior machine language debugger running on the Atari ST. The assembler/editor part of such a package is not important, just the debugger.

James A. Hinds
uhccux!aloha1!veritoo!jimh1
jimh1@veritoo.uucp

4490. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 02:32:12 UTC
From: zvs@bby.oz.au
Message-ID: <1990May22.023212.9736@melba.bby.oz.au>
Source record: 240732
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May18.214123.14992@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:

If someone sends me U.S. mail, I can do whatever the He** I want with it, including xerox it and mail it to everyone in the World!

No, you can't. Not without the writer's permission. Ever heard of copyright?
--
Zev Sero - zvs@bby.oz.au
"Men have no right to put the well-being of the present generation wholly out of the question. Perhaps the only moral trust with any certainty in our hands is the care of our own time".
- Edmund Burke

4491. Archiving (was Re: ATARI.ST SOUND FILES (perferable not archived))

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 05:04:16 UTC
From: steve@thelake.mn.org
Message-ID: <A8918198@thelake.mn.org>
Source record: 240739

[In article <1990May22.013238.22811@water.waterloo.edu>,
ljdickey@water.waterloo.edu (L.J.Dickey) writes ...]

> I think that "pearsonm" will be pleasantly surprised to learn that ARC
> in one place is ARC in another. ZOO seems to work correctly too, but
> I have not done extensive testing. The program that I have had some
> trouble with is "LHARC", but I am not sure where the problem is, yet,
> since I have tested only on the VAX and the ST.

Here at the lake, LHARC is regarded as fish bait. It's right up there with
cheese that you let sit in the back of the car for a week or so.

I've tossed out half a dozen items posted to comp.binaries.atari.st
because they were compressed using LHARC. There are at least three
mutually incompatible LHARC programs. I have better things to do than
play guess-the-archiver.

Another unreliable format is ZIP. I have a couple of disks full of
files packed with PKZIP.EXE on an IBM that cause UNZIP.TTP to bomb.

I don't understand why people want to ruin files in order to save a few
hundred bytes.

ZOO and ARC 5.xx are portable and reliable, as is the Unix compress (.Z)
format (which works only on single files). ARC 6.xx is marred by
irritating bugs in the Atari implementation.

ZOO is my archiver of choice. Probably appropriately so.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

You say GNU, I say canoe....

4492. Re: CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 05:33:00 UTC
From: jhc00614@uxa.cso.uiuc.edu
Message-ID: <46300097@uxa.cso.uiuc.edu>
Source record: 240740

Buddy, who the hell was complaining about stock news? I was taking
up the point of saying, on comp.sys.atari.st:
"hey, hey hey folks, CBM stock is up, Atari stock is down....you
go figure what that means WINK"
This is the type of message people take offense with. Considering
the past Amiga/ST wars, your message borders on either ignorance or
stupidity. Probably both.
Flame away, my asbestos suit is on.
Jason

4493. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 06:53:22 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990May22.065322.29054@diku.dk>
Source record: 240738

hyc@math.lsa.umich.edu (Howard Chu) writes:

[..]

>unit integrated onto the CPU chip. Probably also explains why you don't see
>too many people talking about putting 68020s in STs, since the '020 would
>still need an MMU somewhere. Not that it hasn't been done, just that no one's
>tried to market such a beast.)

A new MMU ? The German magazine (yes one of those again..) c't put in a
MC68020 - MC68881 pair running at 12 MHZ. The major problem was to rewrite
TOS to take out the use of F-line traps.. . Of course, the 68020 probably
looked like a 8 MHz 68000 to the rest of the ST, which could be why
the speed only just doubled (cache in the 68020 + higher clock speed). Great
for number-crunching though.

(I'll find the article about the 16 MHz upgrade today. It is NOT the
one with a gace, just a few chips to make the CPU hang on to the bus.
I really don't think there is much speed there...)

Jens

jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4494. Archiver problems (Was: Re: ATARI.ST SOUND FILES (perferable not archived))

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 07:11:02 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2184@laura.UUCP>
Source record: 240733

In article <1990May22.013238.22811@water.waterloo.edu>,
ljdickey@water.waterloo.edu (L.J.Dickey) writes:
|>I think that "pearsonm" will be pleasantly surprised to learn that ARC
|>in one place is ARC in another. ZOO seems to work correctly too, but
|>I have not done extensive testing. The program that I have had some
|>trouble with is "LHARC", but I am not sure where the problem is, yet,
|>since I have tested only on the VAX and the ST.

Yes, LHarc is really troublesome. I only know of the .LZH files that
have been distributed via comp.binaries.atari.st - and they came in (at
least) three (!) different formats:

- Some files could be extracted on the ST with LHarc V1.13.

- Others could not be extracted on the ST with LHarc V1.13 but with the
extract-only tool Unlzh.

- And then there was the .LZH file comprising the sources of LHarc
V1.13. Neither
LHarc V1.13 nor Unlzh could extract it. I finally transferred it back to our
Sun where I was able to handle it with the Lharc installed there.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!mcvax!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4495. Re: machine code debugging utility

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 07:21:18 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2785@medusa.informatik.uni-erlangen.de>
Source record: 240735

jimh1@veritoo.uucp (James A. Hinds) writes:

>The question is: what are the choices for a superior machine
>language debugger running on the Atari ST. The assembler/editor
>part of such a package is not important, just the debugger.

I recommend BUGABOO which is part of the German TURBOASS shareware
assembler package. The whole package costs 50 DM. I can find out
an address where to order it if you like.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4496. Re: TurboDos suspected bug

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 07:30:12 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2786@medusa.informatik.uni-erlangen.de>
Source record: 240736

ee86djg@cc.brunel.ac.uk (D J Gumbrell) writes:

>For those of you who are not familiar with it, Turbodos is an auto folder
>program that claims to replace the standard hard disk drivers with faster
>routines. And it works, apart from having to be careful with floppies. Oh,
>and the following:

Wrong. TurboDOS doesn't replace any hard disk driver. It replaces most
GEMDOS routines, especially those for locating free space in the FAT,
caching an the like.

>TurboDos appears to truncate files when copying from one hard disk to another.
>It will truncate either long files or files within multiple copies. Turbodos
>does not truncate all files.

No wonder. Is is strange, however, that there are still people who
dare use TurboDOS. It is probably the most bug-bitten utility ever around.
If you use TurboDOS and lose data, it's your own silly fault. Using TurboDOS
is like jumping out of the window in the 13th floor instead of using the
elevator just to save some time on the way down.

Myriads of programs will collide with TurboDOS, and using two hard drives
with TurboDOS is the 'safest' way to corrupt your data with TurboDOS.

Delete it. Get TOS 1.4.

>Incidentally, it has been reported (A. Ramos, 2nd Manual to ST) that
>the Turbodos routines were written by D. Laurent of Atari France, and that
>they were to be used as the hard disk driver in the new TOS. (That is,
>TOS 1.4/1.6....we still don't have it in the UK). If so, it might be worth
>checkin whether this problem exhibits itself on Rainbow TOS set-ups.

No, TurboDOS is no basis for the TOS 1.4 GEMDOS (lucky us).

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4497. Re: spice for Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 07:35:28 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2787@medusa.informatik.uni-erlangen.de>
Source record: 240737

I've found out the address of the company selling a commercial SPICE:

Koinonia Lab
PO Box 320
CH-9470 Buchs
Switzerland

I don't know anything about other SPICE versions for any kind of computer;
they sent me a free version because - so they said - my book had helped
them so much. I've never used it but am keeping it in honorable remembrance
(sp?). I uses a GEM interface to talk with you, is copy-protected (requires
you to insert the original disk from time to time) and comes with some
example SPICE files. Don't know anything about the pricing - write to them.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4498. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 12:10:47 UTC
From: riddler@iesd.auc.dk
Message-ID: <RIDDLER.90May22131047@euler.iesd.auc.dk>
Source record: 240741

In article <12154@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

>I wonder why no one ever marketed a 68010 based accelerator. Not enough zip
>to be worth the trouble?

The 68010 introduces some of the same problems as 68020 and upwards.
It has an extra register for its virtual memory management, this register
will be put on the stack on exceptions. TOS must then remember to remove
this extra register from the stack, when it know it is an 68010 cpu. Well
TOS just don't do that (but it seems that Atari are taking new cpu's into
account in the new TOS (1.6 and 030) by having a cookie-jar, where info's
such as cpu and other things can be put).

I think that the 68010 also has MOVE SR... listed as an privilegded
instruction, but I am sure. Anyway it will require a hacked TOS to get
it work a 68010.

BTW I have made the PCB board from the german ST-Magazine which contains a
16 MHz 68000 (also I added the MEGA-bus to the PCB, but I never tested it).

Depending on the utilization of the register on the cpu, the increase in speed
goes from 10% to 35%. The latter was a very fast mandelbrot-program from
the same magazine (the full mandelbrot-set in 6 seconds). But normal GEM
application seems to gain about 10-15% speed increase.

Notice that there is no cache on this board, is only runs at 16MHz when
the cpu is off the bus.

riddler alias claus priisholm

Aalborg Universistets Center
Danmark

4499. SWITCHER progs...

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 12:13:07 UTC
From: cstxqdl@warwick.ac.uk
Message-ID: <554@lily.warwick.ac.uk>
Source record: 240742

Thanks to everyone who replied about SWITCHER programs. It seems that
REVOLVER is the main contender, although one chap mentioned TWISTER.
Any more details on either of these would be appreciated, thanks again,

Jas (cstxqdl@uk.ac.warwick.cu)

4500. Spectre: Meg-a-Minute

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 13:25:35 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3416@rodan.acs.syr.edu>
Source record: 240744

I asked how to get this program once before, but got no
responses...so I thought I'd try again. How? Where? etc.
--Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4501. Re: The comp.sys.atari.st.tech vote -- clarifications

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 14:07:56 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3418@rodan.acs.syr.edu>
Source record: 240745
Cross-posted to: news.groups,comp.sys.atari.st

In article <1990May22.023212.9736@melba.bby.oz.au> zvs@bby.oz.au (Zev Sero) writes:
>In article <1990May18.214123.14992@msuinfo.cl.msu.edu> schultzd@frith.uucp (David Schultz) writes:
>
> If someone sends me U.S. mail, I can do whatever the He** I want with it,
> including xerox it and mail it to everyone in the World!
>
>No, you can't. Not without the writer's permission. Ever heard of
>copyright?

Well, I've "heard of copyright":

A copyright is denoted by a copyright symbol, (c), or the word "copyright" followed by a year and a copyright owner's name. None of this appears in the letter. The fact is, you CAN post mail someone sends you if you so desire. And speaking of e-mail/BITNET/Whatever rules, it is DEFINITELY against the rules to use profanity in email. Before you respond, LOOK UP THE RULES!!! I had originally voted "NO" for this group, but wastes of bandwidth like this thread changed my mind. (I can hear it now... "Then why did you make it worse by posting, blah flame blah...) Can't we find something better to talk about?

>--
> Zev Sero - zvs@bby.oz.au
>"Men have no right to put the well-being of the present generation
>wholly out of the question. Perhaps the only moral trust with any
>certainty in our hands is the care of our own time".
> - Edmund Burke

---jb

4502. LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 15:03:45 UTC
From: sslee@polyslo.CalPoly.EDU
Message-ID: <265954d1.642c@petunia.CalPoly.EDU>
Source record: 240746

Does anyone know the sources to LHARC or better yet information on how the compression scheme works?

Steven Lee

4503. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 16:13:37 UTC
From: hase@netmbx.UUCP
Message-ID: <681@netmbx.UUCP>
Source record: 240603

In article <3390@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>I just upgraded my 1040ST to 4MB using 1MBx8 SIMMS with 80NS access time. Is
>it possible to just double the ST's clock rate and pop in a faster CPU to
>get a faster machine?(I realize that the SIMMs aren't fast enough to run at
>a full 16MHz, but they're a lot faster than regular ST RAM chips) Also, is
>it possible to make the clock rate switchable between, say, 8MHz and 16MHz
>so I can still run games that are dependent on CPU speed?

No.

As I recall, the video (sync) timing is based on the same clock as the
rest of the timing: a 32 MHz crystal.
And the second reason is, that the custom chips in the ST cannot keep up
with higher clock rates (my computer gave up at less than 9 MHz :-).
And funny idead, like adding SRAM with You own adress decoder or the
like, do not work, because the adress registers for DMA transfers and
video are located in the MCU chip, acually.

The only possible solution are a cache and faster access to the ROMs
(they are static and not handeled by the MCU; they can be replaced with
faster chips - say on a piggy-back board on top of the processor or on
the cache board).
Availeble speeders give You fast ROMs *or* cache...

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

4504. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 16:29:29 UTC
From: dac@ukc.ac.uk
Message-ID: <3014@gos.ukc.ac.uk>
Source record: 240749

In article <3390@rodan.acs.syr.edu> jfbruno@rodan.acs.syr.edu (John F. Bruno) writes:
>
>I just upgraded my 1040ST to 4MB using 1MBx8 SIMMS with 80NS access time. Is
>it possible to just double the ST's clock rate and pop in a faster CPU to
>get a faster machine?(I realize that the SIMMs aren't fast enough to run at

As I understand it the 68000 uses a signal called DTACK to tell it when data
on the bus from the memory is valid. If the DTACK signal in an ST is asserted
after X-micro seconds then it doesn't matter how fast your RAM is, you'll see
no speed improvement unless you also shorten the DTACK time.

16Mhz upgrade units such as HyperCache use their own DTACK signal when
accessing the cache RAM and the default signal when accessing ST RAM.
To maintain integrity during DMA operations, the cache works in write-
through mode (data is written to the cache AND to normal memory). So DMA reads
from memory (writes to disk) will always work properly. After a DMA write to
memory (read from disk) the cache is cleared so that subsequent CPU memory
reads are taken from the real RAM rather than the possibly incorrect cache.

A friend of mine installed HyperCache in his ST a while back and the speed
up was very noticeable. Unfortunately things went horribly wrong and a bit of
solder melting in the wrong place trashed his circuit board. He now has a
STE, no worries!

So, basically it's all to do with DTACK.

Dave.
--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

4505. Programs and abilities of STe

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 16:33:56 UTC
From: GHGADMT@BLEKUL11.BITNET
Message-ID: <22May1990163612165@BLEKUL11.BITNET>
Source record: 240601

Can anyone send me programs (Demo's, and so) which use the special abilities of the Atari STe 1040? I need them for a Computer Show in our school. Anything will do.

Are there also more serious programs (graphics, ...) which can use the 4096 colours (if possible all together), and the hardward scrolling?

Are there demo's (and how to get) from Atari itself?

Regards,

Van Hout Kurt,
GHGADNL @ BLEKUL11.

4506. OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 18:35:01 UTC
From: bhodges@blackbird.afit.af.mil
Message-ID: <1598@blackbird.afit.af.mil>
Source record: 240748

I have seen several articles on Smalltalk-80 and because of a growing interest in object oriented things (OOP, OOA, etc.) I am interested in buying it. However, I called Parc Place in California and they don't know of a version for the ST. I am interested in any OO language that has a stable version for the ST. Any suggestions?

Now, enough of the Smalltalk, here's the OO-GEM proposal:

I am interested in exploring, through lively public discussions, the idea of encasing the ST hardware and software (GEM mainly) in an object oriented shell. When I say object oriented, I mean PURE OO i.e. everything is an object. Smalltalk and Actor are examples of pure OO languages. C++ is not. Thus, my ST with all its wonderful graphics and the like could fit smoothly into an OO environment. What d'ya think?

4507. Re: LaserJet III

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 20:34:44 UTC
From: mikeh@hplsla.HP.COM
Message-ID: <5440119@hplsla.HP.COM>
Source record: 240602

> I exitedly opened up the printer box, plugged it all together and...
> nothing happens. The Atari sees that something is on the printer parallel
> port, so appears to send the data, but the LaserJet never seems to
> receive any of it (nothing in its buffers). Could this be lack of
> Ooomph in the Atari's power supply? The printer passes all of its
> self tests, and the ST parallel port used to work with my old printer.

I just got a LaserJet IIP and I found the same problem. To "fix" the
problem, I turned on the LaserJet IIP before turning on the Atari and
it works just fine. I don't know why it works, but I vaguely remember
something written to this notes group mentioning this. Does anybody
know of a better fix (i.e. not having to turn on the printer first).

P.S. I never had this problem with my DeskJet.

____
| |
| Michael L. Hall |
| Hewlett-Packard Co. |
| Lake Stevens Instrument Division |
| uucp: hplabs!hplsla!mikeh |
| domain: mikeh%hplsla@hplabs.hp.com |
|____|

4508. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 20:51:42 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May22.205142.13372@water.waterloo.edu>
Source record: 240750

In article <265954d1.642c@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU (Steven Lee) writes:
>
>Does anyone know the sources to LHARC or better yet information on how
>the compression scheme works?

I wish I could say yes. I have found that LHARC has a better compression on all files I have tested. In a few cases it has been more than 5% better. I am frustrated that the LHARC on my ST is not compatible with the LHARC on my unix system. Whatever is done, we should not get out of sync with the pc world for reasons made clear in a recent posting, namely someone wanted to move some data files from one machine to another.

Does anyone know if any version of LHARC for the Atari is compatible with any version of LHARC for the IBM PC.

4509. X.25 / X.400

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 22:51:06 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <30140@cup.portal.com>
Source record: 240605

Is anyone aware of an ST application package capable of handling X.25 or
X.400 protocols (I know they do different things)
- hbm
---
henry_burdett_messenger@cup.portal.com

4510. Re: everex (lack of) service

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 23:31:39 UTC
From: chris@tharr.UUCP
Message-ID: <753@tharr.UUCP>
Source record: 240743
Cross-posted to: comp.sys.ibm.pc,comp.sys.atari.st,comp.sys.amiga

In article <24812@usc.edu> kjh@pollux.usc.edu (Kenneth J. Hendrickson) writes:
>In February, I bought a Seagate 4096 80M drive that was repackaged by
>Everex. I couldn't get it running at that time because not only was the

[.. flame of Everex deleted ..]

From your posting you imply that Everex have bad service as a matter
of policy.

If this was generally the case then how come they didn't go bankrupt
long ago? Any company that gives consistently bad service is not
going to be a success. I am sure that the directors of Everex are aware
of this and I am equally sure that they have many thousands of satisfied
customers.

You want your hard disk sorted out? Flaming this company either on the net
or on the telephone to them is unlikely to make them help you willingly.
Persistent calls without losing your temper will make them listen to you
and sort out your problem if they operate in a normal sort of way.
Pick any company that has given you excellent service. It is highly likely
that companies such as the one you have just picked will have a few cases
in which everything went wrong...

>I am sure that several people will post saying that they like everex
>products, or they have not had any problems with everex. My point in
>posting this is to warn you that what happened to me could happen to
>you. I would avoid buying any everex products.

You post your article to the net in spite of that? Have you given this
company a chance to reply? Can they read the net?

>
>Ken Hendrickson N8DGN/6 kjh@usc.edu ...!uunet!usc!pollux!kjh

chrisA.

Extra disclaimer: I have no connection whatsoever with Everex. I had not
even heard of them before I read the above posting.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

4511. Atari ST Hardware and software for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-22 23:38:35 UTC
From: gra2432@cuphub.cup.edu
Message-ID: <7049@cuphub.cup.edu>
Source record: 240607

Atari System for sale!!!

Hardware: Atari 1040 ST (Not FM)
Atari SC1224 Color Monitor
Atari SM124 Monochrome Monitor
Atari SF314 External DS/DD Disk Drive

Spectre 128 Cartridge
Apple 128k ROM's

Software: GFA Basic 3.0
Degas Elite
Word Writer ST
IS Talk and Bridge
Financial Cookbook
NeoDesk
Lots of other PD Utilities, Applications, and
Games

Books: Programming the 68000
Atari ST GEM Programmer's Reference Guide
GFA Basic Programmers Refernece Guide Volume 1
Programming with GFA Basic 3.0
GFA Basic Quick Programmer's Reference Guide
Copmpute's 1ST Book of Atari ST

I am asking $800 for the entire package. I will not split it up in any way.
Please don't ask...

My name is: Donald Gray

I can be reached at: gra2432 @ pitt!cuphub.cup.edu OR

109 Monessen St.
Belle Vernon, PA 15012

(412) 929-2193 -- Don't be afraid to
leave a message on my answering
machine!!!!

4512. st items for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 02:07:20 UTC
From: winston@fjcnet.GOV
Message-ID: <276@fjcp60.GOV>
Source record: 240604

For sale:

Spectre 128 with 128k roms $150.00

Discovery Cartridge (option 0) $ 95.00

Mark Williams C compiler with $ 70.00
source level debugger

Prospero C compiler $ 70.00

Laser C compiler with $ 80.00
source level debugger

Personal Pascal v 2.0 $ 30.00

Assorted games: $160.00
Borodino, Stellar Crusade,
Legend of the Sword, F-16 Combat Pilot,
Typhoon Thompson, Bubble Bobble,
Captain Blood, Shanghai,
Phantasie III (Wrath of Nickademus)

Reasonable offers will be considered.

Please send e-mail if you are interested.

Winston M. Llamas

4513. Does Atari do repairs?

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 04:14:37 UTC
From: kibo@pawl16.pawl.rpi.edu
Message-ID: <D^&$DJ@rpi.edu>
Source record: 240606

[]
My Atari 1040ST needs to have repairs on the keyboard, and I'd
like to get a newer TOS chipset installed (I have 1.0.) Does Atari Inc.
do mail-in repairs of this sort?

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

4514. Re: OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 06:22:36 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2190@laura.UUCP>
Source record: 240609

In article <1598@blackbird.afit.af.mil>, bhodges@blackbird.afit.af.mil
(Bill Hodges) writes:
|>I am interested in any OO language
|>that has a stable version for the ST. Any suggestions?

Surely, SIMULA. Mail to Wilfried Rupflin
(wr@heike.informatik.uni-dortmund.de). He will be glad to tell you the details.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4515. Re: Editable text fields in Dialog Boxes

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 06:41:41 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2191@laura.UUCP>
Source record: 240610

```
In article <2375@zipeecs.umich.edu>, heavy@sparky.eecs.umich.edu
(Richard Scott Hall) writes:
|>I need some help, bad. I am working on a program, in which I use
|>dialog boxes. The following segment of code copies a string into an
|>editable text field, calls form_do, then tries to get the edited
|>string out. This whole portion of my code worked fine, until I
|>started trying to get the edited strings out of the dialog box, so
|>there would seem to be something wrong with the way I am doing that,
|>any suggestions? Here's what I am doing:
|>
|> ...
|> strcpy((char *)((TEDINFO *)edit[NAME].ob_spec)->te_ptext,oldstring);
|> objc_draw(edit,0,20,x,y,w,h);
|> ret = form_do(edit,ITEMID2);
|> strcpy(newstring,(char *)((TEDINFO *)edit[NAME].ob_spec)->te_ptext);
|> printf("%s\n",newstring); /* This line crashes massively */
|> ...
|>
|>It should be noted that the first strcpy works.

Are you sure that the string you copy into the TEDINFO structure fits
into the destination and is not too long? I wrote some functions which
will check this and abbreviate the string if neccessary. Of course you
could not use the te_ptext as a reference to the "original" string which
should be stored elsewhere. Here is some food for the source code hunters:

#include <obdefs.h>

/* This function calculates how many characters can be displayed in a given
TEDINFO structure.

Parameter:
object: Object the TEDINFO structure belongs to

Return value:
The number of characters that can be displayed in the TEDINFO
structure.
*/

int TedinfoDisplayLength (object)
register OBJECT *object;
{
extern int graf_handle ();

register int i, result;
register char *c;
```

```
register TEDINFO *tedinfo;
int char_width, char_height, char_bwidth, char_bheight;

tedinfo = (TEDINFO *) (object->ob_spec);
graf_handle (&char_width, &char_height, &char_bwidth, &char_bheight);
/* Ok, I admit the character width should really not be estimated
with graf_handle (which gives the size of the system font) but
with some other function which depends on the specific font of the
TEDINFO structure.
*/
result = object->ob_width / char_width;
for (i = 1, c = tedinfo->te_ptmplt; i <= result && *c != '\0'; i++)
if (*c++ != '_')
result--;
if (result > tedinfo->te_txtlen)
result = tedinfo->te_txtlen;
return result;
}

/* The function "StringToTedinfo" writes a string into a TEDINFO structure
(te_ptext). Care must be taken if the string contains more characters
than can be displayed in the TEDINFO structure: The front or rear of the
string will be replaced by an abbreviation string.

Parameters:
string: The string that should be displayed
object: The object containing the TEDINFO structure
front_or_rear: Indication where to abbreviate the string if neccessary
abbreviation: Abbreviation string

Return codes: 0: string fits fully into te_ptext
1: string fits into te_ptext abbreviated
2: string does not fit into te_ptext, not even
abbreviated
*/

#define FRONT 0
#define REAR 1

int StringToTedinfo (string, object, front_or_rear, abbreviation)
register char *string;
register OBJECT *object;
int front_or_rear;
register char *abbreviation;
{
register int string_length,
tedinfoLength,
new_length;
register TEDINFO *tedinfo;

tedinfo = (TEDINFO *) (object->ob_spec);
string_length = strlen (string);
```

```
tedinfoLength = TedinfoDisplayLength (object);
if (string_length <= tedinfoLength)
{
strcpy (tedinfo->te_ptext, string);
return 0; /* string fits fully into te_ptext */
}
else
{
new_length = tedinfoLength - strlen (abbreviation);
if (new_length <= 0)
return 2; /* string does not fit into te_ptext, not even
abbreviated */
if (front_or_rear == FRONT)
{
strcpy (tedinfo->te_ptext, abbreviation);
strcat (tedinfo->te_ptext, string + string_length -
new_length);
return 1; /* string fits into te_ptext abbreviated */
}
else
{
strncpy (tedinfo->te_ptext, string, new_length);
tedinfo->te_ptext[new_length] = '\0';
strcat (tedinfo->te_ptext, abbreviation);
return 1; /* string fits into te_ptext abbreviated */
};
};
}
```

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4516. To speed up the ST!

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 07:34:38 UTC
From: marten@tpki.uucp
Message-ID: <a130753@feki>
Source record: 240608

>From: riddler@iesd.auc.dk (Claus Priisholm)
>Date: 22 May 90 12:10:47 GMT

>In article <12154@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:

>>I wonder why no one ever marketed a 68010 based accelerator. Not enough zip
>>to be worth the trouble?

>The 68010 introduces some of the same problems as 68020 and upwards.
>It has an extra register for its virtual memory management, this register
>will be put on the stack on exceptions. TOS must then remember to remove

A German magazine (ct) produced a card with 68020 and 68881 and also developed
a patched Blitter-TOS version. They removed F-Traps and so on and I tested it
with a 68010. But my ST did not get much faster, about 3% to 5%.

With 68020/68881 I got the information, that you perhaps get 20% to 30%, but
at those days, there were not many compilers supporting this card, using the
68020 instructions or even the F-Traps, but now TURBO-C 2.0 has arrived....

Now the best way to speed up the ST is to get a 16MHZ card with cache. I am
using one for about five months and it speeds up the ST about 50% to 75%.
Smalltalk, for example, speeds up from Index 40 to Index 70.

The company is now developing a 68030-16 MHZ card including cache and 32-bit
patched ROM, but the price (>2000.- DM)!!! They will show it on the Atari fair
in Duesseldorf this summer.

Marten

M. Feldtmann, Eckernfoerder Str.83, 2300 Kiel 1, West-Germany
SUBNET:marten@feki DNET\EUNET\USENET:marten@tpki.de

4517. Re: changing directory with a program??

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 07:41:50 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <799@ehviea.ine.philips.nl>
Source record: 240611

```
In article <292@utrcu1.UUCP> optimiza@utrcu1.UUCP (de Leeuw) writes:
|As far as I know, it cannot be done in an easy way. Each program has its
|own active directories, and, though these are inherited from the calling
|program, they cannot be 'inherited back'. At least, not in an official
|way. There are the so-called 'path-handles' in the basepage (an array of
|16 chars @ offset 56), but I think they are for GEMDOS-internal use
|only. When you want to experiment with them, I suggest the following:
|1. Do a Dsetdrv() to the drive you want to set the path for.
|2. Do a Dsetpath() to set the desired path.
|3. Exchange the path-handles for the drive you want to set of your
| program and its parent. A pointer to the basepage of your parent-
| program is in the basepage @ offset 36. You must exchange the path-
| handles instead of just copying the required handle back to the
| parent, because GEMDOS keeps track of the number of times a path-
| handle is used.
|
|As you see, it is a lot of fuss, but I think this might work.

This requires quite some knowledge of how GEMDOS uses those
'path-handles'; and if GEMDOS keeps track of who owns what, you're out
of luck.

If you want an simple alternative that will probably continue to work
on future TOSes, just push the address on the stack of the parent of a
function that sets the path. If this doesn't sound too clear, I can
even write it out for you.

Leo.
```

4518. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 08:39:08 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990May23.083908.1200@diku.dk>
Source record: 240613

jensting@skinfaxe.diku.dk (Jens Tingleff) ((My self)) writes:
[..]

>(I'll find the article about the 16 MHz upgrade today. It is NOT the
>one with a gace, just a few chips to make the CPU hang on to the bus.
>I really don't think there is much speed there...)

I found it (hooray). It's the 10/88 number of ST Magazin. I'll make
a Postscript drawing (++) of the circuit (allowing switching between 16
and 8 MHz, neat) and suggested realisation (PCB on top of socket
inserted instead of original CPU) tomoorow. The quoted speed increase is 20%
on a BASIC program using SIN() functions.

I have received SO MANY replies to my postings on this subject that I
can't answer all of them individually. I try to answer a few questions
here.

The 68020 in the c't upgrade ran at 12[.5] MHz because 16 MHz
parts weren't available at the time of design (these German
magazines are sometimes out EARLY with their designs). At
least that's what I think. The circuit doesn't run at
16 MHz without modifications, though, so perhaps the design
was made for 12 MHz only.

The TOS update to remove the F-line traps (and redo
the exception for priviliged instruction, due
to MOVE SR, insn's) was published as small code inserts,
and a set of ROMs with builtin pathces are available on
floppy and in ROMs. c't is also selling a TOS 1.4 with
patches, I thought someone wrote to me that F-line traps
had been taken out of TOS 1.4 ? what's going on ?

I'll get the addresses for subscription inquiries for
ST magazin and c't tomorrow.

++) objections to the use of Postscript are likely to be ignored.. .

Jens

jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4519. Re: changing directory with a program??

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 11:07:19 UTC
From: suhonen@tukki.jyu.fi
Message-ID: <1990May23.110719.953@tukki.jyu.fi>
Source record: 240612

In article <799@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:

>If you want an simple alternative that will probably continue to work
>on future TOSes, just push the address on the stack of the parent of a
>function that sets the path. If this doesn't sound too clear, I can
>even write it out for you.

Right, It's not at all clear to me, Please send me more info about
what to push and what else to do...

Timo

PS: I tried to mail you, but ehviea is unknown host.
--
Timo Suhonen suhonen@tukki.jyu.fi
I am logged in, therefore I am

4520. Drive mods & write protect.

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 14:41:59 UTC
From: ee86djg@cc.brunel.ac.uk
Message-ID: <1518@Terra.cc.brunel.ac.uk>
Source record: 240623

After my proevious posting about some drives not propagating their write-protect signals, a posting appeared which causes me to clarify my remarks:

What I suggested doing is basically checking that the write-protect signal is always propagated. The atari polls it often enough to detect the change from not-protected to protected to not-protected when you swap disks. Ie, as a non-write protected disk is removed, the write sensing switch finds empty space, which is the same as a write protected disk. This is why the disk is *always* checked to update FAT info if the disk is write-protected.

Hence, you merely have to ensure that the write-protect signal changes state and holds that state when a disk is removed. In some drives the write-protect is gated with some sort of disk-loaded signal. Finding a way round that is a matter of examining the topology of your drive card.

Dave G.

(All opinions etc dept)
(No responsibility taken for any persons actions. Including my own.)

4521. Re: st items for sale

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 14:55:39 UTC
From: Bill_Von_Hagen@TRANSARC.COM
Message-ID: <AaKeFff0BwwfB_EW5U@transarc.com>
Source record: 240615

Sorry for this post - mailer problems...

Will Winston Llamas (st items for sale) please send me mail directly
or give me a call? My mailer cannot find you!

Bill von Hagen (wvh@transarc.com)
Pittsburgh, PA
Day 412-338-4482
Eve 412-687-4839

4522. Terminal Software

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 15:22:42 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1121@vela.acs.oakland.edu>
Source record: 240616

I would be interested in getting ahold of some terminal software for my newly purchased ST and smart-modem. I have some software, but unfortunately it is for the IBM systems, and I don't have the emulator. I would also be interested in any information about the PC emulation abilities of the ST as I bought mine used, and did not get much product info with it.

Please E-mail (any replies or terminal software) to swood@vela.acs.oakland.edu (if there is any kind of program compression on any software, let me know)

--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

4523. Re: changing directory with a program??

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 16:18:25 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3440@rodan.acs.syr.edu>
Source record: 240617

Well, might as well spew my $0.02:

A child process that changes the environment of the parent process sort of goes against the accepted way of doing things. Anything that a child process does to the environment is supposed to be wiped away when the child process terminates. That's why there is no defined easy way to do this, because you're not supposed to. Of course you could force it by changing undocumented system variables and such, but it would be a maintenance hassle for each version of TOS, and I'm sure it would be incompatible with lots o' stuff.

---jb

4524. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 16:34:27 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1515@uvm-gen.UUCP>
Source record: 240620

From article <265954d1.642c@petunia.CalPoly.EDU>, by sslee@polyslo.CalPoly.EDU (Steven Lee):

> Does anyone know the sources to LHARC or better yet information on how
> the compression scheme works?

> Steven Lee

I'm interested too, especially considering the bugs in all the various ST implementations of it. Is it true that the documentation is still only in Japanese? If it were in Italian or French I could read it, but... Since it is out for Unix and according to one poster, works better there, I assume a good C source is available. Please someone, tell us where it is, ok?

Thanks,
Bob Pegram (Internet: pegram@griffin.uvm.edu)

4525. TECH: My experiences with the JRI SIMMs memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 16:34:55 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3441@rodan.acs.syr.edu>
Source record: 240618

Here's a summary of my recent adventure expanding my ST's RAM to 4MB using the JRI SIMMs board.

John Russell Innovations
PO Box 5277
Pittsburg, CA 94565
(415) 458-9577

I bought 4MB of 1MBx8 80NS SIMMs from some vendor (I forget) but browsing through the current MacWeek, I found a PSI ad:

PSI, Inc. (800) 622-1722, for $59.50 per 1MBx8, 80NS, you defintely need low profile SIMMS. By the way, the JRI board was $125, so the whole thing can be done for about $350-400.

Here's how it went for me:

The JRI kit arrived and even included some jumper wires and some solder! There are 4 different sets of instructions that you must choose from, depending on your particular ST's motherboard (works for 520STs also, by the way). The differences between the boards are clearly shown. I found that the instructions were a little vague about a couple of things, for example, the instructions keep refering to top,bottom,left,right sides of the shifter board when the proper orientation of the board is never shown.

Basically you have to remove 6 resistors from the motherboard (only 3 if you're just going to 2.5MB) and put in a total of about 10 jumper wires, one of which is a pain because it is a jumper to pin 61 of the MMU, which must be soldered UNDERNEATH the motherboard and then attached to the JRI board. I had a couple of problems with the upgrade, first problem was that the jumper to the MMU that runs under the motherboard got shorted by some of the soldering points under the ST. I solved this by using electrical tape to stick the jumper to the backside of the motherboard in safe fashion. You also have to remove the Shifter chip, which is inside a square tin housing. You then put the chip on a supplied board, which then goes into the socket (thank god a socket was used!) left by the now vacant Shifter. This board has space for 2 shifter chips, which means that if you buy the optional second shifter (can get them at any Atari service place, I guess) you can get 4096 colors instead of the 512 on a regular ST (I haven't done this yet) Anyway, I accidentally plugged the shifter board in wrong, it's difficult to see what you're doing here--not much space. Next problem was that the bottom of the shifter board was shorting out with other components underneath it. I used more tape to fix this. This problem was weird because the machine worked in monochrome, but would bomb out in color. Luckily, I figured it out. Oh, by the way, I noticed the problem with the shorted MMU jumper because the machine only recognized 1MB of RAM. The third problem was

where to put the board and still be able to shut the ST's case. I found the best way was to run all the wires through the shield that goes over the power supply (I had to bend the shield for this) and lay the board between the power supply shield and disk drive ABOVE the big tin shield. I put the board in a plastic bag to hopefully avoid any moisture or spill problems.

All in all, the thing works!!!
The instructions were a little vague in the areas I touched on above, and I wouldn't recommend doing the upgrade unless you are willing to rip your machine apart. A couple of times I thought I had broken my machine, but carefully going over all of the connections helped me find all of the problems.

By the way, you only need 120NS SIMMs, not the faster ones I got, but the savings for the slow SIMMs are probably minimal.

Good luck if you decide to go for it!
---jb

4526. LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 16:59:17 UTC
From: olorin@tardis.computer-science.edinburgh.ac.uk
Message-ID: <sent.Wed.May.23.16
Source record: 240619

There have been one or two postings lately about lharc incompatibilities . The main reason for this is the recently posted lharc 1.13 . Throw it away ! It wont read anything but ST and MS-DOS lharcs ... there are two reasons for this . One is a bug in the header checksum routine which works for MS-DOS but the ST version is totally brain-damaged and assumes an ST header .. if the checksum fails you get the cryptic 'No File' . Secondly even if this bug wasn't there,there is no support for '/' to '\' translation which messes things up somewhat :-) In my experience UNIX lharc will extract anything despite it having a lower version number ... A port of this to the ST is on dsrgsun. Since using that I've never had problems extracting anything . Also it doesn't suffer from the silly file limit of 1.13 , or the annoying 'sort by filename' feature .

4527. Re: TeX shells

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 19:42:05 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990May23.194205.1533@murdoch.acc.Virginia.EDU>
Source record: 240621

In article <7472@ur-cc.UUCP> mcli@joker (Maurice Ling) writes:

> I can run TeX, LaTeX, and showdvi using the texshell
>written by Greg Lindahl. However, somehow, LaTeX will not look into
>\tex\inputs for the .sty files. Hence, I have to resort to typing:
>\tex\inputs\article.sty and \tex\inputs\art10.sty every time I run a
>file through LaTeX.

My instructions in the README file were just suggestions. I think you are probably running a different version of LaTeX than the one I am running. I have my .sty files in /tex/inputs and they work fine.

A good solution would be to modify texshell to read a file of environment variables from disk when it starts up. But I haven't gotten around to it yet. Any volunteers?

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

4528. Re: Voting

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 20:51:37 UTC
From: dav@eleazar.dartmouth.edu
Message-ID: <22257@dartvax.Dartmouth.EDU>
Source record: 240622

qralph@dna.lth.se (Ralph Haglund) writes:

>Hi,
>I guess I am against splitting up the Atari group, because thanx to my
>curiosity I will anyway read both of them, to be sure I didn't miss any
>details of importance.

I am for splitting up the group for the same reason, to be sure I didn't
miss any details of importance.

Some weeks I have an hour a day to read the group and I I will read the
postings on how to get the Super fi-uh from the mean beastie on level
5 of LGG (latest and greatest game). Other weeks I have just a few minutes
a week and don't have the time. If the groups were split up I could read
the tech group all the time and the misc group whenever I had the time.
Thats why I voted yes to the split.

4529. Re: Archiver problems (Was: Re: ATARI.ST SOUND FILES (perferable not archived))

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 22:27:07 UTC
From: andyc@hplsla.HP.COM
Message-ID: <5440120@hplsla.HP.COM>
Source record: 240636

Rainer Klute) writes:
|
| Yes, LHarc is really troublesome. I only know of the .LZH files that
| have been distributed via comp.binaries.atari.st - and they came in (at
| least) three (!) different formats:
|
| - Some files could be extracted on the ST with LHarc V1.13.
|
| - Others could not be extracted on the ST with LHarc V1.13 but with the
| extract-only tool Unlzh.
|
| - And then there was the .LZH file comprising the sources of LHarc
| V1.13. Neither
| LHarc V1.13 nor Unlzh could extract it. I finally transferred it back to our
| Sun where I was able to handle it with the Lharc installed there.
| ----------

I think the ST world may be suffering from multiple, incompatible ports
of LHarc. The latest version posted to GEnie just last week was 0.60.
It was by the same author that wrote 0.52, which seems to be quite reliable.
I think the author's name is John Webb. I've yet to come across a file
I couldn't extract with .52. The main improvements in .60 seems to be
in friendliness/cosmetics and speed.

The only oddity I've noted with version .52 is that *.SPC files actually
grow when LHarc'd - by about 10-20% !

Disclaimer: The opinions expressed herein are those solely of the author,
who has no pecuniary interest in the companies, products,
or publications mentioned above.

%%%

4530. Problem with 5.25" Floppies on the STe

Newsgroup: comp.sys.atari.st
Date: 1990-05-23 23:45:05 UTC
From: chris@tharr.UUCP
Message-ID: <757@tharr.UUCP>
Source record: 240614

I have been trying to get a standard 5.25" drive to work on the STe
but I just get "Drive B is not Responding" messages the whole time.
The STe is obviously trying to access the drive as the motor spins
and the drive light comes on, but will not let me read a disk.

The same drive works fine on my Mega-4 and my very old 1040.

Does anyone have any idea what might be causing this?

Many thanks,

chris.

--
chris@tharr.uucp ..!ukc!axion!tharr!chris
Disclaimer: The views expressed above are those of my employer..

<-- tharr public access to Usenet in the UK 0234 261804 -->

4531. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 00:51:41 UTC
From: rosenkra@convex1.convex.com
Message-ID: <102502@convex.convex.com>
Source record: 240627

---
look: can we please stop using lharc until it works EVERYWHERE? i still
can't even list sunclock under unix. zoo is THE standard in the PC world
(at least on the net). for the infinitesimal savings in relatively cheap
disk space (i get my DSDD floppies for $0.49), you spend more time and
aggrevation dealing with this non-standard "standard". i wish all postings
in c.b.a.st and c.s.a.st were zoo anyway (or arc <= v5.21b). sheesh!

if someone posts shareware as .lzh and half the people can't unarc it,
well there goes half your potential revenue base. plain and simple. dollars
and sense (pun intended)...

-bill
rosenkra%c1yankee@convex.com
Bill Rosenkranz |UUCP:{uunet,ihnp4}!cray!hall!rosenkra
Cray Research Inc. |ARPA:rosenkra@hall.cray.com
1700 West Park Dr., Suite 420 |
Westborough MA 01518 |Tele:(508)898-2531

4532. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 02:39:21 UTC
From: kgg@zinn.MV.COM
Message-ID: <718@zinn.MV.COM>
Source record: 240633

You might also want to consider Mark Williams C and its companion development system, the micro-shell. It sounds, from a previous article, as if OS/9 is considerably more powerful. I've never used OS/9 so I can't compare either performance, features, or price. But I do use the MWC micro-shell and like it well enough.

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4533. Re: changing directory with a program?? (Please don't!)

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 02:54:13 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <6095.265b1496@uwovax.uwo.ca>
Source record: 240626

In article <800@ehviea.ine.philips.nl>, leo@ehviea.ine.philips.nl (Leo de Wit) writes:
> |If you want an simple alternative that will probably continue to work
> |on future TOSes, just push the address on the stack of the parent of a
> |function that sets the path. If this doesn't sound too clear, I can
> |even write it out for you.
[stuff deleted]
> Appended is source code and a .TTP program (arced and
> uue-ed).... [stuff deleted]
> ...It boils down
> to saving the parent process' PC, modify it on its basepage, then jump
> to it after the parent has executed the function. This technique can be
> used more generally, as is explained in the source code.

Your program is a clever hack, but I'd dispute the claim that it'll probably continue to work on future TOSes. As you mention in the source code, it uses undocumented variables in the basepage, which Atari may change at any time. It also relies on both the child and parent being co-resident in memory and sharing the same address space, something that may very well change if a multi-tasking TOS is ever introduced. It'll probably also break under micro RTX and similar TOS enhancements/replacements; I know for a fact that it won't work under the one I'm working on, but since I plan to add swapping I don't really care if I break programs that mess with their parents' address space!
--
Eric R. Smith email:
Dept. of Mathematics ERSMITH@uwovax.uwo.ca
University of Western Ontario ERSMITH@uwovax.bitnet
London, Ont. Canada N6A 5B7
ph: (519) 661-3638

4534. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 03:00:44 UTC
From: kgg@zinn.MV.COM
Message-ID: <719@zinn.MV.COM>
Source record: 240632

A couple of people responding to this question have said that it can't be done by any decent means, and that if it *can* be done at all, it would be by fiddling with internal variables that move from release to release of TOS and therefore shouldn't be done.

Okay, so how do the various shell products do it?
I use Mark Williams' micro-shell; others have (in various contexts) recommended Minix, Idrix, and OS/9. How do *their* 'cd' programs work?

-- Kenn Goutal

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or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4535. Re: 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 03:11:54 UTC
From: kgg@zinn.MV.COM
Message-ID: <720@zinn.MV.COM>
Source record: 240628

I'm quite sure that one of the disk-backup utilities available
for download from CompuServe can format disks 11 sectors/track.
I haven't a clue which one. If I find out, I'll post it here.

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4536. Re: 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 03:21:58 UTC
From: kgg@zinn.MV.COM
Message-ID: <721@zinn.MV.COM>
Source record: 240629

A related, and probably easier-answered question:
Is there an easily-obtainable, well-regarded program
that will allow me to format DSDD disks for the IBM PC on my Atari?
I gather that I don't want to do this for stuff that will truly
only ever be useful on my Atari, but (a) I often want to exchange
text and source files with IBM PC's, and (b) it would give me some
comfort if all my non-system files were backed up on disks that
something besides the ST could read, in case of catastrophic failure.

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4537. Re: Spectre: Meg-a-Minute

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 03:46:02 UTC
From: kgg@zinn.MV.COM
Message-ID: <723@zinn.MV.COM>
Source record: 240630

I don't know if there's a difference between plain "Meg-a-Minute"
and "Meg-a-Minute Elite", but the description of the latter in the
current issue of /CompuServe/ magazine is:

Dave Small's Meg-a-Minute Elite backup
utility source files; for exclusive use of
[CompuServe] Atari Forum members.

Maybe if we can find Dave Small, we can find out if there's a
non-elite version for non-CompuServe people. I'll try to find him.

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4538. Re: OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 03:48:24 UTC
From: kgg@zinn.MV.COM
Message-ID: <724@zinn.MV.COM>
Source record: 240631

```
Anyone else?
```

4539. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 06:32:54 UTC
From: steve@thelake.mn.org
Message-ID: <A203101368@thelake.mn.org>
Source record: 240625

[In article <1515@uvm-gen.UUCP>,
pegram@uvm-gen.UUCP (pegram r) writes ...]

>>From article <265954d1.642c@petunia.CalPoly.EDU>, by sslee@polyslo.CalPoly.EDU (Steven Lee):
>> Does anyone know the sources to LHARC or better yet information on how
>> the compression scheme works?
>
>> Steven Lee
>
> I'm interested too, especially considering the bugs in all the various
> ST implementations of it. Is it true that the documentation is still
> only in Japanese? If it were in Italian or French I could read it, but...
> Since it is out for Unix and according to one poster, works better
> there, I assume a good C source is available. Please someone, tell us
> where it is, ok?

I don't have the source code, but following is general documentation on
the encoding methods.

Data Compression Algorithms of LARC and LHarc
Haruhiko Okumura*
*The author is the sysop of the Science SIG of PV-VAN. His
address is: 12-2-404 Green Heights, 580 Nagasawa, Yokosuka 239
Japan
---

1. Introduction

In the spring of 1988, I wrote a very simple data compression program
named LZSS in C language, and uploaded it to the Science SIG (forum) of
PC-VAN, Japan's biggest personal computer network.

That program was based on Storer and Szymanski's slightly modified
version of one of Lempel and Ziv's algorithms. Despite its simplicity,
for most files its compression outperformed the archivers then widely
used.

Kazuhiko Miki rewrote my LZSS in Turbo Pascal and assembly language, and
soon made it evolve into a complete archiver, which he named LARC.

The first versions of LZSS and LARC were rather slow. So I rewrote my
LZSS using a binary tree, and so did Miki. Although LARC's encoding was
slower than the fastest archiver available, its decoding was quite fast,
and its algorithm was so simple that even self-extracting files
(compressed files plus decoder) it created were usually smaller than
non-self-extracting files from other archivers.

Soon many hobby programmers joined the archiver project at the forum. Very many suggestions were made, and LARC was revised again and again. By the summer of 1988, LARC's speed and compression have improved so much that LARC-compressed programs were beginning to be uploaded in many forums of PC-VAN and other networks.

In that summer I wrote another program, LZARI, which combined the LZSS algorithm with adaptive arithmetic compression. Although it was slower than LZSS, its compression performance was amazing.

Miki, the author of LARC, uploaded LZARI to NIFTY-Serve, another big information network in Japan. In NIFTY-Serve, Haruyasu Yoshizaki replaced LZARI's adaptive arithmetic coding with a version of adaptive Huffman coding to increase speed. Based on this algorithm, which he called LZHUF, he developed yet another archiver, LHarc.

In what follows, I will review several of these algorithms and supply simplified codes in C language.

2. Simple coding methods

Replacing several (usually 8 or 4) "space" characters by one "tab" character is a very primitive method for data compression. Another simple method is run-length coding, which encodes the message "AAABBBBAACCCC" into "3A4B2A4C", for example.

3. LZSS coding

This scheme is initiated by Ziv and Lempel [1]. A slightly modified version is described by Storer and Szymanski [2]. An implementation using a binary tree is proposed by Bell [3]. The algorithm is quite simple: Keep a ring buffer, which initially contains "space" characters only. Read several letters from the file to the buffer. Then search the buffer for the longest string that matches the letters just read, and send its length and position in the buffer.

If the buffer size is 4096 bytes, the position can be encoded in 12 bits. If we represent the match length in four bits, the <position, length> pair is two bytes long. If the longest match is no more than two characters, then we send just one character without encoding, and restart the process with the next letter. We must send one extra bit each time to tell the decoder whether we are sending a <position, length> pair or an unencoded character.

The accompanying file LZSS.C is a version of this algorithm. This implementation uses multiple binary trees to speed up the search for the longest match. All the programs in this article are written in draft-proposed ANSI C. I tested them with Turbo C 2.0.

4. LZW coding

This scheme was devised by Ziv and Lempel [4], and modified by Welch [5].

The LZW coding has been adopted by most of the existing archivers, such as ARC and PKZIP. The algorithm can be made relatively fast, and is suitable for hardware implementation as well.

The algorithm can be outlined as follows: Prepare a table that can contain several thousand items. Initially register in its 0th through 255th positions the usual 256 characters. Read several letters from the file to be encoded, and search the table for the longest match. Suppose the longest match is given by the string "ABC". Send the position of "ABC" in the table. Read the next character from the file. If it is "D", then register a new string "ABCD" in the table, and restart the process with the letter "D". If the table becomes full, discard the oldest item or, preferably, the least used.

A Pascal program for this algorithm is given in Storer's book [6].

5. Huffman coding

Classical Huffman coding is invented by Huffman [7]. A fairly readable accound is given in Sedgewick [8].

Suppose the text to be encoded is "ABABACA", with four A's, two B's, and a C. We represent this situation as follows:

```
4 2 1
| | |
A B C
```

Combine the least frequent two characters into one, resulting in the new frequency 2 + 1 = 3:

```
4 3
| / \
A B C
```

Repeat the above step until the whole characters combine into a tree:

```
7
/ \
/ 3
/ / \
A B C
```

Start at the top ("root") of this encoding tree, and travel to the character you want to encode. If you go left, send a "0"; otherwise send a "1". Thus, "A" is encoded by "0", "B" by "10", "C" by "11". Algotether, "ABABACA" will be encoded into ten bits, "0100100110".

To decode this code, the decoder must know the encoding tree, which must be sent separately.

A modification to this classical Huffman coding is the adaptive, or dynamic, Huffman coding. See, e.g., Gallager [9]. In this method, the encoder and the decoder processes the first letter of the text as if the frequency of each character in the file were one, say. After the first

letter has been processed, both parties increment the frequency of that character by one. For example, if the first letter is 'C', then freq['C'] becomes two, whereas every other frequencies are still one. Then the both parties modify the encoding tree accordingly. Then the second letter will be encoded and decoded, and so on.

6. Arithmetic coding

The original concept of arithmetic coding is proposed by P. Elias. An implementation in C language is described by Witten and others [10].

Although the Huffman coding is optimal if each character must be encoded into a fixed (integer) number of bits, arithmetic coding wins if no such restriction is made.

As an example we shall encode "AABA" using arithmetic coding. For simplicity suppose we know beforehand that the probabilities for "A" and "B" to appear in the text are 3/4 and 1/4, respectively.

Initially, consider an interval:

0 <= x < 1.

Since the first character is "A" whose probability is 3/4, we shrink the interval to the lower 3/4:

0 <= x < 3/4.

The next character is "A" again, so we take the lower 3/4:

0 <= x < 9/16.

Next comes "B" whose probability is 1/4, so we take the upper 1/4:

27/64 <= x < 9/16,

because "B" is the second element in our alphabet, {A, B}. The last character is "A" and the interval is

27/64 <= x < 135/256,

which can be written in binary notation

0.011011 <= x < 0.10000111.

Choose from this interval any number that can be represented in fewest bits, say 0.1, and send the bits to the right of "0."; in this case we send only one bit, "1". Thus we have encoded four letters into one bit! With the Huffman coding, four letters could not be encoded into less than four bits.

To decode the code "1", we just reverse the process: First, we supply the "0." to the right of the received code "1", resulting in "0.1" in binary notation, or 1/2. Since this number is in the first 3/4 of the initial interval 0 <= x < 1, the first character must be "A". Shrink the interval into the lower 3/4. In this new interval, the number 1/2

lies in the lower 3/4 part, so the second character is again "A", and so on. The number of letters in the original file must be sent separately (or a special 'EOF' character must be appended at the end of the file).

The algorithm described above requires that both the sender and receiver know the probability distribution for the characters. The adaptive version of the algorithm removes this restriction by first supposing uniform or any agreed-upon distribution of characters that approximates the true distribution, and then updating the distribution after each character is sent and received.

7. LZARI

In each step the LZSS algorithm sends either a character or a <position, length> pair. Among these, perhaps character "e" appears more frequently than "x", and a <position, length> pair of length 3 might be commoner than one of length 18, say. Thus, if we encode the more frequent in fewer bits and the less frequent in more bits, the total length of the encoded text will be diminished. This consideration suggests that we use Huffman or arithmetic coding, preferably of adaptive kind, along with LZSS.

This is easier said than done, because there are many possible <position, length> combinations. Adaptive compression must keep running statistics of frequency distribution. Too many items make statistics unreliable.

What follows is not even an approximate solution to the problem posed above, but anyway this was what I did in the summer of 1988.

I extended the character set from 256 to three-hundred or so in size, and let characters 0 through 255 be the usual 8-bit characters, whereas characters 253 + n represent that what follows is a position of string of length n, where n = 3, 4 , ... These extended set of characters will be encoded with adaptive arithmetic compression.

I also observed that longest-match strings tend to be the ones that were read relatively recently. Therefore, recent positions should be encoded into fewer bits. Since 4096 positions are too many to encode adaptively, I fixed the probability distribution of the positions "by hand." The distribution function given in the accompanying LZARI.C is rather tentative; it is not based on thorough experimentation. In retrospect, I could encode adaptively the most significant 6 bits, say, or perhaps by some more ingenious method adapt the parameters of the distribution function to the running statistics.

At any rate, the present version of LZARI treats the positions rather separately, so that the overall compression is by no means optimal. Furthermore, the string length threshold above which strings are coded into <position, length> pairs is fixed, but logically its value must change according to the length of the <position, length> pair we would get.

8. LZHUF

LZHUF, the algorithm of Haruyasu Yoshizaki's archiver LHarc, replaces LZARI's adaptive arithmetic coding with adaptive Huffman. LZHUF encodes the most significant 6 bits of the position in its 4096-byte buffer by table lookup. More recent, and hence more probable, positions are coded in less bits. On the other hand, the remaining 6 bits are sent verbatim. Because Huffman coding encodes each letter into a fixed number of bits, table lookup can be easily implemented.

Though theoretically Huffman cannot exceed arithmetic compression, the difference is very slight, and LZHUF is fairly fast.

The accompanying file LZHUF.C was written by Yoshizaki. I translated the comments into English and made a few trivial changes to make it conform to the ANSI C standard.

References

[1] J. Ziv and A. Lempel, IEEE Trans. IT-23, 337-343 (1977).
[2] J. A. Storer and T. G. Szymanski, J. ACM, 29, 928-951 (1982).
[3] T. C. Bell, IEEE Trans. COM-34, 1176-1182 (1986).
[4] J. Ziv and A. Lempel, IEEE Trans. IT-24, 530-536 (1978).
[5] T. A. Welch, Computer, 17, No.6, 8-19 (1984).
[6] J. A. Storer, Data Compression: Methods and Theory (Computer Science Press, 1988).
[7] D. A. Huffman, Proc IRE 40, 1098-1101 (1952).
[8] R. Sedgewick, Algorithms, 2nd ed. (Addison-Wesley, 1988).
[9] R. G. Gallager, IEEE Trans. IT-24, 668-674 (1978).
[10] I. E. Witten, R. M. Neal, and J. G. Cleary, Commun. ACM 30, 520-540 (1987).

--

Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

You say GNU, I say canoe....

4540. Thanks

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 07:19:36 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1134@vela.acs.oakland.edu>
Source record: 240624

Thanks to all the pple who helped me out in getting up at home. I got a working verion of Uniterm 2.0e from terminator.umich.edu, and am up and running. Are there further sources for uuencode/tar/archive for my home system??? Thanks once again...

SWood

--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

4541. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 07:41:52 UTC
From: hase@netmbx.UUCP
Message-ID: <687@netmbx.UUCP>
Source record: 240647

In article <RIDDLER.90May22131047@euler.iesd.auc.dk> riddler@iesd.auc.dk (Claus Priisholm) writes:
>In article <12154@stag.math.lsa.umich.edu> hyc@math.lsa.umich.edu (Howard Chu) writes:
>>I wonder why no one ever marketed a 68010 based accelerator. Not enough zip
>>to be worth the trouble?
>I think that the 68010 also has MOVE SR... listed as an privilegded
>instruction, but I am sure. Anyway it will require a hacked TOS to get
>it work a 68010.

True for the different stack frame.
The priviliged instructions can be dealt with by a little exeption
handler.

The main problem is the price of the 010 chip: its too expensive.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

4542. Re: LHARC (where to get the source)

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 11:40:53 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1990May24.114053.11351@newcastle.ac.uk>
Source record: 240640

The sources and a GOOD ST version can be found on dsrgsun via anonymous ftp.

Dave H.
(D.C.Halliday@newcastle.ac.uk)

4543. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 14:25:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1261573304@thelake.mn.org>
Source record: 240635

[In article <719@zinn.MV.COM>,
kgg@zinn.MV.COM (Kenn Goutal) writes ...]

> Okay, so how do the various shell products do it?
> I use Mark Williams' micro-shell;

"cd" is internal, not a program. (The msh command "set in .bin" will print out a list of all the internal msh commands.) msh sets the current directory according to your instructions, presumably using GEMDOS function 0x3B. Any child process that you may launch will inherit it.

All the other shells I have used also have built-in "cd" commands.

> others have (in various contexts)
> recommended Minix, Idrix, and OS/9. How do *their* 'cd' programs work?

Beats me. But they're not TOS anyway.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

You say GNU, I say canoe....

4544. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 14:44:27 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <3462@rodan.acs.syr.edu>
Source record: 240634

In article <719@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>A couple of people responding to this question have said that it can't
>be done by any decent means, and that if it *can* be done at all, it
>would be by fiddling with internal variables that move from release to
>release of TOS and therefore shouldn't be done.
>
>Okay, so how do the various shell products do it?
>I use Mark Williams' micro-shell; others have (in various contexts)
>recommended Minix, Idrix, and OS/9. How do *their* 'cd' programs work?

When you type 'cd /whatever' on one of those shells, you're not spawning
a child process that changes the directory of the parent process, you're only
executing an internal command of the shell. Basically, the shell modifies
its own current directory, not that of some parent process. If you give
a command to spawn another shell to one of these things (like typing 'csh'
on a unix machine) and then do a cd, you'll be somewhere else, but when you
exit the spawned shell, you SHOULD be back at the same directory you were
at when you spawned the extra shell. A spawned shell has a new environment
created for it so 'cd' or whatever, only affects the child process. On
MSDOS machines, of course, this is done totally wrong so that if you spawn
a shell and 'cd', you'll still be in the new location when you type 'exit',
but that's just because MSDOS is brain dead.

>
>-- Kenn Goutal
>
>"Ship and travel intermodally; commute electronically!"
>
>UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
> or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
>BIX: kenn
>CompuServe: 71117.2572 (PARTI handle == kenn)
>TelePath: kenn

---jb

4545. FALSCHE TELEFONNUMMER - Wichtig!

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 16:17:32 UTC
From: rodney@merkur.UUCP
Message-ID: <a5760828@merkur.UUCP>
Source record: 240648
Cross-posted to: sub.general,sub.misc,sub.sys.st,dnet.atari,comp.sys.atari.st

```
Achtung:

Meine Telefonnummer, die beim Mercury UUCP Package Version 1.1
im File mercury.doc angegeben ist, ist falsch!

richtig ist: 0711 / 651864

Bitte aendert das umgehend.

Danke & sorry,

-Rodney

--
Rodney Volz - 7000 Stuttgart 1 - FRG
============> ...uunet!mcsun!unido!gtc!aragon!merkur!rodney <=============
rodney@merkur.uucp * rodney@jolnet.orpk.il.us * rodney@aragon.uucp
\_____________ May your children and mine live in peace _____________/
```

4546. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 16:30:46 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <801@ehviea.ine.philips.nl>
Source record: 240637

In article <719@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
|A couple of people responding to this question have said that it can't
|be done by any decent means, and that if it *can* be done at all, it
|would be by fiddling with internal variables that move from release to
|release of TOS and therefore shouldn't be done.

It really isn't that bad as some people would like you to believe. The bad part is that a child process should not mess with its parent; since TOS does not enforce that, and since people have explicitly asked to do so (accepting to violate the above rule) there are (several) ways of doing it.

|
|Okay, so how do the various shell products do it?
|I use Mark Williams' micro-shell; others have (in various contexts)
|recommended Minix, Idrix, and OS/9. How do *their* 'cd' programs work?

Simple: cd should be a builtin command, as it must modify the shell's current drive/directory. It uses the GEMDOS calls Dsetdrv()/Dsetpath() to do so. Idem for setting of environment variables; must be a builtin. A shell that cannot handle such things isn't worth considering; if you're stuck with it, you can still consider using something like the above hack.

Leo.

4547. Plea #2 for PRO GEM parts 14 - 17 + appendices...

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 16:38:04 UTC
From: dac@ukc.ac.uk
Message-ID: <3018@gos.ukc.ac.uk>
Source record: 240639

Could someone please send me parts 14 - 17 (or whatever the last part is) + appendices of Tim Oren's Professional GEM series. I haven't got the net authority to access them from archives outside England and I graduate in just under 4 weeks so I'll probably be losing net access altogether depending on where I end up working.

Please, please, please, please! I'll be your best friend and invite you to all my Christmas parties*!

I'll forward them to the Lancaster archive here in England on receipt.

Thank you.

Dave.

--
* Air fair not included.

--
% cc life.c | David Clear <dac@ukc.ac.uk>
% a.out | Computer Science, University of Kent,
Segmentation fault (core dumped) | Canterbury, England.

4548. Formatting disks for use with IBM PCs

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 17:39:10 UTC
From: wallace@oldtmr.enet.dec.com
Message-ID: <1758@engage.enet.dec.com>
Source record: 240638

In article <721@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes...
>Is there an easily-obtainable, well-regarded program
>that will allow me to format DSDD disks for the IBM PC on my Atari?
I use DCFORMAT and have read other people having good results with IBMFMT (not sure of the spelling).

Ray Wallace
(INTERNET,UUCP) wallace@oldtmr.enet.dec.com
(UUCP) ...!decwrl!oldtmr.enet!wallace
(INTERNET) wallace%oldtmr.enet@decwrl.dec.com

4549. Re: changing directory with a program?? (Please don't!)

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 17:45:17 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <802@ehviea.ine.philips.nl>
Source record: 240641

In article <6095.265b1496@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:
|In article <800@ehviea.ine.philips.nl>, leo@ehviea.ine.philips.nl (Leo de Wit) writes:
|> Appended is source code and a .TTP program (arced and
|> uue-ed).... [etc]
|
|Your program is a clever hack, but I'd dispute the claim that it'll probably
|continue to work on future TOSes.

Feel free to do so. Your dispute is at least as much guesswork as my
what you call 'claim' (note I used the word probably, and I certainly
didn't use the word claim myself). The use of variables in the basepage
didn't change over TOS releases (at least not that I know of); this
makes one somewhat more confident than use of release-dependent
variables. Of course Atari is free to modify the basepage layout if
they please (except for the documented ones) ...

| As you mention in the source code, it
|uses undocumented variables in the basepage, which Atari may change at any
|time.

Some undocumented variables have been used by several people: the
parent process address at bp+36 is one of them. Sometimes you have to
play these tricks to get something working under TOS (if I recall
correctly, at some time or another a recommended way was promised to do
this from TOS 1.4 on).

| It also relies on both the child and parent being co-resident in memory
|and sharing the same address space, something that may very well change if
|a multi-tasking TOS is ever introduced.

Optimist 8-).

| It'll probably also break under
|micro RTX and similar TOS enhancements/replacements; I know for a fact
|that it won't work under the one I'm working on, but since I plan to add
|swapping I don't really care if I break programs that mess with their
|parents' address space!

I'm interested to know how you plan to interface this stuff with GEMDOS
without knowledge and/or use of GEMDOS inside information. I've already
done a lot of similar things, and my experience was invariably that if
you're going to do 'system stuff' the GEMDOS outside info will offer
you little 'hooks and pointers'. You always end up reading disassembled
code. Just curious how you are going to do without.

Note that you've fallen into the pitfall yourself: TOS does not promise
that parent and child are co-resident in memory; it also doesn't promise

that they may be swapped out. Your assumption that they may could just as well break under TOS > 1.6.

About swapping: note that since the ST lacks VM, a process is pinned down to its load address (after relocations have been resolved and the program is started, there is no way to move it reliably to a different place in memory). If you swap out such a process - let's call it process A - then use (part of) its memory for another process B, you will have to swap out B before A may be read in. Imagine what happens if there is a pipe from A to B: A writes the pipe, is suspended, must be swapped out, B is swapped in, reads the pipe, is suspended, must be swapped out, A is swapped in, etc... I hope you have considered these kind of pitfalls (and if you can handle that, more power to you).

Leo.

4550. Re: Change a directory with a program

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 18:16:21 UTC
From: dag@persoft.com
Message-ID: <1990May24.181621.6659@persoft.com>
Source record: 240643

In article <719@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>A couple of people responding to this question have said that it can't
>be done by any decent means, and that if it *can* be done at all, it
>would be by fiddling with internal variables that move from release to
>release of TOS and therefore shouldn't be done.
>Okay, so how do the various shell products do it?
>I use Mark Williams' micro-shell; others have (in various contexts)
>recommended Minix, Idrix, and OS/9. How do *their* 'cd' programs work?

The "cd" command is built in to msh (the Mark Williams shell) and all of
the Unix shells. If I remember correctly, it is also built in to the
MT C-shell. This is done by the command interpreter look in a table
of built in commands before trying to find a program in the path.

To get a list of the built in shell commands recognised by msh,
type
set in .bin
at the shell prompt. The values of the variables in the list are
address offsets to which to jsr. (All built-ins have the same
argument list, and actually look very much like normal programs
except that they don't call exit().) Because the cd command
is built in to the shell, it has no trouble changing the shells
current directory.

I hope this clears some things up.

Daniel A. Glasser

--
Daniel A. Glasser | Persoft, Inc. | dag@persoft.com (if it works yet)
"Their brains were small, and they died."

4551. IBM format (was Re: 11 Sector per track formatter...)

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 18:58:51 UTC
From: goldstein@carafe.enet.dec.com
Message-ID: <11932@shlump.nac.dec.com>
Source record: 240644

In article <721@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes...
>A related, and probably easier-answered question:
>Is there an easily-obtainable, well-regarded program
>that will allow me to format DSDD disks for the IBM PC on my Atari?

I use Moshe Braner's PD "IBMFMT". This handles both 3.5 and 5.25
inch disks, with no other options, but produces a simon-pure MS-DOS
formatted disk WITH the TOS random serial number.

TOS 1.4 is compatible by default, so upgrading your ROMs might be
all you need. I don't know where to get IBMFMT in the "real world",
though; it may be in your favorite repository somewhere.

Fred R. Goldstein goldstein@carafe.enet.dec.com
or goldstein@delni.enet.dec.com
voice: +1 508 486 7388

opinions are mine alone; sharing requires permission

4552. .SPC files grow when "compressed" with LHarc

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 19:21:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May24.192133.14926@wam.umd.edu>
Source record: 240642

>The only oddity I've noted with version .52 is that *.SPC files actually
>grow when LHarc'd - by about 10-20% !

Not really that surprising, since .SPC files are already compressed. When you
compress a compressed file, you're just adding this extra bit of
overhead and not getting rid of any data. (There's always a lower bound
on the amount of compression, determined by the information content.)

What's odd is that LHarc doesn't realize it's made the file bigger. Most
compressions programs will. (e.g., arc will "store", compress will fail
to produce a .Z file, etc.)

Dave Baggett
dmb@wam.umd.edu

4553. Re: All this talk about 16MHz upgrades

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 21:49:01 UTC
From: jason@cs.odu.edu
Message-ID: <JASON.90May24174901@oswine.cs.odu.edu>
Source record: 240645

> I'm kinda looking into this too. Could someone post a summary of
> what they've learned about these things to the net? From what
> I've read here it seems that there are some major caveats. Anybody
> know a lot about these upgrades?
>
> Specifically:
>
>
> 1) Do these things work with all (most?) ST software?
> 2) Do any of them allow easy (software?) switching between
> 8 and 16?
> 3) Does it really matter how fast your RAMs are?
>
> Please email or summarize to the net.
>
> Thanks all,
>
> Dave Baggett
> dmb@wam.umd.edu

I don't think there is any way to just simply upgrade from a
8Mhz clock speed to and 16Mhz clock speed without having to change
just about everything in the machine. I'm sure the factory installed
memory won't be fast enough and there is whole host of other things
that would need to change. It is possible to improve performance by
putting more into a single time frame with parallelism by adding
things like a math or graphics coprocessor; I believe the blitter chip
is a graphics coprocessor, but have never seen one in use, so I don't
know how much of a difference it makes.

I've seen math coprocessors available for the ST, but unless a
program is specifically designed to use it, it doesn't do anything.
It would help your own math oriented programs, but it wouldn't have
any effect on most commercial software.

A while ago, I heard of a company offering a RISC conversion
package for an ST. RISC machines usually are much faster, but the
entire operating system and CPU would need to be replaced, none of
the old binaries would work, and many programs would have to be
rewritten before recompiling.

My personal opinion on trying to boost the performance of an
ST is that it is not worth the expense and possible problems. The ST
is a very fast machine as it is, and I've found very few instances
where more performance is needed.

--
Jason C. Austin
jason@cs.odu.edu

4554. Re: IBM format (was Re: 11 Sector per track formatter...)

Newsgroup: comp.sys.atari.st
Date: 1990-05-24 21:58:52 UTC
From: su0025@bingsuns.cc.binghamton.edu
Message-ID: <3541@bingvaxu.cc.binghamton.edu>
Source record: 240646

the program dc format lets you format a disk is big as you can and then writes
the ibm boot sector to the disk this just changes some thing on the
first sector
this way you could read a disk with 823k on an IBM disk drive.

4555. Re: OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 01:58:49 UTC
From: kgg@zinn.MV.COM
Message-ID: <726@zinn.MV.COM>
Source record: 240657

I haven't seen SIMULA in years! Last time I used it was on TOPS-10!
I still have my manuals sitting on my shelf not 5 feet away.
I can hardly wait!

4556. Genealogy

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 02:17:13 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May25.021713.8649@water.waterloo.edu>
Source record: 240653

A friend of mine wants a Genealogy program.
He has an IBM PC emulator on the ST, so can consider
software written either for the ST or for the PC, but
I think that an ST code would be preferred.

Do you have any experience with something like this?
Have you used a program that you can recommend ?

4557. Re: Archiver problems (Was: Re: ATARI.ST SOUND FILES (perferable not archived))

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 02:18:59 UTC
From: kgg@zinn.MV.COM
Message-ID: <727@zinn.MV.COM>
Source record: 240658

Huh. I had never heard of LHARC until I started reading this newsgroup
a few weeks ago, but I do have a copy of just plain ARC that I got
I think from a friend. I have no idea where he got it, nor what version
it is, but it seems to work fine for me with both my friendly neighborhood
Unix box (my mail feed and where I'm logged in at the moment, 'zinn')
and with CompuServe. I think I've also exchange files with a PC clone
at work a couple times.

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4558. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 02:33:56 UTC
From: kgg@zinn.MV.COM
Message-ID: <728@zinn.MV.COM>
Source record: 240659

So how does one obtain a copy of the ST port of the Unix LHARC
that can be found on dsrgsun?

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4559. Re: OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 03:43:10 UTC
From: kgg@zinn.MV.COM
Message-ID: <729@zinn.MV.COM>
Source record: 240660

On the other hand, what about XLISP?
That has been known to run on the ST.

Also, I have heard that something called Scheme is OO.
There exists an Xscheme by the author of Xlisp.
Perhaps it, too, would run on the Atari.

Both are written in C.

But neither would qualify, I don't think, as a complete environment.
Or would they?

-- Kenn Goutal

"Ship and travel intermodally; commute electronically!"

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

4560. Advice on buying an ST system

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 04:30:18 UTC
From: Metalist@cup.portal.com
Message-ID: <30193@cup.portal.com>
Source record: 240661

Hello, I am a current owner of an Atari eight-bit eight-hundred XL computer.

I will be soon upgrading to an ST computer within 5 months.

I am wondering what would be a good setup. Which system to buy. All that good information.

I have a budget of seven hundred and fifty dollars.

Any recommendations?

PLEASE send all information/suggestions to me via MAIL. My email address is at the top and bottom of this message.

Thank you,

[here is my address]

Metalist@cup.portal.com

4561. HELP KEY ON 1MEG SPECTRE

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 04:44:54 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3487@rodan.acs.syr.edu>
Source record: 240649

With v2.65 of spectre, pressing the HELP KEY while in mac mode
gives you access to a configuration menu--UNLESS YOU ARE IN
832K MODE. This is great if you're ST has more than 1meg. It
would not be all that terrible if you only have 1meg EXCEPT---
It seems that hitting the HELP KEY in the 832K mode
irreversibly freezes the machine! You have to go through
rebooting your ST and then spectre. You can't even use
shift-undo to restart mac mode.
Dave...if you are out there...can anything be done to take
care of this? It can be rough, just missing the backspace
key...
--Gerry

4562. Looking for a Disk De-Fragger....

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 08:34:48 UTC
From: baffoni@alcor.usc.edu
Message-ID: <9880@chaph.usc.edu>
Source record: 240652

Does anyone out there have a good PD Disk defragger, or utility/program that accomplishes the same thing? If it makes any difference, I have a 80MB Quantum Pro-drive, and ICD Host adapter (I doubt that it should however).

Thanks,

Mike
or
baffoni@alcor.usc.edu
mbaffoni@skat.usc.edu

"Remember, Fencing is a dangerous sport. But then, so is walking down the street..." - a man who has fenced longer than I've been alive...:)

4563. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 08:47:08 UTC
From: daniel@hexagon.pkmab.se
Message-ID: <669@hexagon.pkmab.se>
Source record: 240671

In article <718@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>You might also want to consider Mark Williams C and its companion
>development system, the micro-shell. It sounds, from a previous
>article, as if OS/9 is considerably more powerful. I've never
>used OS/9 so I can't compare either performance, features, or price.
>But I do use the MWC micro-shell and like it well enough.

I don't think the MWC "msh" really is what he's looking for (Stefan is
a friend of mine). It has no multi-tasking capabilities (minix has, I
presume?), and it is not compatible with unix on a source code level.
Maybe the Gnu gcc with David B's "RTX" would do the trick.

Someone who knows where we can get hold of gcc and rtx? Are rtx
released to the public domain or is it still sold??
We do not have access to ftp.

--
Daniel Deimert, Fridstavagen 4, S-715 94 Odensbacken, SWEDEN
Internet: daniel@pkmab.se or daniel@hexagon.pkmab.se

4564. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 09:33:37 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2199@laura.UUCP>
Source record: 240650

In article <sent.Wed.May.23.16:59:17.GMT.1990.via.CS.TARDIS>,
olorin@tardis.computer-science.edinburgh.ac.uk writes:
|> There have been one or two postings lately about lharc
|>incompatibilities . The main reason for this is the recently posted
|>lharc 1.13 . Throw it away ! It wont read anything but ST and MS-DOS
|>lharcs ... there are two reasons for this . One is a bug in the header
|>checksum routine which works for MS-DOS but the ST version is totally
|>brain-damaged and assumes an ST header .. if the checksum fails you get
|>the cryptic 'No File' . Secondly even if this bug wasn't there,there is
|>no support for '/' to '\' translation which messes things up somewhat :-)
|>In my experience UNIX lharc will extract anything despite it having a
|>lower version number ... A port of this to the ST is on dsrgsun. Since
|>using that I've never had problems extracting anything . Also it
|>doesn't suffer from the silly file limit of 1.13 , or the annoying 'sort
|>by filename' feature .

Is this common sense? If it is I would like to adopt Arcgsh to it. As I
announced here a week or so ago the new version 3.0 of Arcgsh has a
graphical interface to LHarc - but that's the LHarc version posted in
comp.binaries.atari.st and the above quoted poster suggests to "throw it away".

If you all would rather like to see Arcgsh working together with the
LHarc version on dsrgsun I could adopt Arcgsh to it (a minor task)
before releasing Arcgsh V3.0 to the world. The Arcgsh documentation
isn't ready anyway...

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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4565. Re: Formatting disks for use with IBM PCs

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 09:43:33 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2734@syma.sussex.ac.uk>
Source record: 240667

From article <1758@engage.enet.dec.com>, by wallace@oldtmr.enet.dec.com (Ray Wallace):
>
> In article <721@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes...
>>Is there an easily-obtainable, well-regarded program
>>that will allow me to format DSDD disks for the IBM PC on my Atari?
> I use DCFORMAT and have read other people having good results with IBMFMT (not
> sure of the spelling).
>
One thing to beware - if you choose the 'MS-DOS Bootsector' option in DC Format, be careful when using disks formatted in this way on the ST. The ST will think all the disks have the same serial number, which could lead to FAT corruption. (This applies to all disks formatted on PCs & clones too - where the ST wants to see a serial number, IBMs etc. put the DOS version number.)

DC Format WITHOUT the MS-DOS bootsector option will format the disk in a way which many PCs can read, as will NeoDesk, TOS 1.4 and no doubt many other formatters. If you really need all the MS-DOS bootsector junk, Moshe Braner's IBMFMT will put it on the disk for you AND will write a random serial number in the correct place (make sure you have version 1.1 or higher - version 1.0 left the DOS version number in.)

Graham
--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758 Fax: +44 273 685865

4566. Re: XBRA from C

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 11:15:31 UTC
From: askrid@netmbx.UUCP
Message-ID: <692@netmbx.UUCP>
Source record: 240668

In article <759@imada.dk> micro@imada.dk (Claus Pedersen) writes:
> I have just started to use the XBRA protocol to intercept system
>vectors. I want this standard to spread in order to keep my programs
>running [-keep it selfish else they don't believe you ;-)].
> Ok, I know that there are problems with the XBRA protocol - It's
>for assembly programmers only...
[description of the library package deleted]

>There are 4 entry points:
> XB_isinstal(), XB_install(), XB_remove(), XB_kill().
How do you remove and kill when you already have done a Ptermres?

> There is one minor short coming - the pack is for Borland TC only,
>but you are free to modify the source to run with your favourite C
>compiler.
> - Klaus (micro@imada.dk).

if you want a version which doesn't depend on a specific Compiler, and
you don't like Assembler (like me) try following definition.

```
typedef struct {
char xb_magic[4];
char xb_id[4];
void *xb_vec;
short xb_jmpCode; /* has to be 16-Bit. contents: 0x4EF9 */
void (*xb_newVec)();
} XBRA;

XBRA xBra =
{ 'X','B','R','A',
'_','i','d','_',
0L,
0x4EF9, /* Code for jmp */
NewFunktionName
};
```

Now you have to do only two things: Put the old Contents in xb_vec, and
write the adress of xb_jmpCode in the System-adress. Everything in Super-
visor mode of course.
I wrote my own library for install. I remove with an external tool.
This results in very small installing code, which is important for me for
resident tools.
Dirk Ahrens
--
Askrid netmbx, Jabba the Hutt.
askrid@netmbx.UUCP dirk@opal.cs.tu-berlin.de AHRENS@TUBVM.CS.TU-BERLIN.DE

Dirk Ahrens - Danckelmannstr 46 - 1000 Berlin 19 - Federal Republic of Germs

4567. 68000 stuff

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 12:02:06 UTC
From: bointon@kcl-cs.UUCP
Message-ID: <950@xenon.kcl-cs.UUCP>
Source record: 240666

Hi netters,

I am in need of the pinout of the internal connector on the Mega ST.
Could someone post it (or email it to me) please??? Also any peculiarities of
its use that are known would be useful.
Also, is there a 68000 ST assembler around that will produce Motorola
S-records?? I have ordinary Devpac 2, which doesn't, and would like something
like asm68 on the PC (only preferably about 2^32 times faster...)

Thanks in advance,

<<<<<<<<<<<<<<<<<<<<<<<<<<<<=Marcus Bointon=>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
<< Consultant, Campaign for the Reduction of Entropy (C.R.E. Group(U.K.)) >>
<< Campaign HQ: JANET%ZDAC810@UK.AC.KCL.CC.OAK or bointon@kcl.cs.UUCP >>
<<<<<<<<<<<<<<<<<<<

4568. Re: Request for 16Mhz CPU Upgrade Information

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 12:15:21 UTC
From: SA44@LIVERPOOL.AC.UK
Message-ID: <90145.131521SA44@LIVERPOOL.AC.UK>
Source record: 240651

In article <1990May23.083908.1200@diku.dk>, jensting@skinfaxe.diku.dk (Jens Tingleff) says:
>
>jensting@skinfaxe.diku.dk (Jens Tingleff) ((My self)) writes:
>[..]
>
>>(I'll find the article about the 16 MHz upgrade today. It is NOT the
>>one with a gace, just a few chips to make the CPU hang on to the bus.
>>I really don't think there is much speed there...)
>
>I found it (hooray). It's the 10/88 number of ST Magazin. I'll make
>a Postscript drawing (++) of the circuit (allowing switching between 16
>and 8 MHz, neat) and suggested realisation (PCB on top of socket
>inserted instead of original CPU) tomoorow. The quoted speed increase is 20%
>on a BASIC program using SIN() functions.
>
>I have received SO MANY replies to my postings on this subject that I
>can't answer all of them individually. I try to answer a few questions
>here.

Have you seen the hypercache upgrade board? I know it's expensive but
it's good (I don't know whether it's 200 pounds good however) IT's got
a 16K (or is it 8) data cache to give it some speed. It also has a slot
for a 68881 and slots for the TOS1.4 roms so that ROM routines will be
run at full speed. They're meant to be bringing out a 68030 hypercache
soon, but I don't know much about that one.
I was toying with the idea of buying a hypercache to speed minix up
a little, but I don't think it's worth it. Maybe I'll just buy a
33Mhz 386 and be done with it :-) (Running Xenix of course)

Kevin Maguire

Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
Uucp : ...!mcsun!ukc!liv-ib!sa44

4569. Pro GEM courses

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 13:57:38 UTC
From: paulm@ccicpg.UUCP
Message-ID: <73015@ccicpg.UUCP>
Source record: 240673

I dug back in my archives and came up the the PRO GEM courses.

I you like me, cannot FTP or get it elsewhere send me some email
requesting the courses and I'll mail them to you.

There are 13 courses and an .arc file full of examples.

I've arc'ed them all together, uuencoded them and split them up unto
5 postings.

.===.
| ### ######## ### | N O R T H | /==============\ |
| ### ### ### | A M E R I C A |< An STC Company >|
### ######## ########	(was CCI)	\==============/
UUCP: ...ccicpg!dl2!paulm	Paul L. Moreau
or ...ccicpg!dl1!paulm	Diagnostics Software Eng.
or ...ccicpg!paulm	Irvine, California
`=='

4570. DIY Janet Jackson remixes on your ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 14:45:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May25.144540.23811@wam.umd.edu>
Source record: 240655

Want to have some real fun? Check out janet.arc in the terminator
archives in atari/sound. It maps sound bites from Rhythm Nation
to the keyboard, allowing you to create nifty "custom" remixes!
Wow!!! (Requires Digital Keyclick; click.arc from the same archive)
(Also requires one meg or more.)

Happy mixing,

Dave Baggett
dmb@wam.umd.edu

PS> terminator = 35.1.33.8

4571. Re: Spectre: Meg-a-Minute

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 14:49:57 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4850@druwy.ATT.COM>
Source record: 240675

in article <3416@rodan.acs.syr.edu>,
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) says:
> I asked how to get this program once before, but got no
> responses...so I thought I'd try again. How? Where? etc.
> --Gerry
> ggreenbe@rodan.acs.syr.edu
> maxg@suvm (bitnet)

Meg-A-Minute was published by STart about 4 years ago, an updated
version was published about 2 years ago. You can probably still get
those back issues from Antic Publishing.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

4572. Re: IBM format (was Re: 11 Sector per track formatter...)

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 15:58:00 UTC
From: pa1329@sdcc13.ucsd.edu
Message-ID: <10829@sdcc6.ucsd.edu>
Source record: 240656

In article <3541@bingvaxu.cc.binghamton.edu> su0025@bingsuns.cc.binghamton.edu (su0025) writes:
>the program dc format lets you format a disk is big as you can and then writes
>the ibm boot sector to the disk this just changes some thing on the
>first sector
>this way you could read a disk with 823k on an IBM disk drive.

But there is some problem on the Atari side. After
using the dc format to write ms-dos boot sectors, the GEM file selectors
often cannot recognize the directory of the disk correctly. (It shows garbge).
But from the desktop everything works fine. (Copying and deleting
files work ok) In program like First Word which makes use of the
file selector it doesn't display the directory
correctly and access to some files become impossible.
Does anyone know why? (This happens in a 520st with tos 1.0).

4573. sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 18:33:25 UTC
From: bills@mcrware.UUCP
Message-ID: <1660@mcrware.UUCP>
Source record: 240662

I've been unable to make sunclock.prg work on my 1 meg 520 w/TOS 1.4. Yes, I have included sunclock.rsc posted here recently. I get three bombs almost immediately upon double-clicking, regardless of auto/accessory programs. Any ideas? Anyone made it work?

Bill Sheppard

4574. Gemini & Emacs

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 18:40:06 UTC
From: bills@mcrware.UUCP
Message-ID: <1661@mcrware.UUCP>
Source record: 240663

I've been playing with Gemini (English version), looks great so far, although it seems to take about 260K of memory when I execute other programs from it.

When I run emacs V3.10 from the console window and then shell out of emacs I get four bombs, a return to Gemini, and bizarre behavior until I coldboot. I've noticed the the environment variable for $SHELL is mupfel.prg. Is emacs trying to shell to mupfel.prg, but can't since there is no program by that name when using the integrated Gemini? Is it possible to shell from emacs back to the console window/mupfel?

Bill Sheppard

4575. Gemini memory usage

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 18:52:34 UTC
From: bills@mcrware.UUCP
Message-ID: <1662@mcrware.UUCP>
Source record: 240664

Gemini looks pretty great, but the memory usage is pretty scary (seems to be around 260K). Is there anything I can do to reduce the memory requirements? Running it on my 260ST has been tough (just kidding, I've got a meg).

I don't have much use for the Trashcan (as opposed to the Shredder). How can I remove this, since Alt-D won't let me uninstall it. Would removing the images from the resource file do this, or just blank it out?

Finally, can you accept checks drawn on U.S. banks? About how much $ is 50 Marks?

Bill Sheppard
Microware Systems
(wanna port Gemini to OS-9?)

4576. sozobon C bug in puts,printf...

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 19:30:42 UTC
From: gossa@rdge44.enet.dec.com
Message-ID: <11959@shlump.nac.dec.com>
Source record: 240654

Can someone help me, I seem to have come across a bug in DLIBS 1.2
in the terminal printing functions:

puts()
printf()

They don't seem able to handle strings of length > 256 chars.

value = puts("<string of > 256 chrs>");

after executing this value = 257 and only the first 256 chars have
been printed.
Inspection of the .s files shows that HCC is generating correct code
so the problem must lie in the DLIB puts() and printf() routines.

- Andrew Goss -

4577. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-25 21:04:36 UTC
From: jburka@silver.ucs.indiana.edu
Message-ID: <45828@iuvax.cs.indiana.edu>
Source record: 240665

In article <1660@mcrware.UUCP> bills@mcrware.UUCP (Bill Sheppard) writes:
>I've been unable to make sunclock.prg work on my 1 meg 520 w/TOS 1.4.

I was able to run SUNCLOCK on my 1 meg 520 TOS 1.0 _color_ system, using the Monoware monochrome emulator.

As I recall, the only other stuff I had loaded was TurboST 1.8 (auto version) and Maccel 2 from Atari.

Jeff

Jeffrey C. Burka	"On the outskirts of nowhere
jburka@silver.ucs.indiana.edu	on the ringroad to somewhere,
jburka@amber.ucs.indiana.edu	on the verge of indecision..." --Fish

4578. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 01:42:14 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May26.014214.22711@water.waterloo.edu>
Source record: 240670

In article <45828@iuvax.cs.indiana.edu> jburka@silver.ucs.indiana.edu (Jeffrey C. Burka) writes:
>In article <1660@mcrware.UUCP> bills@mcrware.UUCP (Bill Sheppard) writes:
>>I've been unable to make sunclock.prg work on my 1 meg 520 w/TOS 1.4.
>
>I was able to run SUNCLOCK on my 1 meg 520 TOS 1.0 _color_ system, using the
>Monoware monochrome emulator.

I got it running on my ST2. No problem at all.

My only complaint is that the screen is 6 hours out of sync
with the sun itself. That is because the program is set to
agree with the sun if you have the clock on your ST set to
Middle European Time.

Joep Mathijssen, the porter, (good work Joep) is sitting
one fourth of the way around the world from me.

I would love to see the sun come up (or set) just as the edge of
the shadow moves past thej place on the map where I sit. (*)
I think that there needs to be a way to set an "offset" on the
sunclock. The offset needs to be in hours and minutes, cause
not all time zones are one hour apart.

(They say that when you land in Newfoundland, you
set your watch back by half an hour and 50 years.)

(*) Where does the archive site "terminator" get its name?

4579. IDRIS (Was: Does anybody no anything about UNIX on an Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 01:51:06 UTC
From: ljdickey@water.waterloo.edu
Message-ID: <1990May26.015106.22897@water.waterloo.edu>
Source record: 240669

One week ago,
In article <1990May18.132928.11161@water.waterloo.edu> ljdickey@water.waterloo.edu I wrote:

>I wonder how this OS-9 stuff compares with IDRIS .
>
>IDRIS has been available for the ST for several years.
> ...
>I would be intererested to hear from any users about their experience
>with IDRIS. I would be more interested to hear comparisons between
>IDRIS and OS/9.

This is just to report that I have had no responses from anyone
who has had their hands on IDRIS. If there were any IDRIS
buyers, they seem not to be on the net now. What a pity.
I had the impression at the time that IDRIS was ahead of
its time.

Someone wrote and asked the address for Whitesmiths.
I do not have it.

4580. Re: IDRIS (Was: Does anybody no anything about UNIX on an Atari ST)

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 05:14:06 UTC
From: deichert@hydra.unm.edu
Message-ID: <2879@ariel.unm.edu>
Source record: 240674

>> ...
>>I would be intererested to hear from any users about their experience
>>with IDRIS. I would be more interested to hear comparisons between
>>IDRIS and OS/9.
>
>
>This is just to report that I have had no responses from anyone
>who has had their hands on IDRIS. If there were any IDRIS
>buyers, they seem not to be on the net now. What a pity.
>I had the impression at the time that IDRIS was ahead of
>its time.
>
>Someone wrote and asked the address for Whitesmiths.
>I do not have it.

I had an evaluation copy of IDRIS back in the fall of '87, it was the full up developers version with the C & Pascal compilers also. I didn't really do much with it as I did not win the contract that I had proposed using the ST with IDRIS.

Whitesmith did not do the port for the ST, it was done by a company in the Seattle area called Computer Tools International. At one of the Comdex's many years ago Atari made lots of fan fair on how IDRIS was going to be the official UNIX-type OS for the ST AND then they promptly dropped it.

X-windows Rev. 10 was also ported to IDRIS by Computer Tools. This all I can remember as this is close to a 2.5 year memory.

diana eichert
Yrisarri Systems

deichert@hydra.unm.edu

4581. sozobon C bug in puts,printf...

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 05:30:10 UTC
From: steve@thelake.mn.org
Message-ID: <A63247546@thelake.mn.org>
Source record: 240672

```
[In article <11959@shlump.nac.dec.com>,
gossa@rdge44.enet.dec.com (Andrew Goss) writes ... ]

> Can someone help me, I seem to have come across a bug in DLIBS 1.2
> in the terminal printing functions:
> puts()
> printf()
> They don't seem able to handle strings of length > 256 chars.
> value = puts("<string of > 256 chrs>");
> after executing this value = 257 and only the first 256 chars have
> been printed.
> Inspection of the .s files shows that HCC is generating correct code
> so the problem must lie in the DLIB puts() and printf() routines.

puts() and printf() are not at fault.

Note the following demonstration program and the generated code. The
LONGSTRING data in the C file contains 361 bytes (including \0); L3 in the
assembly output stops at 256 and then appends $0. The the 256-byte limit
for string literals lies in hcc. I was a beta tester and knew about it in
1988. I assumed a caveat had made its way into the docs ... but I just
checked and sure enough, it didn't.

#include <stdio.h>
#define LONGSTRING \
"12345678901234567890123456789012345678901234567890123456789012345678\
12345678901234567890123456789012345678901234567890123456789012345678\
12345678901234567890123456789012345678901234567890123456789012345678\
12345678901234567890123456789012345678901234567890123456789012345678\
12345678901234567890123456789012345678901234567890123456789012345678\
12345678901234567890123456789012345678901234567890123456789012345678"
main()
{
puts(LONGSTRING);
}

.data
L3: .dc.b $31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31
.dc.b $32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37
.dc.b $38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32
.dc.b $33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38
.dc.b $39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33
.dc.b $34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39
.dc.b $30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34
.dc.b $35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30
.dc.b $31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35
```

```
.dc.b $36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31
.dc.b $32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36
.dc.b $37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32
.dc.b $33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37
.dc.b $38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33
.dc.b $34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36,$37,$38
.dc.b $39,$30,$31,$32,$33,$34,$35,$36,$37,$38,$39,$30,$31,$32,$33,$34
.dc.b $35,$36,$37,$38,$39,$30,$31,$32,$33,$34,$35,$36
.dc.b 0
.text
.globl _main
_main:
link a6,#0
move.l #L3,-(sp)
jsr _puts
addq.w #4,sp
unlk a6
rts
```

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

"Heavier-than-air flying machines are impossible." - Lord Kelvin

4582. Gnu SmallTalk V1.1 for the AtariSt now available

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 08:38:50 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90May26043850@curie.ces.cwru.edu>
Source record: 240676

the new version of Gnu SmallTalk (V1.1) for the atariSt is now available from dsrgsun.ces.cwru.edu or picasso.ces.cwru.edu via anonymous FTP, in pub/atari/smalltalk1-1.zoo. the archive includes complete sources, executable and a kernel image. to use it you need a St with 4Megs of memory (it will *not* run on a 2/2.5Meg machine). to re-compile it, you'll need gcc v1.37.1, also available from the above site.

enjoy,
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4583. How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 14:01:51 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <1446.265e45ff@miavx1.acs.muohio.edu>
Source record: 240677

Does anyone have any information (actual figures please) concerning the sales of Atari Corp in Europe compared to other computer companies in Europe (such as IBM, Apple, Commodore, etc.)? I have heard stories that Atari is doing incredibly well in Europe, but I would like to have some facts to back that up.

Thanx in advance,

Kent Covert
Miami Univerity
Oxford, Ohio

(Miami's in Ohio, Dammit!)

4584. Re: OO-GEM Proposal and Smalltalk-80 question

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 15:33:13 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7539@mcshh.hanse.de>
Source record: 240684

bhodges@blackbird.afit.af.mil (Bill Hodges) writes:
>I have seen several articles on Smalltalk-80 and because of a growing
>interest in object oriented things (OOP, OOA, etc.) I am interested
>in buying it. However, I called Parc Place in California and they
>don't know of a version for the ST. I am interested in any OO language
>that has a stable version for the ST. Any suggestions?

Since g++ isn't stable, you should ask ParcPlace again. I have their
original Smalltalk-80 Version 2.3 Rel. 4 from 1988. The address is
written on the six disks labels:

ParcPlace Systems, Inc.,
1550 Plymouth Str.,
Mountain View,
CA 94043,
U.S.A.

I've got it from my German distributor Georg Heeg at Dortmund. It is stable
and full compatible to all other Parcplace implementation, even the images
are shareable.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers

4585. Re: 11 Sector per track formatter...

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 18:04:50 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9005261802.AA01714@fsucs.cs.fsu.edu>
Source record: 240678

In article <721@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes:
>A related, and probably easier-answered question:
>Is there an easily-obtainable, well-regarded program
>that will allow me to format DSDD disks for the IBM PC on my Atari?
>I gather that I don't want to do this for stuff that will truly
>only ever be useful on my Atari, but (a) I often want to exchange
>text and source files with IBM PC's, and (b) it would give me some
>comfort if all my non-system files were backed up on disks that
>something besides the ST could read, in case of catastrophic failure.
>
>-- Kenn Goutal
>
>"Ship and travel intermodally; commute electronically!"
>
>UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
> or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
>BIX: kenn
>CompuServe: 71117.2572 (PARTI handle == kenn)
>TelePath: kenn

I dl'ed a utility called ps2form from comp.binaries.atari.st several months
ago. It works much more reliably than anything else I have tried. It should
be on terminator or some such.

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

4586. Where can I get KA9Q package?

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 18:56:01 UTC
From: Henry_Burdett_Messenger@cup.portal.com
Message-ID: <30230@cup.portal.com>
Source record: 240680

Where can I get the KA9Q TCP/IP package? I have no FTP access, and the
Panarthea mail server doesn't have it...
- hbm
---
henry_burdett_messenger@cup.portal.com "You want my reply?
What was the question?
I was looking at the big sky."

4587. Tech Specialties upgrade board

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 19:51:35 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <3501@rodan.acs.syr.edu>
Source record: 240679

I know this general topic has been covered many times before, so I thought I'd ask in a more specialized way. I'm interested in hearing from anyone who has used a Tech Specialties board to add memory to a 520ST...not FM, but not the first run either...i.e. the one that has an RF modulator in it AND a reset button on the back. If anyone has used this board to upgrade memory to such a machine, I would appreciate finding out how your experience was: from dealing with the company to putting in the board and after. Email to me at the addresses below (the bitnet machine is more reliable).
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu
maxg@suvm (bitnet)

4588. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 20:48:20 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May26.204820.18791@cs.dal.ca>
Source record: 240681

In article <1660@mcrware.UUCP> bills@mcrware.UUCP (Bill Sheppard) writes:
>I've been unable to make sunclock.prg work on my 1 meg 520 w/TOS 1.4.

I have the same configuration and it works for me. Only problem is that
if I leave it running long enough for PYRO (my screen darkener) to kick
in, it messes up sunclock.

Anyone know how to exit sunclock? Other than rebooting?
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4589. Re: Tech Specialties upgrade board

Newsgroup: comp.sys.atari.st
Date: 1990-05-26 22:54:09 UTC
From: boyd@fsucs.cs.fsu.edu
Message-ID: <9005262251.AA03183@fsucs.cs.fsu.edu>
Source record: 240682

In article <3501@rodan.acs.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I know this general topic has been covered many times before,
>so I thought I'd ask in a more specialized way. I'm
>interested in hearing from anyone who has used a Tech
>Specialties board to add memory to a 520ST...not FM, but not
>the first run either...i.e. the one that has an RF modulator
>in it AND a reset button on the back. If anyone has used this
>board to upgrade memory to such a machine, I would appreciate
>finding out how your experience was: from dealing with the
>company to putting in the board and after. Email to me at the
>addresses below (the bitnet machine is more reliable).
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu
>maxg@suvm (bitnet)

I thought the catalog from the company was impressive. After making such
a statement here however, many netters posted bad experiences with this
company. I decided to not buy any of their stuff, just to be safe (nothing
is worse than being screwed through the mail).

--

Mickey Boyd | "Nobody can be exactly like me.
FSU Computer Science | Even I have trouble doing it."
Technical Support Group |
mail: boyd@fsucs.cs.fsu.edu | - Tallulah Bankhead

4590. Re: Gemini memory usage

Newsgroup: comp.sys.atari.st
Date: 1990-05-27 01:53:52 UTC
From: glk01126@uxa.cso.uiuc.edu
Message-ID: <1990May27.015352.15365@ux1.cso.uiuc.edu>
Source record: 240683

As for removing the traschcan... hide it behind the shredder.

-- Greg

4591. Where can I get some non-1.0 TOS chips?

Newsgroup: comp.sys.atari.st
Date: 1990-05-27 02:51:19 UTC
From: kibo@pawl16.pawl.rpi.edu
Message-ID: <9?_F*@rpi.edu>
Source record: 240685

[]
Where can I get some TOS chips of any sort other than 1.0?

I want to upgrade my ancient 1040ST, and I don't want to have to
pay extra to have a dealer put them in for me...

Pointers would be greatly appreciated. I'm getting frustrated
seeing all these neat programs that'll only run with 1.2 or above...

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

4592. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1990-05-27 05:55:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <30241@cup.portal.com>
Source record: 240686

Kent Covert asks:
>Does anyone have any information (actual figures please) concerning the
>sales of Atari Corp in Europe compared to other computer companies in
>Europe (such as IBM, Apple, Commodore, etc.)? I have heard stories that
>Atari is doing incredibly well in Europe, but I would like to have some
>facts to back that up.

There are also stories that Atari's onetime lead in the European market is beginning to slip... I too would like to hear some factual reports from "real people" in Europe...

Today, Michael Schutz, one of the editors of Germany's "PD Magazine" stopped by the headquarters of AIM Magazine for a visit on his trip around the USA, and mentioned that TommySoft, one of their biggest software manufacturers has dropped their entire line of Atari software..

He wasn't familiar with the term "Another one bites the dust", but he understood the concept...

BobR

4593. Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 00:05:09 UTC
From: MICHAEL_ARTHUR@bdt.UUCP
Message-ID: <2824@bdt.UUCP>
Source record: 240691

Ralph Mariano, and the staff of ST Report have recently obtained evidence th Greg Lindahl, who sends issues of ST Report and ZMag by E-Mail to several people on UseNet, has engaged in illegal activities concerning ST Report.

Specifically, there is evidence of Greg Lindahl's having deleted large segments of ST Report, changed its content to suit his tastes, and added some of his own information to the issues of ST Report which he later E-Mailed to other people on Usenet.

Since ST Report is a copyrighted publication, and such editing is illegal, Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed doing such a thing, that he stop immediately, because such actions would incriminate both Greg Lindahl and other sources which he uses in the course of perpretrating such acts.

Having been asked to post this message by Ralph Mariano (Publisher of ST Report), I also relay his request for dialogue with him on this matter....

4594. Compressing animation pics (ray trace .PI1 format)

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 01:26:06 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <26607E2E.19429@paris.ics.uci.edu>
Source record: 240687

I've been playing around with the pearl raytracer from terminator.
It produces some nice looking ray traced animation but now I have
over two meg of .PI1 pics.
I'm sure these can be compressed, but what I want to know is if there
is a PD or shareware or commercial program that will compress the pictures
and put them into one of the many animation file formats. I'd rather
have one 500k file than 25 30k files.

Joachim
jvance@bonnie.ics.uci.edu

--
Joachim
~~~~~~~~~~~~~~~~~~~~~~ What do my .sig and UCI have in common? |
| jvance@ics.uci.edu | - - - - - - - - - |
~~~~~~~~~~~~~~~~~~~~~~ They're both Under Construction Indefinately.|

4595. comp.sys.atari.st.tech: Mass Acknowledgement

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 04:45:57 UTC
From: dmb@wam.umd.edu
Message-ID: <1990May28.044557.20422@wam.umd.edu>
Source record: 240690
Cross-posted to: news.groups,comp.sys.atari.st

All votes recieved so far have been counted.

Votes received as of Mon May 28 00:42:52 EDT 1990:

/* Purple Haze */ <NCASTELLANO@EAGLE.WESLEYAN.EDU>
2HJAWEAPON@kuhub.cc.ukans.edu
Aaron Roydhouse <Aaron.Roydhouse@comp.vuw.ac.nz>
AEE05%DK0RRZK0.BITNET@CUNYVM.CUNY.EDU
ajy2208@ultb.isc.rit.edu (A.J. Yarusso)
alex@dutirt2.tudelft.nl (Alexander Vonk)
Alice M Wenk <ali@sun.udel.edu>
Allen King <aking@BBN.COM>
Andie Ness <andie%cstr.edinburgh.ac.uk@NSFNET-RELAY.AC.UK>
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de>
Andy Cassino <andyc@hplsla.hp.com>
"A.N.Walkeden" <anw1%ukc.ac.uk@NSFNET-RELAY.AC.UK>
APL Quote Quad <watapl@water.waterloo.edu>
Arne Olav Sommer <arneso@ifi.uio.no>
Art Mulder <art@maccs.dcss.mcmaster.ca>
ATARI Computer Enthusiasts <uace0@uhnix2.uh.edu>
Atze Dijkstra <atze@praxis.cs.ruu.nl>
balkwill@ncs.dnd.ca (R. J. Balkwill)
bandy@lll-crg.llnl.gov (Andy Beals)
Bela Lubkin <filbo@gorn.santa-cruz.ca.us>
bengsig@oracle.nl (Bjorn Engsig)
bisson@csogat.enet.dec.com
Bob Bright <bright@ccu.umanitoba.ca>
Bob Nutter <ran%sun.central-services.umist.ac.uk@NSFNET-RELAY.AC.UK>
BOB <RCOLLINS@cs.umass.EDU>
brennan%crabcake@crabcake.cs.jhu.edu (Jared Brennan)
Brian Totty <totty@cs.uiuc.edu>
cdr@AMD.COM (Carl Rigney)
cew@ISI.EDU (Craig E. Ward)
Charles S. [Chip] Roberson <csrobe@icase.edu>
chen@digital.sps.mot.com (Jinfu Chen)
chip@chinacat.Unicom.COM (Chip Rosenthal)
Chris Allen <tharr!chris@relay.EU.net>
Chris Forker - Nav Arch- <Chris.Forker%newcastle.ac.uk@NSFNET-RELAY.AC.UK>
Chris Ridd <RiddCJ%computer-science.birmingham.ac.uk@NSFNET-RELAY.AC.UK>
Christian Felter <felter@capsogeti.fr>
Christian Lynbech <lynbech@daimi.dk>
clark@mshri.utoronto.ca
Claus Pedersen <micro@imada.dk>
clifton@egsner.cirr.com (Clifton Bean)

clubok%husc4@harvard.harvard.edu (Ken "The Snake" Clubok)
cmc%overmind.UUCP@mathcs.emory.edu
Colas Nahaboo <colas@avahi.inria.fr>
Conan the Barbarian <johns@maccs.dcss.mcmaster.ca>
Craig Schock <schock@cpsc.ucalgary.ca>
cs163wed%sdcc10@ucsd.edu (see far)
dag@persoft.COM (Daniel A. Glasser)
dalex@eleazar.dartmouth.edu (Dave Alexander)
Dan Schlitt <dan@sci.ccny.cuny.edu>
danielg@cs.umr.edu
daniel@hexagon.pkmab.se (Daniel Deimert)
Dave Davis <ddavis@APG-EMH5.APG.ARMY.MIL>
dav@eleazar.dartmouth.edu (William David Haas)
David Bremner <bremner@ksi.cpsc.ucalgary.ca>
David Paschall-Zimbel <DAVIDLI%SIMVAX.LABMED.UMN.EDU@CUNYVM.CUNY.EDU>
"D.C. Halliday" <D.C.Halliday%newcastle.ac.uk@NSFNET-RELAY.AC.UK>
ddelany@polyslo.CalPoly.EDU (Dan Delany)
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zz1jm%sdcc4@ucsd.edu (Jon McCarty)

4596. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 06:48:39 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2201@laura.UUCP>
Source record: 240692

In article <1990May26.204820.18791@cs.dal.ca>, silvert@cs.dal.ca (Bill Silvert) writes:
|>Anyone know how to exit sunclock? Other than rebooting?

I succeeded with Ctrl-C. However, I suppose that's not the way one should do it because when I restartet Sunclock the world stayed dark. No sun at all. I exited Sunclock again and startet Laser C to do some other work. The first thing Laser C suggested was to reboot the system :-(.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
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4597. Re: CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 07:56:05 UTC
From: hr@pro-graphics.cts.com
Message-ID: <2851@crash.cts.com>
Source record: 240694

In-Reply-To: message from cmm1@cunixa.cc.columbia.edu

Chris, I love stock information. I have to for my own portfolio. Any information about Atari Stock getting ready for a move will be appreciated. I baught the ISO and sold at 31 .. I've been wating for some State side hardware support before I buy again.
Bye
Harry H.

ProLine: hr@pro-graphics
UUCP: ...crash!pro-graphics!hr
ARPA/DDN: pro-graphics!hr@nosc.mil
Internet: hr@pro-graphics.cts.com

4598. Where can i bye/get OS/9 ? And what das it cost ?

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 08:07:23 UTC
From: alkman@hexagon.pkmab.se
Message-ID: <688@hexagon.pkmab.se>
Source record: 240509

I wonder where i can get information about OS/9. And i also want to know
if somebody know where i can by it. What das it cost ?
--

Stefan Alkman, Bjorkrisv 7 S, S-702 34 OEREBRO, Sweden
Internet: alkman@hexagon.pkmab.se
UUCP: sunic!kullmar!pkmab!hexagon!alkman

4599. Re: Gemini & Emacs

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 08:13:22 UTC
From: hase@netmbx.UUCP
Message-ID: <714@netmbx.UUCP>
Source record: 240688

In article <1661@mcrware.UUCP> bills@mcrware.UUCP (Bill Sheppard) writes:
>When I run emacs V3.10 from the console window and then shell out of emacs I
>get four bombs, a return to Gemini, and bizarre behavior until I coldboot.

I have the same problem with Mark Williams msh as well.

I solved the problem by going back to 3.9e. This one works.

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

4600. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 08:24:52 UTC
From: hase@netmbx.UUCP
Message-ID: <715@netmbx.UUCP>
Source record: 240689

In article <30241@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>There are also stories that Atari's onetime lead in the European market is
>beginning to slip... I too would like to hear some factual reports from
>"real people" in Europe...

True.

The ST and Mega line tend to loose against the Mac (an Mac SE, 1/20
sells for DM 2700 under "student discount" and a Mega 2 with Atari or
third party harddisk is a bit more expensive).

Used Mac II and Mac IIx appear around DM 5000 to 8000 with 2MB/40MB.
Since the long ago promised TT still fails to show up, it will have to
be extraordinary cheap (rumor says, it will sell for DM 6500 with
monochrome monitor ans 30 MB HD; this is to much to compete with a SE30,
I think), if it finally arrives.

the ST line is loosing ground against everything that can be easily
expanded like the Amiga 2000 (some cards are actually availeble :-) or
386SX PClones (386SX machines with 1MB/20MB and VGA color monitor start
at DM 3000...)

hase
--
Hartmut Semken, Lupsteiner Weg 67, 1000 Berlin 37 hase@netmbx.UUCP
Hi! (Zaphod Beeblebrox)

4601. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 09:41:41 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2821@medusa.informatik.uni-erlangen.de>
Source record: 240693

Bob_BobR_Retelle@cup.portal.com writes:

>There are also stories that Atari's onetime lead in the European market is
>beginning to slip... I too would like to hear some factual reports from
>"real people" in Europe...
>
>Today, Michael Schutz, one of the editors of Germany's "PD Magazine" stopped
>by the headquarters of AIM Magazine for a visit on his trip around the
>USA, and mentioned that TommySoft, one of their biggest software
>manufacturers has dropped their entire line of Atari software..

Most software manufacturers here in Germany have plans for migrating
to other computers; in the moment, they are waiting and hoping for
a production line TT that comes up to their expectations. The TTs
that ATARI gives to selected developpers now are rather disappointing
(personal opinion).

This doesn't mean that all those German software manufacturers will drop
their ST line completely; but they are preparing for other markets.

I think I've read some figures like "8 percent of all PC sales in Europe
are STs", and Commo sold approx the same here. I don't know how reliable
this information is, and whether "8 percent" means 8 percent of all
computers sold or just 8 percent of the total cashflow.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4602. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 13:55:57 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May28.135557.26202@cunixf.cc.columbia.edu>
Source record: 240696

In article <2824@bdt.UUCP> MICHAEL_ARTHUR@bdt.UUCP writes:
>Ralph Mariano, and the staff of ST Report have recently obtained evidence th
>Greg Lindahl, who sends issues of ST Report and ZMag by E-Mail to several
>people on UseNet, has engaged in illegal activities concerning ST Report.
>
>Specifically, there is evidence of Greg Lindahl's having deleted large
>segments of ST Report, changed its content to suit his tastes, and added some
>of his own information to the issues of ST Report which he later E-Mailed to
>other people on Usenet.
>
>Since ST Report is a copyrighted publication, and such editing is illegal,
>Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed
>doing such a thing, that he stop immediately, because such actions would
>incriminate both Greg Lindahl and other sources which he uses in the course of
>perpretrating such acts.
>
>
>Having been asked to post this message by Ralph Mariano (Publisher of ST
>Report), I also relay his request for dialogue with him on this matter....

Well, it is no secret that Greg and I disagree on quite a few issues, but
I think he is justified in his activities. Namely, he edits out all the
advertisements and dead wood from the report. Not only do I appreciate
this personally (it saves me from paging through all the crap), but it
also saves the net money. Why should the net be paying to distribute
10K of advertisements each week? Also, whenever Greg adds anything
to the Report, he always puts it in brackets and clearly states that
the contents is his opinion, not that of the author.

All this is silly anyway. As far as journalistic qualtiy goes, ST
Report is plain trashy. It is often inaccurate, the author frequently
shows his personal bias in reviews, and the advertisements are
a bit much. That is why I unsubscribed from it months ago. I can't
justify using 80K of disk space each week to hold that shabby
magazine.

Your mileage may vary...

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!
------------------------------+--------------------------

4603. Re: CBM Stock

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 14:06:17 UTC
From: cmm1@cunixa.cc.columbia.edu
Message-ID: <1990May28.140617.23975@cunixf.cc.columbia.edu>
Source record: 240695

In article <2851@crash.cts.com> hr@pro-graphics.cts.com (Harry Hermance) writes:
>In-Reply-To: message from cmm1@cunixa.cc.columbia.edu
>
>Chris, I love stock information. I have to for my own portfolio. Any
>information about Atari Stock getting ready for a move will be appreciated.
>I baught the ISO and sold at 31 .. I've been wating for some State side
>hardware support before I buy again.

Hehe, don't hold your breath waiting for Atari stock to move. The
market is exceptionally bullish (OTC market, that is) and ATC has
just kinda sat there watching the world go by. I was expecting a
teeny weeny bit of movement after it was announce that Atari was
working on a deal to trade computers for 256K DRAMS (chuckle) with
the USSR. It didn't budge. This is bad for Atari, as the stock
market has effectively been closed to them as a source of raising
fresh capital. Issuing new stock or splitting the shares outstanding
would only worsen their capitalization situation. It would drive
the value of ATC stock even lower, thus severely limiting the amount
of capital generated.

You'd be better off buying SOFTWARE TOOLWORKS (OTC), RASTER
DEVICES (OTC) or SUN MICROSYSTEMS (OTC) if you're really
interested in making cash at this point in the market.

Anyway, this is going to piss off the net.purists who demand
that only C code and debugging information be posted on the
net. :-) To them I apologize (nah). Please followup using
email.

> Bye
> Harry H.
>
> ProLine: hr@pro-graphics
> UUCP: ...crash!pro-graphics!hr
>ARPA/DDN: pro-graphics!hr@nosc.mil
>Internet: hr@pro-graphics.cts.com

Regards,

Chris

------------------------------+--------------------------
Chris Mauritz |Where there's a BEER,
cmm1@cunixa.cc.columbia.edu |there's a plan.
(c)All rights reserved. |
Send flames to /dev/null |Air Warrior is king!

4604. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 16:16:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1510020284@thelake.mn.org>
Source record: 240699

[In article <2824@bdt.UUCP>,
MICHAEL_ARTHUR@bdt.UUCP writes ...]

> Since ST Report is a copyrighted publication, and such editing is illegal,
> Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed
> doing such a thing, that he stop immediately, because such actions would
^^^^^^^^^^^^^^^^^^^^^^^^^
> incriminate both Greg Lindahl and other sources which he uses in the course of
^^
> perpretrating such acts.

For some time, Greg has relayed ST Report to a mailing list as a volunteer effort, without any personal gain, as a favor to people who wanted to read it. What have you done for the benefit of the network? You have issued threats.

You are not only threatening Greg.

You also are threatening the NSF Internet, its associated networks, and all the individual UUCP sites through which ST Report might be transmitted. How else am I to interpret it?

Thanks a lot for doing your bit for unity, harmony and gracious behavior.

> Having been asked to post this message by Ralph Mariano (Publisher of ST
> Report), I also relay his request for dialogue with him on this matter....

You can relay this to him: (|) (South view, equine mammal.)
l l

And you can tell him that ST Report will no longer be relayed through my system, edited or not.

My apologies to the downstream sites. Znet will continue to be available.

--
Steve Yelvington at the lake in Minnesota
steve@thelake.mn.org

"What's farmalloc? Another one of those agricultural welfare programs?"

4605. Branch Always breakup!!!

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 18:10:15 UTC
From: ignac@electro.UUCP
Message-ID: <1839@electro.UUCP>
Source record: 240520

well folks, as of 1:15 pm today (Monday May 28, 1990), I, Ignac A. Kolenko, have left Branch Always Software. The parting was an amicable one, and is due to the following reasons:

1 - too much spare time invested, with not enough return on investment (the PACE show was an excellent example of time wasted ... also, i have a full time job at Electrohome Inc, in Kitchener, Ont, and after an 8 hour day, i just DON'T feel like touching a computer in my spare time unless it's REALLY worth my while)

2 - at first it was fun, now it's just become a pain in the butt, quite frankly. my girlfriend, family and close friends are worth more of my time than my atari.

3 - i'm going off to Europe for 3 months in August, so i wouldn't be able to do anything for the company at that time anyways.

This note DOES NOT imply that Branch Always is going under. Not in the slightest. My partner, Darek Mihocka, will be continuing with the company, running it as a sole proprietorship, with myself being paid royalties for Quick Tools sales (since i authored most of the tools). Quick ST II and the Quick Tools WILL CONTINUE TO BE SUPPORTED as fully as possible, except people will have to bother Darek instead of me from now on with orders, questions, bugs, etc. An announcement on a new address, phone numbers, etc should be posted within a week or so.

I still FULLY support the Atari world in all respects, but my priorities have changed over the last few months. My job at Electrohome is very rewarding, and i don't really need the extra income from Branch Always, since i don't feel like investing the extra time anymore. BUT, while in Europe, i plan to visit Germany to see the really exceptional development that is going on over there for the atari, as well as trying my luck as a salesman for Branch Always Software (crack the German market) (i've always wanted to try marketing!!!)

so, to make a long story short, I thank everyone on the net for their help and support over the last year i've been involved with Branch Always in all the questions i've asked, and i especially thank all those loyal Atarians who have supported our venture. Just keep it up (who knows, Darek may yet become a millionaire off of the Atari!)

too-de-loo!

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

I refuse to succumb to societal pressure and give a witty quote in my .sig!!!
==========

4606. re: Speeding up you Atari..

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 20:17:54 UTC
From: malcom@gritki.UUCP
Message-ID: <5033606@gritki.UUCP>
Source record: 240697

In-reply-to: dmb@wam.umd.edu's message of 21 May 90 21:37:36 GMT

> I don't think there is any way to just simply upgrade from a
>8Mhz clock speed to and 16Mhz clock speed without having to change
>just about everything in the machine. I'm sure the factory installed
>memory won't be fast enough and there is whole host of other things
>that would need to change. It is possible to improve performance by
>putting more into a single time frame with parallelism by adding
>things like a math or graphics coprocessor;
It MAKES a difference using a 16MHz Card!
Most of the 16MHz(at least all cards that I know) use a cache between 8
and 16KB of static rams. That makes the perfomance grow up, because the
CPU needs no or less "slow-downs" for the internal (slow)-ram.

[...]
>I believe the blitter chip
>is a graphics coprocessor, but have never seen one in use, so I don't
>know how much of a difference it makes.

I've heard it makes a big difference if you use a colour monitor.
I can't realize a big difference between using the blitter or working without
it - I use a SM124.

>My personal opinion on trying to boost the performance of an
>ST is that it is not worth the expense and possible problems. The ST
>is a very fast machine as it is, and I've found very few instances
>where more performance is needed.

"I've" is the word that matters. Everybody has to decide on his own how
much performance he needs.
If you want to calculate the whole day fractals then of course you REALLY
need a coprocessor. :-)

cu,
Matthias

--
Matthias Grund | malcom@tpki.de malcom@gritki root@gritki
Ulmenstr.63 | ..!unido!tpki!malcom ...!mcshh!tpki!gritki!(malcom|root)
FRG - 2320 Ploen| A time-traveller seminar will be held two weeks ago.

4607. v_opnwk() and v_opnvwk()

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 21:14:03 UTC
From: johns@maccs.dcss.mcmaster.ca
Message-ID: <2661949C.29268@maccs.dcss.mcmaster.ca>
Source record: 240698

I'm trying to do some GEM programming and I'm having a few problems.
Does anyone else have any experience they can share in doing this?

Specifically, I'm trying to write metafiles. The problems I'm
coming across involves v_opnwk(), v_clswk(), v_opnvwk(), and v_clsvwk().
Of course I assign workin_in[0] = 31 for metafiles.

This is what happens. When I compile and run the program with
v_opnvwk(), the handle comes back zero and it crashes when I try to call
v_clsvwk(). When I instead use v_opnwk(), it writes a 68 byte file to disk
called GEMFILE.GEM and then crashes. I get 2 bombs and it does not come
back from that command.

ABACUS GEM Programmer's Reference mentions that v_opnwk() does not
work on the ST and tends to crash. Is there a reason for this, or is it a
case of I don't know what I'm doing?

Thanks for any help.
--
John Schmitt
johns@maccs.dcss.mcmaster.ca
...!unet!utai!utgpu!maccs!johns
SCHMITTJ@SCIvax.McMaster.ca

4608. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-28 22:06:44 UTC
From: scott@cs.odu.edu
Message-ID: <SCOTT.90May28180644@oswine.cs.odu.edu>
Source record: 240700

>Specifically, there is evidence of Greg Lindahl's having deleted large
>segments of ST Report, changed its content to suit his tastes, and added some
>of his own information to the issues of ST Report which he later E-Mailed to
>other people on Usenet.

And I would like to publically thank him for doing so.

>Since ST Report is a copyrighted publication, and such editing is illegal,
>Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed
>doing such a thing, that he stop immediately, because such actions would
>incriminate both Greg Lindahl and other sources which he uses in the course of
>perpretrating such acts.

I guess there is a difference between editing a complete copy vs.
receiving an already edited version-- but I only read the the mags to
see if there is and good news, or if there are any new products. I an
understand that advertising helps pay bills [whatever they might
be...] but I don't see why having the SAME advertisements week after
week is necessary.

I find that before Greg edited the duplicate articles out of the
magazines that it was really a pain to try to decipher any of them
since they often had similar articles (perhaps not even in concurrent
issues) and the articles were sometimes slightly altered enough to
confuse the reader as to what was the truth.

If copyrights are indeed going to be ``inflicted'' upon us here...
I would like to say that I would rather NOT RECEIVE the magazine[s]
if they are not edited. They are not worth it. [I'm glad I don't
pay to receive usenet news....]
--

Scott D. Yelich scott@[xanth.]cs.odu.edu [128.82.8.1]
After he pushed me off the cliff, he asked me, as I fell, ``Why'd you jump?''
Administrator of: Game design requests to <game-design-request@cs.odu.edu>

4609. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 00:38:39 UTC
From: bammi@curie.ces.cwru.edu
Message-ID: <BAMMI.90May28203839@curie.ces.cwru.edu>
Source record: 240501

i personally think that greg lindahl does a great job with ST report
and Zmag. the segments he deletes are either commercial in nature, or
repeated in Zmag (or vice versa), or most importantly contain mindless
drivel (like the cpu report for instance). i am personally very glad
that he does, and i am sure it saves a lot of bandwidth. also, i get
quite a kick out of his comments (they are clearly marked as such),
they are for most part very appropriate (especially the ones
concerning the shifting moods of the editor :-).
--
--
bang: {any internet host}!dsrgsun.CES.CWRU.Edu!bammi jwahar r. bammi
domain: bammi@dsrgsun.ces.CWRU.edu
GEnie: J.Bammi

4610. Binaries at Terminator

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 02:28:12 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1990May29.022812.27715@terminator.cc.umich.edu>
Source record: 240502

Howdy everyone,
Just a note to let you all know that terminator now has the complete set
of binaries available for your perusing pleasure.

Thanks Graham for all the work.

Jmw

--
weiner@terminator.cc.umich.edu "Ted, I fear that strange
Where nobody sleeps - ever... are afoot at the Circle-K..."

4611. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 03:46:27 UTC
From: kgg@zinn.MV.COM
Message-ID: <734@zinn.MV.COM>
Source record: 240503

In article <102502@convex.convex.com>, rosenkra@convex1.convex.com (William Rosencranz) writes:

> look: can we please stop using lharc until it works EVERYWHERE?

I can't argue with this.

> zoo is THE standard in the PC world

But (a) I'm not sure I see the relevance of a fact about the PC world with regard to the ST world, unless you mean it in the pre-IBM sense of "any personally-owned computer"; and (b) I can't agree with the statement using the latter interpretation, except for:

> (at least on the net).

I only just started reading netnews again (after a few years absence), a few weeks ago, and only this newsgroup, and only here have I heard of 'zoo'. I have know about and used uu*code on the net for years, and have been using plain old ARC between my Atari and this-here Unix box, between my Atari and BIX and CompuServe, and with friends who also have Ataris.

This is not to say that we should not advance the art.
If zoo is better than ARC and/or uu*code, I'd like to get it and use it, although I cringe (well, wince anyway) at the thought of keeping and using *three* such programs instead of a mere (haha) two.

By the same token, though, I would *really* cringe at having to keep and use *four* different such packages -- that is, including LHARC -- especially if the latter doesn't work.

I suppose it would be too much to hope that LHARC format will have some sort of 'format version' field, so that the program can detect which version wrote a given file -- ARC, LHARC, or some future version -- and read it accordingly.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4612. Re: Genealogy

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 04:14:27 UTC
From: kgg@zinn.MV.COM
Message-ID: <735@zinn.MV.COM>
Source record: 240504

CompuServe has a genealogy 'SIG', and has half a dozen or more genalogy programs that run on the ST. I have downloaded one package, but I haven't played with it enough to say how good it is. I'm not that familiar with genealogical terminology and conventions, and I think that accounts for some difficulties I've been having with it. Your friend might be in a better position to try them for himself than for me to download them all and try them out and try to evaluate them.

No, I'm not a CIS salesman or stockholder, I'm just sharing info

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4613. Re: Formatting disks for use with IBM PCs

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 04:24:42 UTC
From: kgg@zinn.MV.COM
Message-ID: <736@zinn.MV.COM>
Source record: 240505

Sounds like IBMFMT is the one I need.
A big "THANK YOU" to all of you who sent mail and posted notes
no this question. I'm glad I asked, because I had been formatting
my disks on a PC, which works, but as a couple of people have noted,
this may cause me trouble when I don't pay attention. By using IBMFMT,
I will be able to avoid this horror.

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4614. TimeKeeper

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 04:49:02 UTC
From: kgg@zinn.MV.COM
Message-ID: <737@zinn.MV.COM>
Source record: 240506

When I turn off my ST, it forgets the time. Most annoying.
A friend of mine tells me he has a thing that plugs into the cartridge
port on the left-hand side that prevents this. It is called
"TimeKeeper", and he got it from Navarone Industries, Inc.,
21109 Longeway Rd., Suite C, Sonora, CA, 95370, 209.533.8349.
I called that number and got a recording saying that it had been
disconnected. I called information and asked for their number,
and they could find no listing.

Does anyone know if Navarone Industries still exists,
and, if so, where?

If not, does anyone else still sell this device?

Can anyone recommend a different device, still available,
that would do the job?

My friend tells me that it isn't actually a clock chip,
but rather that it prevents the CPU from shutting down completely
when your turn it off with the switch.
Sounds like this might prevent a cold boot from having the desired
effect. On the other hand, maybe it only keeps a *clock* chip
from shutting down. Anyone have any better knowledge of this?

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4615. Logo

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 04:54:25 UTC
From: kgg@zinn.MV.COM
Message-ID: <738@zinn.MV.COM>
Source record: 240507

When I got my ST, it came with a copy of ST Logo.
A friend of mine got his ST more recently than I,
and Logo did not come with his.
He has heard that the Logo that came with the ST was public domain.
Is this true? If so, does anyone know where he can get it?
If not, is there another Logo available?
If so, does anyone know where he can get *that*?

-- Kenn Goutal

UUCP: kenn@rr.MV.COM (...decvax!zinn!rr!kenn)
or: kenn@zinn.MV.COM (...decvax!zinn!kenn)
BIX: kenn
CompuServe: 71117.2572 (PARTI handle == kenn)
TelePath: kenn

+---+
| Ship and Travel Intermodally -- Commute Electronically! |
+---+

4616. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 07:10:33 UTC
From: Seitz@cup.portal.com
Message-ID: <30292@cup.portal.com>
Source record: 240508

>>Specifically, there is evidence of Greg Lindahl's having deleted large
>>segments of ST Report, changed its content to suit his tastes, and added some
>>of his own information to the issues of ST Report which he later E-Mailed to
>>other people on Usenet.
>>
>>Since ST Report is a copyrighted publication, and such editing is illegal,
>>Ralph Mariano wishes to express his sentiments that if Greg Lindahl is indeed
>>doing such a thing, that he stop immediately, because such actions would
>>incriminate both Greg Lindahl and other sources which he uses in the course o
f
>>perpretrating such acts.
>>
>>
>>Having been asked to post this message by Ralph Mariano (Publisher of ST
>>Report), I also relay his request for dialogue with him on this matter....

>Well, it is no secret that Greg and I disagree on quite a few issues, but
>I think he is justified in his activities. Namely, he edits out all the
>advertisements and dead wood from the report. Not only do I appreciate
>this personally (it saves me from paging through all the crap), but it
>also saves the net money. Why should the net be paying to distribute
>10K of advertisements each week?

Why? Because ST Report is a copyrighted work, and those advertisements
are part of that work. If you don't like distributing the magazine with the
ads either 1) ask the author for permission or 2) don't distribute the magazine
.

Why? To do otherwise is illegal and unethical.

>ST Report is plain trashy. It is often inaccurate, the author frequently
>shows his personal bias in reviews, and the advertisements are
>a bit much.

Doesn't justify illegal distribution.

> That is why I unsubscribed from it months ago. I can't
>justify using 80K of disk space each week to hold that shabby
>magazine.

That is the proper response.

Matt Seitz
seitz@cup.portal.com

>------------------------------+--------------------------
>Chris Mauritz |Where there's a BEER,

>cmm1@cunixa.cc.columbia.edu |there's a plan.
>(c)All rights reserved. |
>Send flames to /dev/null |Air Warrior is king!
>------------------------------+--------------------------

P.S. Yes, Chris's article is a copyrighted work that I have just edited. The difference, as I understand copyright law, is that I am excerpting portions without permission for purposes of discussion and criticism. Greg is redistributing the work as a replacement for the original.

4617. click, digivec & *.snd

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 11:12:59 UTC
From: christ@is6.ifistg.uucp
Message-ID: <2521@ifi.informatik.uni-stuttgart.de>
Source record: 240510

hi!

i'm looking for the source code (preferably in modula-2; pascal or
c will do it, too) to load and play those funny .snd-files from my own
prgs. any hints? further, i'm still looking for commonlisp and any
relational database for the st (pd, of course).

thanks,
oli

Oliver Christ
christ@is.informatik.uni-stuttgart.dbp.de

4618. Re: To speed up the ST!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 11:58:32 UTC
From: jensting@skinfaxe.diku.dk
Message-ID: <1990May29.115832.1410@diku.dk>
Source record: 240511

marten@tpki.uucp (Marten Feldtmann) writes:

[..]

>at those days, there were not many compilers supporting this card, using the
>68020 instructions or even the F-Traps, but now TURBO-C 2.0 has arrived....

Or, ahemm, GCC using ``-m68881 -m68020'' options and the special assembler,
from dsrgsun.ces.cwru.edu (or, of course, bravo.ces.cwru.edu).

Jens
jensting@diku.dk is
Jens Tingleff MSc EE, Research Assistent at DIKU
Institute of Computer Science, Copenhagen University
Snail mail: DIKU Universitetsparken 1 DK2100 KBH O

4619. Re: Gemini memory usage

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 12:03:22 UTC
From: schlut@oski
Message-ID: <5877323@oski>
Source record: 240512

In article <1990May27.015352.15365@ux1.cso.uiuc.edu> glk01126@uxa.cso.uiuc.edu (Gregory L Kerr) writes:
> As for removing the traschcan... hide it behind the shredder.

Another way is to edit GEMINI.INF: remove the line starting with

#T ...

Greetings,

--
Olaf Schlueter subnet: schlut@oski
Sandkuhle 4-6 UUCP: schlut@tpki.de (will be forwarded to oski)
2300 Kiel 1 ZERBERUS: schlut@KBBS, schlut%tpki@KBBS
--- Und bitterer noch als der Tod ist das Weib (Pred 7,26) --------

4620. Re: LHARC problems ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 12:20:50 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <2204@laura.UUCP>
Source record: 240513

In article <2199@laura.UUCP>, I wrote:
|>If you all would rather like to see Arcgsh working together with the
|>LHarc version on dsrgsun I could adopt Arcgsh to it (a minor task)
|>before releasing Arcgsh V3.0 to the world. The Arcgsh documentation
|>isn't ready anyway...

I have got some replies to my posting quoted above suggesting to support the LHarc version on dsrgsun with Arcgsh. I haven't got any reply that where against it. So yesterday I did the neccessary modifications to Arcgsh. I did not test LHarc extensively but the basic features seem to work.

Someone suggested I should send the dsrgsun-LHarc to Steven Grimm to get it posted to comp.binaries.atari.st. However, I think someone over there in America should do that. The reason is simple: transatlantic mail is a little expensive.

The Arcgsh documentation is nearly complete. So Arcgsh V3.0 will leave Dortmund in the next days to show up in comp.binaries.atari.st really soon now.

Dipl.-Inform. Rainer Klute klute@heike.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.uucp, klute@unido.bitnet
Postfach 500500 |)|/ ...uunet!unido!klute
D-4600 Dortmund 50 |\|\ Tel.: +49 231 755-4663

4621. The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 13:49:56 UTC
From: kacovert@miavx1.acs.muohio.edu
Message-ID: <1462.266237b4@miavx1.acs.muohio.edu>
Source record: 240514

Cut Atari some slack about the TT!!!!

Sure, the TT isn't out yet. But neither is the Mac '030 line, really. Sure, the machine's out. But the OS isn't. The OS that's running on the Mac's currently doesn't use any of the features of the 030. The first OS that will take advantage of these features won't be released until this fall - about the same time the TT is going to be released.

Sure the Amiga 3000 is out with an 030 and I believe they have a true 030 OS with it. But I don't know of anywhere that the common user can buy one yet. They're just not available yet.

So, you might be asking, why hasn't Atari released the TT like everyone else and then finished the OS later (just like Mac did). The reason is simple. Atari's philosophy is to put the OS in ROM, not to load it in off of disk. This architecture has some real advantages which I won't discuss here. Anyway, this causes the small problem that the OS must be finished before they can release the machine, because replacing the ROM chips for all users is both a pain and infeasible.

So, my point is, when you get down to it, everyone's 030 machines are going to be coming out at approximately the same time. Just give Atari a chance.

Kent Covert
Miami University
Oxford, Ohio
(Miami's in Ohio, Dammit!)

4622. wanted, LOGO, BASIC XL for 8-bit

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 13:58:32 UTC
From: shawl@kuhub.cc.ukans.edu
Message-ID: <24589.266239b8@kuhub.cc.ukans.edu>
Source record: 240515

Please excuse me for posting something concerning the 8-bit, but
there are lots of us ST people who started with the ATARI 8-bit
who never read the 8-bit newsgroup.....

I am interested in obtaining an 8-bit ATARI LOGO cart. and/or a
BASIC XL cart.

If you are interested in selling, please contact me with the price at
Shawl@kuhub.cc.ukans.edu

Thanks.

Steve

4623. Phantom(s) and First Word Plus

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 14:16:55 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <2769@syma.sussex.ac.uk>
Source record: 240516

Bob Bright's recent posting on the two phantoms was extremely useful. First Word Plus users may be interested to know that I've copied it to Simon Jones of GST Software Products. They're just about to return to work on improving/enhancing FWP for the ST.

Just to recap on FWP's relation to the bugs - version 2.02 (UK) used to be hit by both the phantom repeater (3 characters repeating across the current text line followed by bombs) and the phantom slowdown (keyboard input and mouse clicks taking an age to be acted upon - Bob's message gave some useful specifics on this).

Version 3.14 (UK), the current version, no longer seems to be affected in the same way by either. (Has anyone with v3.14 or equivalents in other countries seen them?) Instead, at unpredictable times, though always during keyboard input rather than mouse operations, FWP 'freezes' - i.e. stops accepting either keyboard or mouse input. If you want to carry on writing, you have to reset, and you lose all your work since the last save operation. Things like screensavers and the alt/help screen dump routine continue to operate (the latter is interesting given Bob's surmise that the phantoms involve keyboard input not getting through to GEM) but there's no way to continue word processing or get back to the desktop or wherever you came from. (I don't know if program switcher like Revolver, twist, Juggler or K-Switch would let you get out - does anyone have experience of this?)

I think this is a displacement of one of the old bugs. It may or may not have something to do with changes in the way FWP3 deals with keyboard input. FWP3 introduced keyboard alternatives for most mouse operations, and the program now takes over the keyboard more comprehensively than the old version used to. (A side effect of this is that Simon Poole's KEYEDIT program no longer works with FWP3. I used to use it with FWP2 to assign foreign language characters to the numeric keypad.)

If anyone has any more comments on bugs in FWP3, I'd be willing to relay them to the authors (assuming the message I just sent gets through OK). Or you could try mailing direct: the address I used is sproducts%cix.uucp@ukc.ac.uk - your route may be a little different. Please don't mail general questions about First Word Plus or other GST/Timeworks products - Simon Jones is a programmer rather than a sales or marketing person. I think he'd quite like to get bug reports, but please be as specific as possible.

Graham

--
Graham Thomas, SPRU, Mantell Building, U of Sussex, Brighton, BN1 9RF, UK
JANET: grahamt@uk.ac.sussex.syma EARN/BITNET: grahamt@syma.sussex.ac.uk
ARPA: grahamt%syma.sussex.ac.uk@nsfnet-relay.ac.uk
UUCP: grahamt@syma.uucp Phone: +44 273 686758 Fax: +44 273 685865

4624. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 14:17:00 UTC
From: rehrauer@apollo.HP.COM
Message-ID: <4aaec297.20b6d@apollo.HP.COM>
Source record: 240517

In article <1462.266237b4@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>Cut Atari some slack about the TT!!!!
>
>Sure, the TT isn't out yet. But neither is the Mac '030 line, really. Sure,
>the machine's out. But the OS isn't. The OS that's running on the Mac's
>currently doesn't use any of the features of the 030. The first OS that will
>take advantage of these features won't be released until this fall - about
>the same time the TT is going to be released.

What "features" are you referring to, aside from 32-bit addressing? And I
trust you're not suggesting there's no advantage to running XYZ software on
a 16-40MHz '030 versus a vanilla 8-16MHz 68000?

>Sure the Amiga 3000 is out with an 030 and I believe they have a true 030 OS
>with it. But I don't know of anywhere that the common user can buy one yet.
>They're just not available yet.

Shipping date for the A3000 is said to be July. A3000 demo units are on
display now at your nearest Commodore dealer. Based on past history,
especially recent past history, I tend to believe Commodore when they say
"available on X date". More than I believe Atari, which has had the TT
"pending" for a couple of years now. (Longer than that, if you count
the years when it was going to be an '020-based machine.) In the meantime,
you're quite able to buy an A2000 or A2500 (68000-based) and an '020 or
'030 card, which are not hacks requiring you to unsolder this & cut that
& bend there, and which are available from Commodore themselves or 3rd
party vendors.

>So, my point is, when you get down to it, everyone's 030 machines are going
>to be coming out at approximately the same time. Just give Atari a chance.

Clearly, here's a man who's suffering from early morning caffeine-deprivation
syndrome. Are you also a Cubs fan, by any chance? :-)

Gee, must be getting close to summer again...
--
>>"Aaiiyeeee! Death from above!"<< | (Steve) rehrauer@apollo.hp.com
"Spontaneous human combustion - what luck!"| Apollo Computer (Hewlett-Packard)

4625. Need for souces and ftp sites

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 14:46:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <1163@vela.acs.oakland.edu>
Source record: 240518

I am new to the use of a ST on the network, and would appreciate any good
sources for programs and utilities or good ftp sites. I have already found
terminator at umich, but I would appreciate more.
Thanks in advance......

SWood
'
--
"'`No Problem is too big, that you can't run away from it` - Snoopy (C.Shultz).
I get truth where I can find it.' - Don Shimoda" - R.Bach (Illusions)
I ain't as dumm as u tink I are SWood
The Notorious Tre'

4626. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 15:03:10 UTC
From: jdutka@wpi.wpi.edu
Message-ID: <13149@wpi.wpi.edu>
Source record: 240519

In article <1462.266237b4@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>Sure the Amiga 3000 is out with an 030 and I believe they have a true 030 OS
>with it. But I don't know of anywhere that the common user can buy one yet.
>They're just not available yet.

They will be in July (if I'm wrong, please, some one in C-A correct me.)

--
husc6!m2c!wpi!jdutka	"Hey, baby - wanna do some HEAT TRANSFER?
jdutka@wpi.wpi.edu	Heh, heh, heh!"
John Dutka, Jr.	-Mechanical Engineers On The Prowl
jdutka%wpi.wpi.edu%mitvma.bitnet_____________________________________

4627. Atari Portfolio Memory

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 17:38:58 UTC
From: jnicolas@athena.mit.edu
Message-ID: <1990May29.173858.5411@athena.mit.edu>
Source record: 240521
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry if this isn't the right group to ask, but I am trying to find information on the memory expansion cards for the Atari Portfolio for a friend of mine. Three questions: what is the largest memory size available (128K ?), who are the main distributors for Atari products/compatibles and what is the price range. Any advice would be appreciated, especially on low-cost suppliers.

4628. Dungeon Master Hint. Please!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 18:09:36 UTC
From: GINGRICH-T@osu-20.ircc.ohio-state.edu
Message-ID: <12593596115017@osu-20.ircc.ohio-state.edu>
Source record: 240522

I am totally stuck on level 5 of Dungeon Master ST. Please e-mail me
the solution to the following 'kabuki-dance/puzzle':

```
+-----+-----+ |
| === === |
| === === |
+ |
| BBB PPP |
| BBB PPP |
+Gate-+-----+ |
| | | === |
| | | === |
| Key | +-----+
| |
+-----+
```

The '=' signs are floor switches the 'B's is a blue light area
and the P's are a Pit.
There is a switch on the 'left wall' by the gate which turns on/off
the blue light and a button in the alcove which closes the pit. The blue
light area transports you to the alcove.

Hopefully this description is enough to identify where I am stuck.

Any help would be appreciated.

Thanks

Tyler

4629. desktop.inf

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 18:54:27 UTC
From: asedm@acad3.fai.alaska.edu
Message-ID: <1990May29.185427.10206@hayes.fai.alaska.edu>
Source record: 240523

can somebody explain to me what the various entries in desktop.inf do?
this must be documented somewhere but I guess I missed it...
thanks!
Wasted Rock Ranger

4630. Re: Looking for a Disk De-Fragger....

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 19:05:02 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1519@uvm-gen.UUCP>
Source record: 240524

From article <9880@chaph.usc.edu>, by baffoni@alcor.usc.edu (Juxtaposer):

> Does anyone out there have a good PD Disk defragger, or utility/program
> that accomplishes the same thing? If it makes any difference, I have a 80MB
> Quantum Pro-drive, and ICD Host adapter (I doubt that it should however).

> Thanks,

> Mike
> or
> baffoni@alcor.usc.edu
> mbaffoni@skat.usc.edu

> "Remember, Fencing is a dangerous sport. But then, so is walking down the
> street..." - a man who has fenced longer than I've been alive...:)

I have heard vague rumors of a PD defragger, but I have and use
Michtron's Hard Disk ToolKit. It needs to be updated, as it has some bugs
that let you harm your drive (*always* quit immediately after
defragging, the program will cause the necessary reboot) and has the
usual terrible Michtron manual, but it does do a nice job of
defragging 16Meg or less partitions (*not* my new 32Meg TOS 1.4
partition 8-( ). I haven't used the backup portion of the program, as
I read a review that said it wasn't the most secure backup program
around and because it uses the archive bit in reverse, since the programmer
claims that the old TOSes used it that way. NeoDesk and/or TOS 1.4
correct this. Anyone know if an update is out since last year? It
really needs only very minor work to be world class stuff.

Bob Pegram (Internet; pegram@griffin.uvm.edu)

4631. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 19:39:38 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2829@medusa.informatik.uni-erlangen.de>
Source record: 240525

kacovert@miavx1.acs.muohio.edu writes:

>Sure, the TT isn't out yet. But neither is the Mac '030 line, really. Sure,
>the machine's out. But the OS isn't. The OS that's running on the Mac's
>currently doesn't use any of the features of the 030. The first OS that will
>take advantage of these features won't be released until this fall - about
>the same time the TT is going to be released.

The difference is: The Amiga OS has been 020-compatible since V1.0, if not
030-compatible. The same holds true for the Mac OS which has been 020/030-
compatible for a long time. TOS, however, has had to be adapted to the 68030
because of its short-sighted design in previous versions. Moreover, we have
heard about the TT since 1988; and it has been announced to appear RSN
since early 1989. In contrast, Commodore didn't announce anything about
the Amiga3000 until now; even at the CeBIT 1990, they didn't tell the
press anything about it. One month later, the machine simply was THERE.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4632. I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 20:30:20 UTC
From: wwm@pmsmam.uucp
Message-ID: <1990May29.203020.28441@pmsmam.uucp>
Source record: 240526

I have a recurring dream (some might call it a nightmare):

Dave Small manufactures a new motherboard/box for the Atari with a 25-Mhz 68030, an EISA bus (that actually WORKS with cheap, available PC interface/ memory boards), at least 2 serial ports (one with 8530 controller for Ham Packet), full, REAL SCSI, capable of booting a UNIX (or look-alike) OS that runs TOS as a GUEST process so most, if not all, of my software collection is still usable. Plus X11R4, 16 MB RAM capacity, Spectre GCR built in (or available as a simple plug-in option).

Sigh, It can't happen, can it? Someone like Dave (or some other happy hardware hacker) couldn't possibly put together such a system, could they? They couldn't possibly keep the cost competitive with a 386SX PC-Clone, could they?

Ah, it's only a dream like the other one where the enraged ST community stages an LBO of Atari and ....
--
Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
I speak only for myself - even my daughter's cat won't let me speak for her!

4633. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 20:57:50 UTC
From: watters@ellipse.eng.ohio-state.edu
Message-ID: <80988@tut.cis.ohio-state.edu>
Source record: 240527

In article <1990May29.203020.28441@pmsmam.uucp> wwm@pmsmam.uucp (Bill Meahan) writes:
>I have a recurring dream (some might call it a nightmare):
>
>Dave Small manufactures a new motherboard/box for the Atari with a 25-Mhz
>68030, an EISA bus (that actually WORKS with cheap, available PC interface/
>memory boards), at least 2 serial ports (one with 8530 controller for Ham
>Packet), full, REAL SCSI, capable of booting a UNIX (or look-alike) OS
>that runs TOS as a GUEST process so most, if not all, of my software
>collection is still usable. Plus X11R4, 16 MB RAM capacity, Spectre GCR
>built in (or available as a simple plug-in option).
>

Well, Your dream is almost fullfilled! You can get almost all the things
you want very soon, it's called an Amiga 3000. Enjoy!

>Sigh, It can't happen, can it?
>Bill Meahan WA8TZG uunet!mailrus!umich!pmsmam!wwm
>I speak only for myself - even my daughter's cat won't let me speak for her!

David Watters	If you take a piece of crap, and sell
The Ohio State University	millions of them... each one is still a
watters@cis.ohio-state.edu	piece of crap. (Proof: Appl* & Nint*ndo)

4634. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 22:32:20 UTC
From: jgp@fctunl.rccn.pt
Message-ID: <JGP.90May29233220@host.fctunl.rccn.pt>
Source record: 240528

I haven't tried this yet, but just today i unuucoded it, and i
remember it said something like this:

Usage:
<single-click left mouse button> : show dialog-box with some options
<double-click left mouse button> : exit

Hope this helps!

--

Jose Goncalo Pedro BITNET/Internet: jgp@fctunl.rccn.pt
+---------------------------------+ UUCP: jgp@unl.uucp
| Departamento de Informatica +---------------------------------+
| Universidade Nova de Lisboa 2825 Monte Caparica, PORTUGAL |
+---+

4635. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 23:10:22 UTC
From: david@bdt.UUCP
Message-ID: <2837@bdt.UUCP>
Source record: 240529

I hope that everyone realizes that the referenced message in NO WAY
represents the opinions of myself or Beckemeyer Development Tools.

The message was posted by MICHAEL_ARTHUR@bdt.UUCP who uses a BBS
account on my system. This BBS to Usenet gateway is free for anyone
to use. Michael Arthur (or whoever the poster is) is not an employee
of Beckemeyer Development and in no way represents Beckemeyer Development
Tools.

--
David Beckemeyer (david@bdt.UUCP) | "I'll forgive you Dad... If you have
Beckemeyer Development Tools | a breath mint."
P.O. Box 21575, Oakland, CA 94620 | Bart - "The Simpsons"
UUCP: {uunet,ucbvax}!unisoft!bdt!david |

4636. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-29 23:15:00 UTC
From: mitsolid@acf5.NYU.EDU
Message-ID: <15520004@acf5.NYU.EDU>
Source record: 240530

/* kacovert@miavx1.acs.muohio.edu / 9:49 am May 29, 1990 */
> The OS that's running on the Mac's
> currently doesn't use any of the features of the 030. The first OS that will
t> ake advantage of these features won't be released until this fall - about
th> e same time the TT is going to be released.

Now, there is a novel idea:
Never use something at all unless you can use it completely.

But let us be really optimistic and say that the TT will be released this year.
Do you think that there is more than one chance in a trillion that it will
have a version of TOS which supports multitasking and virtual memory?

You can't be serious.

Thanasis

PS There is Unix for the Mac/30s which can also run multiple MACOSs in windows.

4637. Emacs and Gemini

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 03:35:00 UTC
From: david.megginson@canremote.uucp
Message-ID: <b452d8f9543926635b84@canremote.uucp>
Source record: 240531

The newest version of Emacs (3.10, I think) is at best a mixed blessing. It supports the mouse, but as a result, it will not run in a Gemini window, it will not run in Beckemeyer's VSH, it blanks out lower-priority tasks in Beckmeyer's MT C-Shell because it is waiting for mouse input instead of just calling GEMDOS for keystrokes, and it is just generally a bad neighbour. People writing TOS editors:

PLEEEEEEAAAAAASE use only GEMDOS and BIOS text functions and the VT 52 emulator to implement your editors. There are so few which don't screw around one way or the other. What's the point for a millisecond of scrolling speed, when it doesn't work with anything?

David Megginson
BITNET: meggin@vm.epas.utoronto.ca
---
* Via ProDoor 3.1R

4638. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 03:39:50 UTC
From: phoenix@ms.uky.edu
Message-ID: <15375@s.ms.uky.edu>
Source record: 240532

In article <1462.266237b4@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>Cut Atari some slack about the TT!!!!
I agree in some ways; though I agree that it is well and firmly late,
it won't do any good to whine about it, plus, this might mean that they're
planning on releasing it:
1) When it's damn well ready, and
2) Not one minute before.
Better late than buggy.
>Sure the Amiga 3000 is out with an 030 and I believe they have a true 030 OS
>with it. But I don't know of anywhere that the common user can buy one yet.
>They're just not available yet.
The Amiga 2500/30 (the first Amiga with a 68030) has been out and
commonly available for many months. All versions of AmigaDOS will utilize
the capabilities of the 68030 (with the exception of the "calculator"
programme in ye old version 1.1. It would blow up. Some people's
kids... :-))
What you're talking about is AmigaDOS V2.0, which revamps the look
of Workbench dramatically and adds a whole list of goodies that nobody
on this list could possibly care less about. :-)
>So, you might be asking, why hasn't Atari released the TT like everyone else
>and then finished the OS later (just like Mac did). The reason is simple.
>Atari's philosophy is to put the OS in ROM, not to load it in off of disk.
Most of the Apple and Amiga operating systems are also in ROM.
>This architecture has some real advantages which I won't discuss here. Anyway,
>this causes the small problem that the OS must be finished before they can
>release the machine, because replacing the ROM chips for all users is both
>a pain and infeasible.
Actually, it's neither, as long as you socket the silly things. It's
really rather quick and easy - and certainly simpler than reformating and
reinstalling one's hard drive, as SOME people's changes in operating system
have more or less required (we don't need to mention any companies now, do
we? Even if their initials start with I or M....) :-)
- R'ykandar.
--
| R'ykandar Korra'ti | Editor, LOW ORBIT | PLink: Skywise | CIS 72406,370 |
| Elfinkind, Unite! | phoenix@ms.uky.edu | phoenix%ms.uky.edu@ukcc.bitnet |
| "Careful, mom, the toys are loose!" - from The Wizard of Speed and Time |

4639. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 04:47:41 UTC
From: kibo@pawl.rpi.edu
Message-ID: <T*|$Z-+@rpi.edu>
Source record: 240533
Cross-posted to: comp.sys.atari.st,alt.slack

In article <1462.266237b4@miavx1.acs.muohio.edu> kacovert@miavx1.acs.muohio.edu writes:
>Cut Atari some slack about the TT!!!!

Atari's got tons of slack--after all, it's owned by J. R. "Bob" Dobbs himself!

(If you haven't yet found the "Bob" face in your ST's system font, the latest
Stark Fist of Removal gave a hefty little LOGO program that will
pop him up on the screen for you. Why did Atari give away LOGO instead
of something slackful like COBOL though?)

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu ____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,
userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

4640. Re: LHARC

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 05:43:58 UTC
From: bli@castor.usc.edu
Message-ID: <9950@chaph.usc.edu>
Source record: 240534

>In article <265954d1.642c@petunia.CalPoly.EDU> sslee@polyslo.CalPoly.EDU (Steven Lee)
writes:
>>
>>Does anyone know the sources to LHARC or better yet information on how
>>the compression scheme works?
>

The sources for a unix lharc is available on xanth.cs.odu.edu,
and it is compatible to the amiga lharc. I am not familiar with ST
Lharc, sorry.

Anyway, you can get the file lzhuf.c from that archive, which contains
the compression method (compatible with all lharc implementations.)
It is compilable by itself on unix using GCC, and it creates a
stand-alone compressor, like COMPRESS(1).

4641. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 05:51:11 UTC
From: Metalist@cup.portal.com
Message-ID: <30318@cup.portal.com>
Source record: 240535

>...Ataris TT will be released this fall. So dont worry, evreryones
>030 will be out at the same time. Give Atari a chance.

Cool! A date. ok so this Fall it will be out?.. I have heard rumours forever
regarding its big show..

4642. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 05:53:10 UTC
From: schultzd@cpsin1.uucp
Message-ID: <1990May30.055310.23066@msuinfo.cl.msu.edu>
Source record: 240536

In article <45828@iuvax.cs.indiana.edu> jburka@silver.ucs.indiana.edu (Jeffrey C. Burka) writes:

>I was able to run SUNCLOCK on my 1 meg 520 TOS 1.0 _color_ system, using the
>Monoware monochrome emulator.

I cannot get monoware to work on my 520ST with TOS 1.0. I get the message
that I do not have enough memory to run it. Do I really need at least
a meg to run the emulator?
--
David W. Schultz | schultzd@cpsin.cps.msu.edu OR schultzd@frith.egr.msu.edu
#define DISCLAIMER "It is NOT my fault...!"
If you've never heard of the Michael Schenker Group, just ask ME!
(ARMAGEDDON Software: It only works ONCE!)

4643. Re: Looking for a Disk De-Fragger....

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 06:53:16 UTC
From: baffoni@alcor.usc.edu
Message-ID: <9951@chaph.usc.edu>
Source record: 240537

In article <1519@uvm-gen.UUCP> pegram@uvm-gen.UUCP (pegram r) writes:
>usual terrible Michtron manual, but it does do a nice job of
>defragging 16Meg or less partitions (*not* my new 32Meg TOS 1.4
>partition 8-( ). I haven't used the backup portion of the program, as

Thanks to someone on the net (sorry, I forgot your name but I deleted the mail already %|) I found DLII (024) and REORG.prg on Terminator: that seems to have done a great job on my now ex-fragged disk. This software was written by Simon Poole and has a whole lot of disclaimers throughout the docs, but the check-disk option recognizes >512 logical sectors and it said something about supporting >2 sector clustors (read: IBM?) in later releases. I would think that the companion program (REORG.prg) would also have the capability of recognizing the 1k logical sectors (as per TOS 1.4, and various formatting utilities out by Supra and ICD). If I am wrong about this, could someone please show me the error of my ways...Simon?

>Bob Pegram (Internet; pegram@griffin.uvm.edu)

-Mike Baffoni

PS: Does anybody out there need to sell their memory upgrade? This 512k stuff just AIN'T gonna hack it ..... send e-mail to baffoni@alcor.usc.edu

4644. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 07:22:08 UTC
From: baffoni@alcor.usc.edu
Message-ID: <9953@chaph.usc.edu>
Source record: 240538

Hi, I just have a real quick question that I'm sure everyone (except me!) and their brother knows, but how do you know what version of TOS you have when you know you don't have TOS1.4 (and the neat little rainbow thingy that comes with it, absolutely free)?

-Mike baffoni

I couldn't have said it...ain't no one here but us clouds.... or was that clods ....?

4645. TURBO-C 2.0?

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 07:40:23 UTC
From: sbarr@ic.sunysb.edu
Message-ID: <9499@sbcs.sunysb.edu>
Source record: 240539

I just popped on the net for the first time in a while and I saw
that someone mentioned TURBO-C 2.0 for the ST. Has this been released
in the US? And if so, how's it's ANSI support?

Thanks.
--
:::::::::::::::: - Sanford L. Barr - ::::::::::::::::::"Never argue with
___- ARPA: sbarr@libserv1.ic.sunysb.edu _------ :: a fool. Most
____- UUCP: ...!cmcl2!sbcs!libserv1!sbarr _----- :: people can't tell
_____- ..!rutgers!philabs!sbcs!libserv1!sbarr _---- :: the difference."

4646. Best MODULA-2 ?

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 07:47:35 UTC
From: laurent@hpgnd.HP.COM
Message-ID: <4280011@hpgnd.HP.COM>
Source record: 240540

Hello hackers !

I'm about to buy a MODULA 2 environment for my ATARI-ST (1040) but in France the market is really very poor. I'm aware that in Germany there is at least four existing packages (SPC, TDI, Metacomco and Hisoft) and may be others. I would like to make an opinion poll to know what is the best one so far !

Please help me in choosing the right one.

Eternal thanks for any advice.

Laurent Julliard
laurent@hpgnzeus.grenoble.hp.com

4647. Digitized Simpson sounds...

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 08:39:36 UTC
From: logic@wet.UUCP
Message-ID: <1243@wet.UUCP>
Source record: 240541
Cross-posted to: comp.sys.atari.st,alt.tv.simpsons

Recently picked up a sound digitizer for the ST and went nuts digitizing Simpson sounds. (I have two episodes on tape and squeezed ~5 MB of sound out of it)

Now I'm looking for a way to move them onto other platforms. Most of the sounds are sampled at 20khz. They are compatible with the Macintosh in a way. Most Mac sounds are sampled at either 11khz or 22khz so 20khz samples tend to sound funny. Is there a program out there which will insert false samples into a file so that it kicks up the effective sample rate?

--
Henry Kwan | AppleLink: D0690
FWB, Inc. | CompuServe: 71320,1034
2040 Polk St. Ste 215 | Internet: claris!wet!logic@ames.arc.nasa.gov
San Francisco, CA 94109 | UUCP: {claris,hoptoad,lamc,ucsfcca}!wet!logic

4648. DTP and PostScript fonts and output

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 11:29:53 UTC
From: johnr@praxis.co.uk
Message-ID: <5102@newton.praxis.co.uk>
Source record: 240542

I would like to get a DTP package with the following attributes:

1. Usable for "professional" quality layout and articles.

2. A good selection of fonts covering at least 8 to 32 point size.

3. I have PostScript descriptions of a chess font and macros for producing chess diagrams. I want to be able to use these as the basis for creating new fonts for the DTP package; so there must be a font editor capable of taking PostScript input.

4. Capable of producing reasonable output on a dot-matrix printer, but also able to produce PostScript output in a file for transfer to another system.

Any suggestions? Please mail me and I will summarize to the net.

--
John Richards

4649. Re: Looking for a Disk De-Fragger....

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 14:10:38 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2834@medusa.informatik.uni-erlangen.de>
Source record: 240549

baffoni@alcor.usc.edu (Juxtaposer) writes:

> Thanks to someone on the net (sorry, I forgot your name but I deleted the
>mail already %|) I found DLII (024) and REORG.prg on Terminator: that seems to
>have done a great job on my now ex-fragged disk. This software was written by
>Simon Poole and has a whole lot of disclaimers throughout the docs, but the
>check-disk option recognizes >512 logical sectors and it said something about
>supporting >2 sector clustors (read: IBM?) in later releases. I would think
>that the companion program (REORG.prg) would also have the capability of
>recognizing the 1k logical sectors (as per TOS 1.4, and various formatting
>utilities out by Supra and ICD). If I am wrong about this, could someone
>please show me the error of my ways...Simon?

Simon seems to have left the ATARI community some time ago; he doesn't program
for the ST anymore. Leaves not much hope for a new DLII/REORG version.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4650. Re: sunclock.prg

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 14:13:52 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2835@medusa.informatik.uni-erlangen.de>
Source record: 240550

baffoni@alcor.usc.edu (Juxtaposer) writes:

> Hi, I just have a real quick question that I'm sure everyone (except
>me!) and their brother knows, but how do you know what version of TOS you have
>when you know you don't have TOS1.4 (and the neat little rainbow thingy that
>comes with it, absolutely free)?

The TOS 1.0 says (C) 1985, 86 in its info box. BlitterTOS mentions 1987 if
I remember it right. If you click on 'Hardcopy' in the DESKTOP menu, you
will get a safety alert box in BlitterTOS, but not in TOS 1.0. If you
worked with both versions, you'll also be able to detect the version just
from the speed of window redraw.

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4651. Re: TURBO-C 2.0?

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 14:16:36 UTC
From: csbrod@medusa.informatik.uni-erlangen.de
Message-ID: <2836@medusa.informatik.uni-erlangen.de>
Source record: 240551

sbarr@ic.sunysb.edu (Sanford L Barr) writes:

>I just popped on the net for the first time in a while and I saw
>that someone mentioned TURBO-C 2.0 for the ST. Has this been released
>in the US? And if so, how's it's ANSI support?

Turbo C 2.0 was released here in Germany in April. I don't know of
any plans to publish it in the US (has Turbo C 1.x been sold in the
US?). It offers FULL ANSI support as far as I know. There's also
a neat source code debugger for it. Great package!

Claus Brod, Am Felsenkeller 2, Things. Take. Time.
D-8772 Marktheidenfeld, West Germany (Stolen from unknown.)
csbrod@medusa.informatik.uni-erlangen.de

4652. Re: Compressing animation pics (ray trace .PI1 format)

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 15:02:03 UTC
From: SA44@LIVERPOOL.AC.UK
Message-ID: <90150.160203SA44@LIVERPOOL.AC.UK>
Source record: 240543

In article <26607E2E.19429@paris.ics.uci.edu>, jvance@bonnie.ics.uci.edu
(Joachim Patrick Vance) says:
>
>It produces some nice looking ray traced animation but now I have
>over two meg of .PI1 pics.
>and put them into one of the many animation file formats. I'd rather
>have one 500k file than 25 30k files.

What's wrong with arc, zoo or lharc????

Kevin Maguire

Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
Uucp : ...!mcsun!ukc!liv-ib!sa44

4653. Re: Formatting disks for use with IBM PCs

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 15:05:29 UTC
From: SA44@LIVERPOOL.AC.UK
Message-ID: <90150.160529SA44@LIVERPOOL.AC.UK>
Source record: 240544

In article <1758@engage.enet.dec.com>, wallace@oldtmr.enet.dec.com (Ray Wallace) says:
>
>In article <721@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) writes...
>>Is there an easily-obtainable, well-regarded program
>>that will allow me to format DSDD disks for the IBM PC on my Atari?
>I use DCFORMAT and have read other people having good results with IBMFMT (not
>sure of the spelling).

I've used DCFORMAT and the disks produced are readable by the MSDOS 3.3
PC's around here but none of them will write to the disks. I just copy the
boot sector (of a disk that has been formatted on a PC with MSDOS 3.3)
onto the newly ST desktop formatted disk (altering the serial number
of course). THis is the only way I've found that produces MSDOS 3.3
writable disks.

Kevin Maguire

Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
Uucp : ...!mcsun!ukc!liv-ib!sa44

4654. Re: Does anybody no anything about UNIX on an Atari ST

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 15:10:22 UTC
From: SA44@LIVERPOOL.AC.UK
Message-ID: <90150.161022SA44@LIVERPOOL.AC.UK>
Source record: 240545

In article <669@hexagon.pkmab.se>, daniel@hexagon.pkmab.se (Daniel Deimert)
says:
>
>In article <718@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
>>You might also want to consider Mark Williams C and its companion
> I don't think the MWC "msh" really is what he's looking for (Stefan is
>a friend of mine). It has no multi-tasking capabilities (minix has, I
>presume?), and it is not compatible with unix on a source code level.
>Maybe the Gnu gcc with David B's "RTX" would do the trick.

Better sticking with minix and gcc. Yes minix is multi-tasking and gcc
tex, flex, yacc you name it everything is available for ST minix.
(Not PC though as the PC version has a limit of 64K for text and data
space 128K for big (?) processes). The ST is only limited by memory size.
OF course it's nice to have 4M as minix has no virtual memory, but
my 2.5M system is fine and my older 1M system is okay for one user.
You can have multiple logins via the rs232 and midi ports ;-)

Kevin Maguire

Nsfnet : sa44%liv.ac.uk@nsfnet-relay.ac.uk
Uucp : ...!mcsun!ukc!liv-ib!sa44

4655. Supra HD utilities

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 15:54:23 UTC
From: bhodges@blackbird.afit.af.mil
Message-ID: <1605@blackbird.afit.af.mil>
Source record: 240546

I just bought a Supra 20M hard disk at a local computer users group auction (got a good buy at $315, I think. What say ye?) and I want to get the latest release of the Supra software for it. Would one of you kind souls send it to me or suggest alternatives. I'm using the Atari cache for it and that helps alot. Now I do some serious playing with my Modula-2.

Note for GEORG HEEG: I've been trying to reach you. I get no bounced mail or relies but then again I am going through a gateway to get to bitnet.

4656. .sig for previous message

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 15:57:56 UTC
From: bhodges@blackbird.afit.af.mil
Message-ID: <1606@blackbird.afit.af.mil>
Source record: 240547

Our mailer has started requiring the .sig be no greater than 4 lines.
So here's my improved (deleted some blank lines) .sig.

bill
--

Bill Hodges | Me? People who speak for the Air Force get
bhodges@blackbird.afit.af.mil | paid a lot more than I do! I just work here.

4657. The opening .acc

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 19:19:14 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750068@hpsad.HP.COM>
Source record: 240548

I would like to know is if there is any way an accessory can tell whether it was opened from the desktop or a program?

Any help would be apprecciated.

Randy ...if I only had a .sig

4658. Technical Q: keyclick

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 23:10:31 UTC
From: zz1jm@sdcc4.ucsd.edu
Message-ID: <11038@sdcc6.ucsd.edu>
Source record: 240552

Howdy.

I've been scrounging through all my docs but I can't find any
reference to how to inquire and change the keyclick state. I don't
want to replace it, just shut it off.

I'd appreciate any pointers to some bios or xbios call I missed,
or whatever.

Oh yeah, thanks in advance!

Jon
---
if(internet) mail jmccarty@ucsd.edu ;
else mail jmccarty@ucsd ;

4659. How to modify PageStream's Bookman "i" and "j" dots

Newsgroup: comp.sys.atari.st
Date: 1990-05-30 23:57:19 UTC
From: kibo@pawl16.pawl.rpi.edu
Message-ID: <TN|$3F@rpi.edu>
Source record: 240553

[]
I wanted to raise the dots on the "i" and "j" for clarity at
smaller sizes. Here's a way to do it...

I wrote this a few minutes before I discovered that the font
editor has just been released (posted to GEnie).

MODIFYING PAGESTREAM'S BOOKMAN "i" AND "j" DOTS

by James "Kibo" Parry 5/30/90
72347,2731 (Compuserve)
kibo@pawl.rpi.edu (Internet)
userfe0n at rpitsmts (Bitnet)

This file is an explanation of how to edit the PageStream "Bookman"
outline font (sold on font disk 3) to raise the "altitude" of the
dots on the lowercase "i" and "j". No font editor is needed--but you
need a DISK editor that will let you modify sectors in hexadecimal.

This editing will do nothing to the file except move those two
dots slightly--no character widths will be altered, or anything else.
DISCLAIMER: I am not responsible if you do strange things to the
disk with your disk editor (please follow the instructions below
very carefully.) I am not connected with the Soft-Logik company in
any way.

1.) Make a copy of BOOK.DMF. I suggest working from a copy made
from an unmodified version--if you have already edited BOOK.DMF,
the items you need to change below will be in different places.

2.) Start your disk editor. Tell it to open the BOOK.DMF file.
Note whether it calls the first sector of the file #0 or #1!

3.) Go to the 31st sector in the file (this will be #30 if your
editor calls the first sector #0.) Change your editor's
display mode from ASCII to HEX if you need to.

4.) Check to make sure the sector starts with "03 4E 00 04" and
ends with "02 8D 01 F5". If it doesn't, either your file is
different than my original BOOK.DMF, or else you're on the
wrong sector.

5.) Find the area in the sector that says "40 00 18 01 92" (it
starts at the 343rd byte in the sector). The "40" in
that region is the first number you will be changing. Here
are the changes you will be making in this sector:

```
ORIGINAL CHANGED (blank means no change)
40 00
00
18
01
92
01
F3 B3
02
06
01
F3 B3
02
06
02
40 00
00
18
02
06
02
8D 4D
01
92
02
8D 4D
01
92
02
40 00
```

6.) If you've done this right (and if I've done this right), you've just raised the dot on the "i" by 64 of PageStream's internal units. (The bytes we changed were the vertical coordinates. All that code was just for one little dot.) Now for the "j"...

7.) Near the end of the same sector--starting at byte #485--is a region that says "42 00 18 01 F5 01". We will start editing with the "42".

```
ORIGINAL CHANGED (blank means no change)
42 02
00
18
01
F5
01
F0 B0
02
69
01
```

```
F0 B0
02
69
02
42 02
00
18
02
69
02
8D 4D
01
F5
02
8D 4D
```

8.) The last byte you changed should have been two bytes away from
the last byte in the sector, if all went well. This sector
is finished and should be written to the disk.

9.) A little of the "j"'s data goes into the next sector, so
tell the disk editor to advance one sector. This sector
(the 32nd, or #31 in some editors) should begin with
"02 42 00 04".

10.) Change the "42" to "02" and write this sector to the disk.

You're now done. At this point, you should decide to do one
or the other of these:

A.) Delete the old version of BOOK.DMF from the disk you have
your fonts installed on, and put the new version in its place,

or

B.) If you want BOTH versions of Bookman installed in PageStream,
you should use the PageStream font converter to change the
name of the modified font and the ID number (this means keeping
a modified .FM for the new version, and possibly screen fonts
too.)

If you want to use this font on a Postscript printer that has the
"standard" Bookman built in, change the new version's name
and ID number and then create a downloadable .PS and .PSF font.

Let me know if you have any problems. I checked this document and
I hope that all the numbers are typed correctly.

James "Kibo" Parry

--
james "kibo" parry, 138 birch lane, scotia, ny 12302 <-- close to schenectady.
kibo@pawl.rpi.edu _____
kibo%pawl.rpi.edu@rpi.edu / Kibology / Anything I say is my opinion,

userfe0n@rpitsmts.bitnet / is better! / and is the opposite of Xibo's.

4660. Re: Technical Q: keyclick

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 00:55:32 UTC
From: steve@thelake.mn.org
Message-ID: <A2666534078@thelake.mn.org>
Source record: 240554

[In article <11038@sdcc6.ucsd.edu>,
zz1jm@sdcc4.ucsd.edu (Jon McCarty) writes ...]

> I've been scrounging through all my docs but I can't find any
> reference to how to inquire and change the keyclick state. I don't
> want to replace it, just shut it off.
>
> I'd appreciate any pointers to some bios or xbios call I missed,
> or whatever.

It's a bit in the conterm system variable in protected memory at 0x484.

Here's a fairly paranoid program that turns it off.

```
#include <osbind.h>
main()
{
long ssp;
char conterm;
ssp = Super(0L); /* enter supervisor mode */
conterm = *(char *)0x484; /* get conterm */
Super(ssp); /* back to normal */
conterm = conterm & 0xFE; /* nuke the keyclick bit */
ssp = Super(0L); /* enter supervisor mode */
*(char *)0x484 = conterm; /* set conterm */
Super(ssp); /* back to normal again */
}
```

--
Steve Yelvington at the lake in Minnesota
(Ah, summer... leech season...)

4661. Atari 2600

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 01:15:48 UTC
From: sl195091@silver.ucs.indiana.edu
Message-ID: <46241@iuvax.cs.indiana.edu>
Source record: 240555

As part of a community project, I am trying to build up a complete library of Atari 2600 cartridges. If you would like to donate cartridges and or the machine, I can afford to pay shipping.

Thank you for your consideration.

Mark Lieb

(c'mon, you know its only collecting dust...help put it to good use and a good cause.)

4662. Re: How is Atari doing in Europe?

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 01:44:10 UTC
From: silos@bench.sublink.ORG
Message-ID: <456@bench.sublink.ORG>
Source record: 240556

I can say how Atari is doin' in Italy.
I'm a proud owner of a Mega ST 2 but i'm quite disappointed by
the marketing policy Atari Italy showed during last years.
Atari Italy is surely the subsidiary led in the closest way to the
US mother company.
Lack of advertising, when ads showed on newspapers and tv they were
futile, silly sometimes also wrong (PC advertized as ST etc).
In italy there has been a modest penetration of STs and Megas in the
market. Amigas share the most, along with a lot of low cost PCs like
Amstrad.
Sincerely today Atari has nothing to say nor in Italy, nor in the rest
of the world. They showed the wrong policy of squeezing the orange to get
the last drop of bucks, without investing enough time, people and money
in the development of a future for their products.
The St, and then the Mega were very good products. Now they are out of
date, slow and with limited expandibility.
Atari upgraded the TOS too slowly, there were and there are many bugs,
not compatible with a professional use. The lack of upward compatibility
with 68020/30, the too close architecture kept locked to video clk
frequencies and other amenities has killed the ST. Atari in Italy
was and is just for hackers... Why the Tramiel family, instead of producing
tons of vaporware and disillusion didn't give ST a real SCSI, a bug free
op sys, real expandability and a child, more powerfull to satisfy the
incoming needs of the new markets.
Atari in Italy is doing BAD....
Paolo.
--
(ARPA) silos@bench.sublink.ORG Paolo Pennisi
(BANG) ...!deejay!bench!silos via Solari 19
(MISC) ppennisi on BIX & PTPOSTEL 20144 Milano ITALIA
----< S U B L I N K N E T W O R K : a new way to *NIX communications >-----

4663. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 06:01:03 UTC
From: uace0@uhnix2.uh.edu
Message-ID: <1096@uhnix2.uh.edu>
Source record: 240557

In article <30318@cup.portal.com> Metalist@cup.portal.com (Bryan Jones Woodworth) writes:
>>...Ataris TT will be released this fall. So dont worry, evreryones
>>030 will be out at the same time. Give Atari a chance.
>
>Cool! A date. ok so this Fall it will be out?.. I have heard rumours forever
>regarding its big show..

Just spoke to someone in the 'know' at Atari yesterday about the TT.

TT's this fall? Dunno, seems plausible.

As a real developer, we are on the list. I was told that it is being designed/
prepared for release in the US FIRST! And it is being readied for FCC approval.

Developers will be getting theirs soon. How soon? Soon...

If the US doesn't get it first, the US will at least get it at the same time
as the rest of the world...

- mike

--

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4664. Hithchikers Guide to the Galaxy problem

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 09:19:20 UTC
From: cczcole@clan.nott.ac.uk
Message-ID: <50038@robin.cs.nott.ac.uk>
Source record: 240558

My apologies for wasting the bandwidth for protagonists of c.s.a.s.tech,
feel free to hit 'n' at this point.
I am, in supposedly relaxation time at home trying to work my way through
the excellent Infocom adventure of "Hitchhikers Guide to the Galaxy". However
I'm now stuck. I've even managed to solve the Babel fish problem, but can not
get past the screening door on the Heart of Gold. I know (from magazine hints)
that I'm supposed to show the door how intelligent I am by showing it tea and
no tea, but I've been completely unable to get the syntax correct. If anyone
could put me straight on this matter I'd be very grateful, especially as I'd be
able to get some sleep again! Replies by email if possible please.
Many thanks in advance,

Marlon

Marlon Cole, Cripps Computing Centre, University of Nottingham, England.

4665. AES library functions: scrp_read, scrp_write

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 10:40:52 UTC
From: R.A.W.McGuigan@newcastle.ac.uk
Message-ID: <1990May31.104052.5250@newcastle.ac.uk>
Source record: 240559

Posting this for my flatmate.
He's using HiSoft BASIC.
He'd like to know...

- what is the AES 'scrap directory"
- what do the two functions dealing with it, scrp_read & scrp_write, actually _do_?

HiSoft's documentation isn't very helpful on this.

Thanks,

Andy

Andy McGuigan
Part III Microelectronics and Software Engineering
University of Newcastle upon Tyne
England
JANET: R.A.W.McGuigan@uk.ac.newcastle

4666. Archivers (was: Re: LHARC problems ....)

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 14:11:23 UTC
From: silvert@cs.dal.ca
Message-ID: <1990May31.141123.12056@cs.dal.ca>
Source record: 240568

In article <734@zinn.MV.COM> kgg@zinn.MV.COM (Kenn Goutal) writes:
[several comments about the use and functionality of different archivers]

ZOO is used a lot both here and in the PC newsgroups. Both it and LHARC support directory structures, which is a great help if you are sending a large package with source code, docs, etc.

In addition, both ZOO and LHARC support self-extracting archives, at least in the PC implementations. ZOO requires a supplementary program (SEZ), but LHARC does everything in one package.

My favourite all-around archiver is ZOO. The main reasons are:
Portability -- I can read the same archive under Unix, ST, PC.
Written in C, I can port it to other systems.
Directory support (as mentioned above).

However, for the PC alone I prefer LHARC, both for ease of building self-extracting archives and, above all, for superb compression. Almost always, LHARC writes the smallest archives. But I agree that it is not a great choice for a newsgroup, because of the portability problems. So I recommend that we use ZOO as much as possible, with ARC maintained for backwards compatibility.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
UUCP=..!{uunet|watmath}!dalcs!biomel!bill
BITNET=bill%biomel%dalcs@dalac InterNet=bill%biomel@cs.dal.ca

4667. Re: Illegal Editing, Tampering of ST Report by Greg Lindahl

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 15:00:18 UTC
From: gl8f@astsun.astro.Virginia.EDU
Message-ID: <1990May31.150018.5437@murdoch.acc.Virginia.EDU>
Source record: 240560

In article <2824@bdt.UUCP> MICHAEL_ARTHUR@bdt.UUCP writes:
>Ralph Mariano, and the staff of ST Report have recently obtained evidence th
>Greg Lindahl, who sends issues of ST Report and ZMag by E-Mail to several
>people on UseNet, has engaged in illegal activities concerning ST Report.

Personally, I'd suggest that Ralph read his own copyright notice
before he wets his pants. Through issue 418, his notice did not
require transmission without changes. Therefor, what I did is totally
legal, according to my understanding of copyright law.

I might note that my editing was confined to either deleting whole
sections or adding comments which were clearly labeled to be mine. I
don't know why Ralph doesn't like this other than the fact that my
comments about Ralph's mental state might not be how Ralph sees himself.

As of issue 419, his notice precludes modifying the magazine. Since it
is illegal for me to distribute ads over the Internet, the ST Report
mailing list is history. Goodbye Ralph, I won't miss you.

>Having been asked to post this message by Ralph Mariano (Publisher of ST
>Report), I also relay his request for dialogue with him on this matter....

I'm in the phonebook. But I don't answer my phone. Why don't you show
Ralph how to use the Compuserve-Internet gateway, and then he can
personally send me mail? I promise I'll print it out, frame it, and
put it on my wall. Lawsuit threats are always good for a laugh or two.

--
"Perhaps I'm commenting a bit cynically, but I think I'm qualified to."
- Dan Bernstein

4668. Re: Spectre: Meg-a-Minute

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 15:30:04 UTC
From: dlm@druwy.ATT.COM
Message-ID: <4854@druwy.ATT.COM>
Source record: 240561

in article <723@zinn.MV.COM>, kgg@zinn.MV.COM (Kenn Goutal) says:
> I don't know if there's a difference between plain "Meg-a-Minute"
> and "Meg-a-Minute Elite", but the description of the latter in the

Meg-A-Minute Elite is just the latest version of the program.
It fixed a few bugs, added support for more than 4 partitions and made
the program a little less dependent on a single OS rev (the original
Twister format code needed access to some OS private floppy structures).
There were some other changes but since it was written close to 3 years
ago I don't remember any of them.

The name came from Dave and I deciding to follow Tom Hudson's
lead in program naming instead of just having a nice boring version 2.

Dan Moore
AT&T Bell Labs
Denver
dlm@druwy.ATT.COM

4669. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 17:31:45 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <30379@cup.portal.com>
Source record: 240562

>I talked to a source at Atari. When will the TT be released? Soon.

Ah! I hope. How much? What exactly is a "TT"? I suspect it is a direct competitor with the Amiga 3ooo?

4670. In need of ST modeming programmes

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 17:34:40 UTC
From: Bryan_Jones_Woodworth@cup.portal.com
Message-ID: <30380@cup.portal.com>
Source record: 240572

Hello! I would like to know if there is someone in the NET who would be willing to copy some Pd/shareware Atari ST modem programs onto a 3.5" 720K diskette which I would send to them.

I would like any good PD/Shareware modem programs, especially those allowing FILE TRANSFERS with Xmodem and Ymodem.
If you feel you can help me, please send mail to me at the address at the foot of this letter. I would be willing to pay all postage.

Thank you,

Bryan_Jones_Woodworth@cup.portal.com

4671. TOS An 24 Pin Printer Questions

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 18:21:07 UTC
From: mann@frith.msu.edu
Message-ID: <1990May31.182107.19302@msuinfo.cl.msu.edu>
Source record: 240569

I recently purchased an Epson LQ-510 24 pin printer and have been having problems printing screen dumps (ALT-HELP). Another problem is that I tried using a friends Publishing Partner ST (Color Version) and when it printed it never could put all the information on one page...by about an inch and a half.

Also I am looking to purchase a TOS upgrade and when I called I was told of a 2-chip Rainbow TOS. Is that from Atari? And I thought that it was made in six-chip format. I know there has been an ongoing discussion about the TOS upgrades and I am now sorry I didn't follow, but without stirring up to much fuss (maybe you could just respon by mail) could I get any opionions and suggestions as to what I should buy?

Thanx.

-lw

--
/-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-\
| "It's only wafer thin." | Lonnie Warpup | UseNet: uunet!frith!mann |
| -"The Meaning Of Life" Internet: mann@frith.egr.msu.edu |
\-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-^-v-/

4672. Re: I have a dream ....

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 18:37:59 UTC
From: jonka@microsoft.UUCP
Message-ID: <54977@microsoft.UUCP>
Source record: 240570

In article <1990May29.203020.28441@pmsmam.uucp> wwm@pmsmam.uucp (Bill Meahan) writes:
>Dave Small manufactures a new motherboard/box for the Atari with a 25-Mhz
>68030, an EISA bus (that actually WORKS with cheap, available PC interface/
>memory boards), at least 2 serial ports (one with 8530 controller for Ham
>Packet), full, REAL SCSI, capable of booting a UNIX (or look-alike) OS
>that runs TOS as a GUEST process so most, if not all, of my software
>collection is still usable. Plus X11R4, 16 MB RAM capacity, Spectre GCR
>built in (or available as a simple plug-in option).

The question is where you would fit the ST into all of this. It seems that the only pieces of hardware that are NOT replaced are the keyboard, mouse, floppy, and video display (and of course you want 24-bit 1Kx1K, z-buffered graphics, no?). Seems like you are looking for a new computer.

-Jonathan

P.S. Keep the ST to run all of your old software. Even better, put it in a "compatibility" box. :-)

4673. Re: TURBO-C 2.0?

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 20:15:43 UTC
From: schiers@mcshh.hanse.de
Message-ID: <7595@mcshh.hanse.de>
Source record: 240563

csbrod@medusa.informatik.uni-erlangen.de (Claus Brod) writes:
>It offers FULL ANSI support as far as I know. There's also
>a neat source code debugger for it. Great package!

I heared about some serious bugs, especially in the debugger.
What about them? How is support? I think I'll wait a bit for
the code and use my Prospero-C. Support is like DEC.

CU Carsten.
unido!imdm.uke.uni-hamburg.dbp.de!schiers
unido!netmbx!mcshh!schiers

4674. SZ.TTP

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 21:00:22 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.88.644187639.larserio@kvart.uio.no>
Source record: 240564

Does anyone have a Zmodem Sender for Atari ST that sends the file as
a stream (the one I have wait for ACK for each block and my own Ymodem is
faster than that version :-) All the other Zmodems on other systems send
data as a long stream and does not wait for control-packages !!!

Lars-Erik / ABK-BBS +47 2132659 / ____ ______ _________________________
Osterud / larserio@ifi.uio.no / /___ / The norwegian ST
__________/ _____________________/ ____/ / Klubben, user association

4675. Specter

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 21:04:00 UTC
From: wgj@uafhcx.uucp
Message-ID: <4690@uafhp.uark.edu>
Source record: 240565

A freind of mine has been asking me about Specter. His buisness wants to install Mac's to do their publishing. However, beset with a shortage of funds they would like to know if installing Atari's with the Specter board and software is a good idea.

Some questions:
How compatible does this make the Atari to the Mac?
Will this package continue to be supported?
How stable is the company that produces this package?
Does it run Mac programs slower than Mac?

I would appreciate your comments.

Sincerely,
Bill Johnston

4676. Re: The TT isn't late!

Newsgroup: comp.sys.atari.st
Date: 1990-05-31 22:47:58 UTC
From: marclaan@neabbs.UUCP
Message-ID: <395848@neabbs.UUCP>
Source record: 240566

TT will be presented to the press here in Holland at june 7th, at
Atari office. Production starts same month in Taiwan. First machines
will be flown in end of month. Regular sales in August, that is: in
Holland. First machines ofcourse are handmade models. Regular
shipments are massproduction. Price is not coming down before fall.
---> Marc Laan, Amstrdam. Holland.